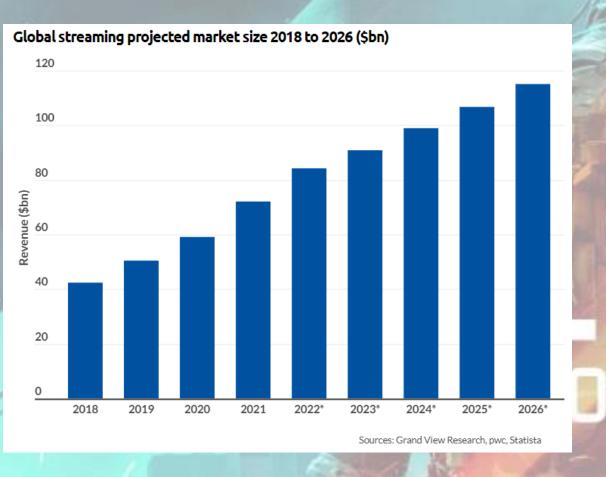
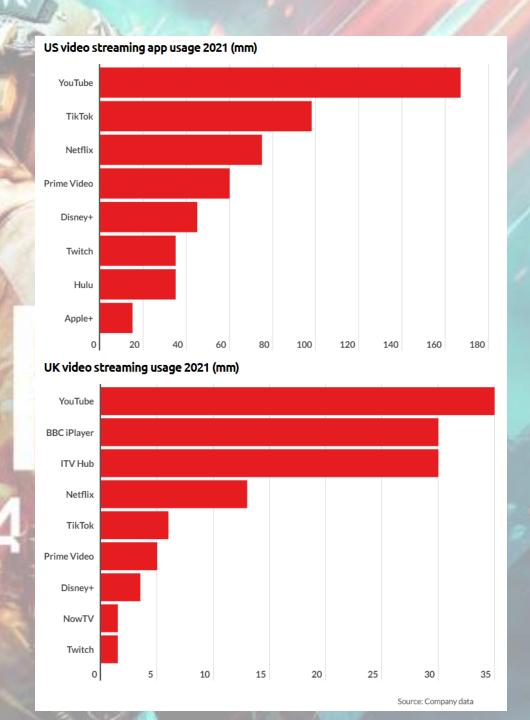
# Global Streaming Market Size and Streaming Apps

