TITEL

Dato: 2023-07-24

Kommentarer som skal ind i rapporten: Den måde det er gjort på nu, så kan et spil godt være på top 50 baseret på 2 weeks, hvis der har været bare en dag, med mindst 8 timers stream, hvor der var rigtig mange viewers. Fordi den er 0 i de andre dage, vil det slef trække ned i gns dog -- hvilket er en god ting. to ting, der er dårligt ved denne løsning (dog ikke så store som den ting jeg løser er) er 1) vi undervurderer viewership i de spil som ikke altid registreres idet 0 trækker ned (det gør NaN) ikke 2) nogle spils viewership kan potentielt undervurderes mere end andres, hvis vi antager, at alle spil ikke er lige likely til at blive spillet på alle tider af døgnet, i.e. hvis spil omkring nr. 50 har
flere viewers relativt til den øvrige aktivitet på twitch tidligt på dagen (mange børn der spiller det måske), så vil den registreres der, men når voksne så kommer hjem og spiller, så er der andre spil som relativt til det første spil får flere viewers og så selvom det har fået flere viewers selv også nu, så registreres det måske ikke. Dens average vil så være baseret på nogle lavere tal tidligere på dagen, og derfor mere undervurderet relativt til andre spils viewership, hvis den kom på top 50. Dette ser jeg dog ikke som nogen stor ting, blot noget at holde for øje.

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