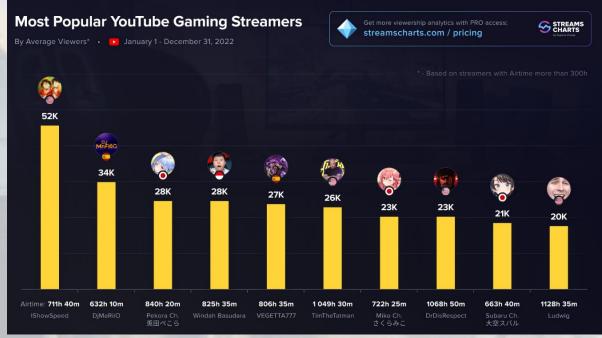


Presentation by Napat Phongvichian 6420422022 Kruawun Jankaew 6420422016



## Stats on Gaming Streamers on YouTube

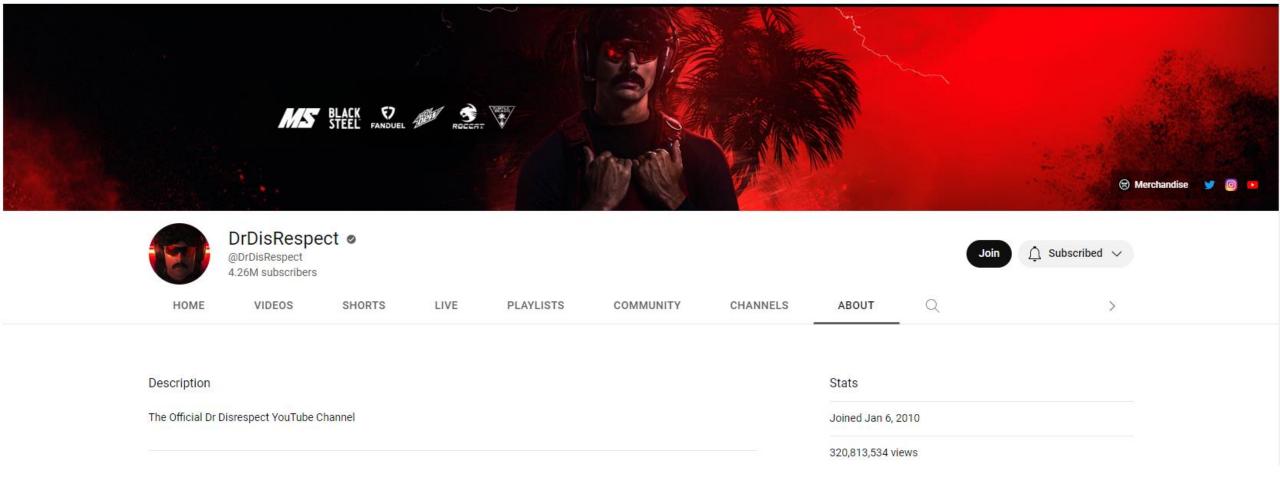




#### **Our Project Objective**

Exploring user behavior and chat communication within a YouTube live streaming to extract information on:

- User behavior,
- chat content including sentimental analysis,
- and user engagement evoking factors.



- One of the most dominating game streamer.
- An entertainer in the gaming industry rather than a professional gamer, with an arrogant and funny character.
- Specialising in multiplayer games, especially Battle Royale Games (i.e., Call of Duty, Warzone, PUBG, Apex Legends, Fortnite)





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#### Description

Optimised for #Battlefield 2042 and much more! The Broken Machine is my name, come say hello - livestreams here almost everyday 2pm UK time!

Get 10% off KontrolFreeks with code BROKENMACHINE http://www.kontrolfreek.com/?a\_aid=BROKENMACHINE

Channel Thumbnail includes image by: https://twitter.com/Shadow6ix

Stats

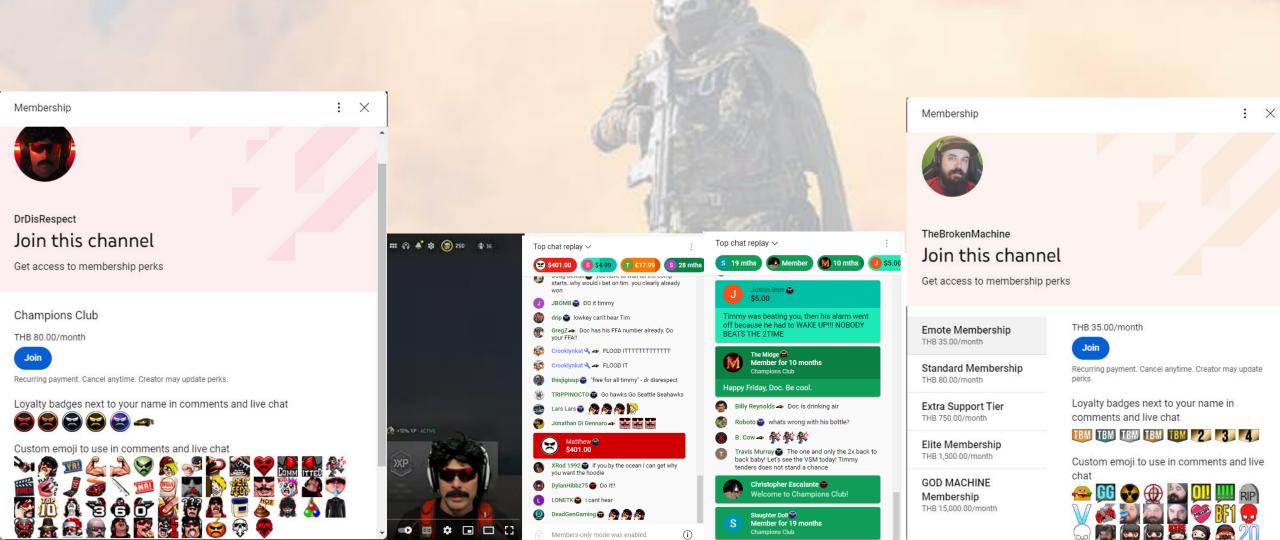
Joined Aug 20, 2011

110,191,733 views

F

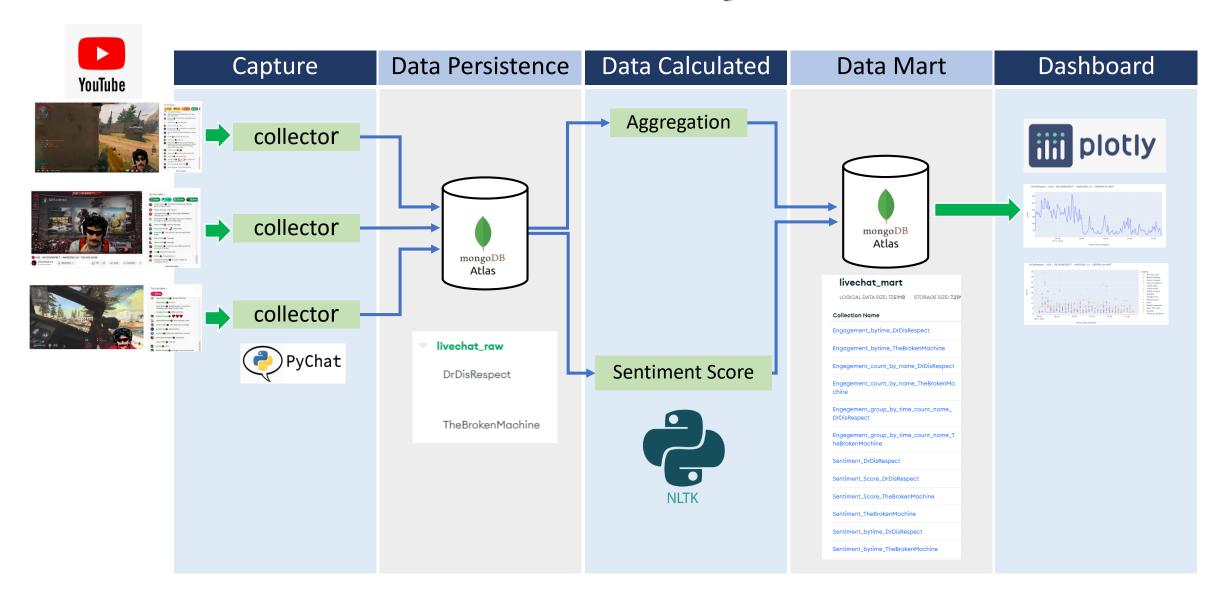
- British First Person Shooter game streamer.
- Specialising in multiplayer games (i.e., Battlefield, Warzone)

## Revenue from Game Streaming (apart from YouTube Views)

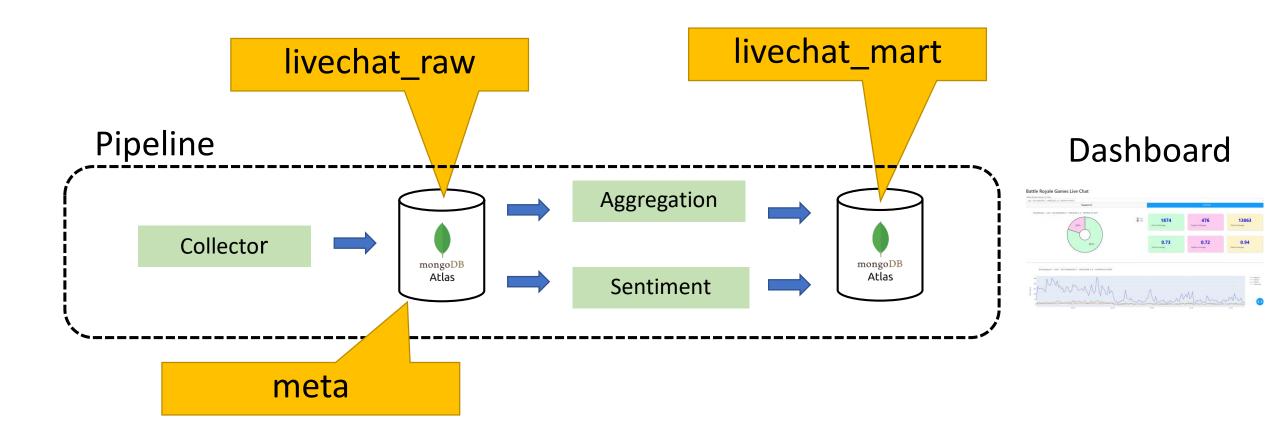




## **Data Journey**



## **Data Pipeline**



Database: livechat\_raw

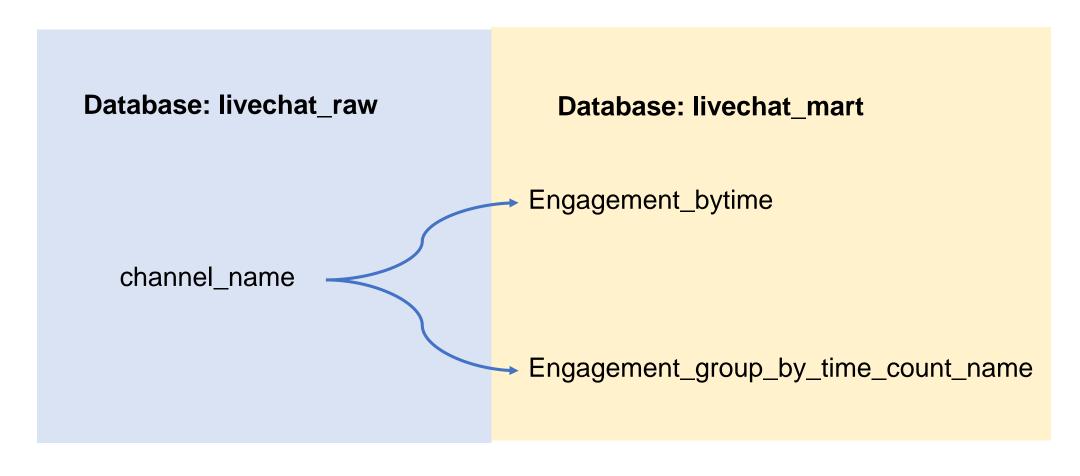
Collection: channel\_name

```
_id: ObjectId('63b57ce35666a334ca2c5a7f')
datetime: "2023-01-02 09:02:23"
vid: "tuxuH67r7y8"
aname: "Microwaved Grape"
msg: "GIVE ME BACK MY SON"
```

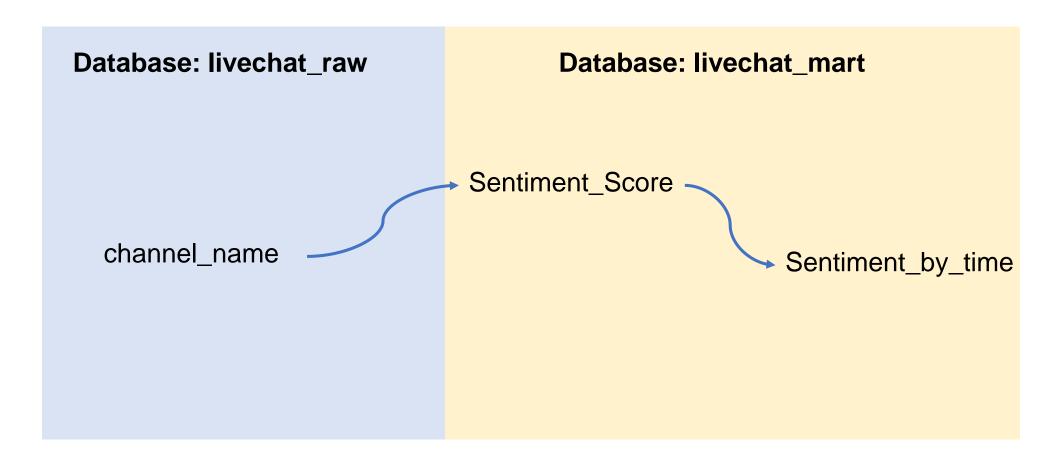
```
_id: ObjectId('63b57ce45666a334ca2c5a80')
datetime: "2023-01-02 09:02:24"
vid: "tuxuH67r7y8"
aname: "Mattyboocakes"
msg: "New menu inside the arena? "
```

```
_id: ObjectId('63b57ce55666a334ca2c5a81')
datetime: "2023-01-02 09:02:25"
vid: "tuxuH67r7y8"
aname: "Casanova Frankenstein"
msg: "MFING tree star!!"
```

## **Engagement Mart**



#### **Sentiment Mart**



#### Engagement\_bytime

	time	count
0	2022-12-28 08:55:00	38
1	2022-12-28 08:56:00	159
2	2022-12-28 08:57:00	196
3	2022-12-28 08:58:00	152
4	2022-12-28 08:59:00	139
146	2022-12-28 11:21:00	140
147	2022-12-28 11:22:00	69
148	2022-12-28 11:23:00	29
149	2022-12-28 11:24:00	22
150	2022-12-28 11:25:00	15

#### Engagement\_group\_by\_time\_count\_name

	aname	time	count
0	A_Lex661	2022-12-28 08:55:00	16
1	A_Lex661	2022-12-28 09:00:00	13
2	A_Lex661	2022-12-28 09:05:00	4
3	A_Lex661	2022-12-28 09:10:00	5
4	A_Lex661	2022-12-28 09:15:00	1
•••		-	
402	♪ ROG-ghostsyoutube  ♪	2022-12-28 10:20:00	3
403	♪ ROG-ghostsyoutube ♪	2022-12-28 10:30:00	4
404	♣ ROG-ghostsyoutube ♣	2022-12-28 11:10:00	2
405	♣ ROG-ghostsyoutube ♣	2022-12-28 11:15:00	4
406	♣ ROG-ghostsyoutube ♣	2022-12-28 11:20:00	6

#### Sentiment\_Score

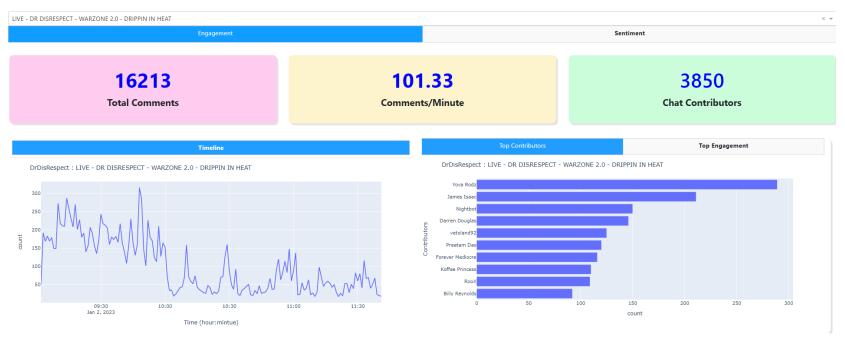
	datetime	score	Polarity
0	2022-12-30 09:05:37	1.000	NEU
1	2022-12-30 09:05:37	1.000	NEU
2	2022-12-30 09:05:38	0.546	POS
3	2022-12-30 09:05:39	0.607	POS
4	2022-12-30 09:05:40	1.000	NEU
19941	2022-12-30 11:37:08	1.000	NEU
19942	2022-12-30 11:37:09	0.556	NEU
19943	2022-12-30 11:37:09	1.000	NEU
19944	2022-12-30 11:37:10	1.000	NEU
19945	2022-12-30 11:37:10	1.000	POS

#### Sentiment\_by\_time

	neg	neu	pos	compound	time	
0	0.744	33.475	3.781	2.6046	2022-12-30 09:05:00	
1	2.202	78.258	7.540	4.5002	2022-12-30 09:06:00	
2	0.538	3.462	0.000	-0.5423	2022-12-30 09:07:00	
3	5.539	228.098	17.363	8.1365	2022-12-30 09:08:00	
4	5.475	211.634	14.891	7.3594	2022-12-30 09:09:00	
				-		
148	5.874	79.617	6.508	1.8878	2022-12-30 11:33:00	
149	7.928	68.502	7.569	2.8136	2022-12-30 11:34:00	
150	5.397	97.918	18.685	8.3609	2022-12-30 11:35:00	
151	24.107	200.612	40.282	5.6664	2022-12-30 11:36:00	
152	5.326	31.391	6.283	-0.7555	2022-12-30 11:37:00	

#### **Dashboard**

## **Engagement Dashboard**



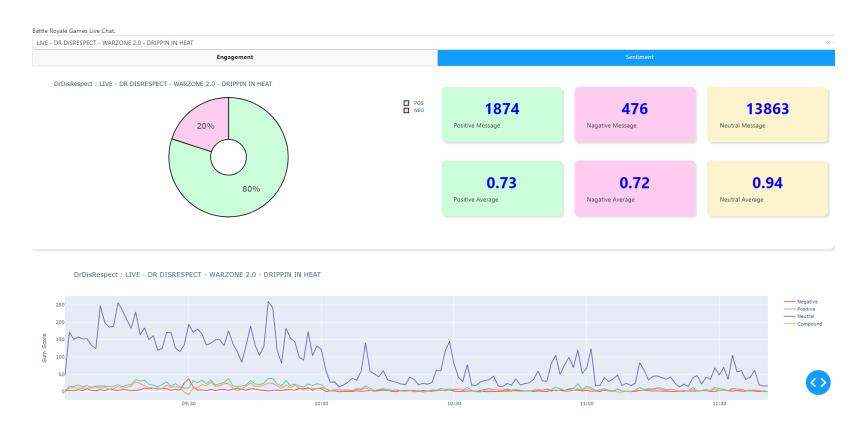
Engagement\_bytime\_DrDisRespect

Engagement\_count\_by\_name

Engagement\_group\_by\_time\_count\_name

### **Dashboard**

#### Sentiment Dashboard



Sentiment\_Score

Sentiment\_by\_time

#### Conclusions on YouTube Chat Analytics of First Person Shooter Game Streamers

- 1. We observed that the chat messages are very active when the players are interacting with users (read out comments, donation and asking opinion of users).
- 2. Engagement in certain period is restricted to member only.
- 3. The chat includes a lot of emojis, most which are site specific (member only emoji).
- 4. Many words in chat are domain-specific (to gaming industry and type of game).
- 5. Almost all messages express sentiment, and the positive sentiment outweighs the negative.

Polarity	Word
Positive	Lol, Yes, Yep, Yeh, haha, EZ, gg, Wow, Champ, Beautiful, nice, sweet, better, <3, Gains
Negative	Empty, Wrong, No, Nah, No, Dead, Nasty, Filthy, Broken

#### Recommendations

- 1. In order to have a more accurate assessment of sentimental analysis, we need a domain-specific lexicon for game streaming.
- 2. Library used should include member-only emoji for more accurate analysis.
- 3. If we can analyse the amount of donations from users and the numbers of members joining the live stream, it will give us a better assessment on member's loyalty and sentimental analysis.