MTA Traffic Analysis for Esport Team Cheetah

Introduction

- Esports team Cheetah is holding a gaming event in March and hopes to invite as many interested gamers, working professionals, and students as possible.
- Cheetah team intends to place electronics advertisements at specific NYC subway stations to promote their event to gamers, working professionals, students, and anyone else interested
- Agenda: analyze MTA subway data on traffic flow to optimize placement and time of the advertisement to maximize awareness to target demographics: gamers, working professionals, and students

Methodology

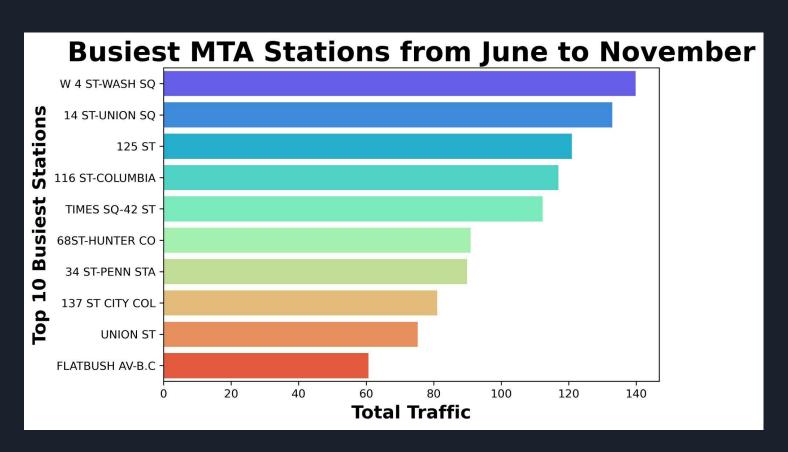
Data

- MTA Turnstiles Data (MTA)
- Additional Data: Colleges and Universities near NYC subway stations, OpenStreetMap

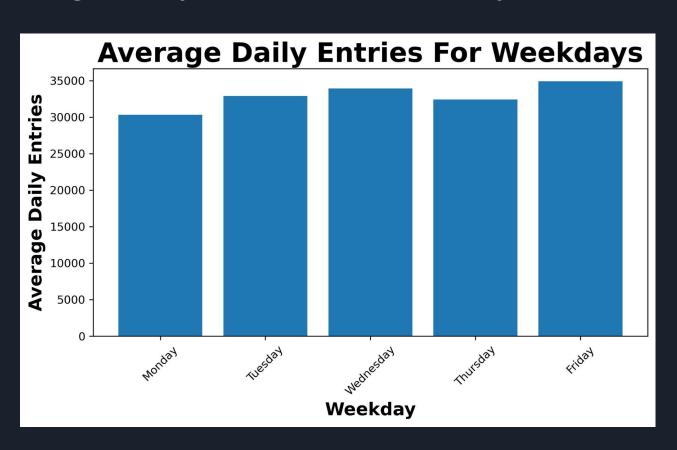
Tools:

- Python, Pandas, Numpy
- Matplotlib, Seaborn, geopandas/geoplot, folium
- Github

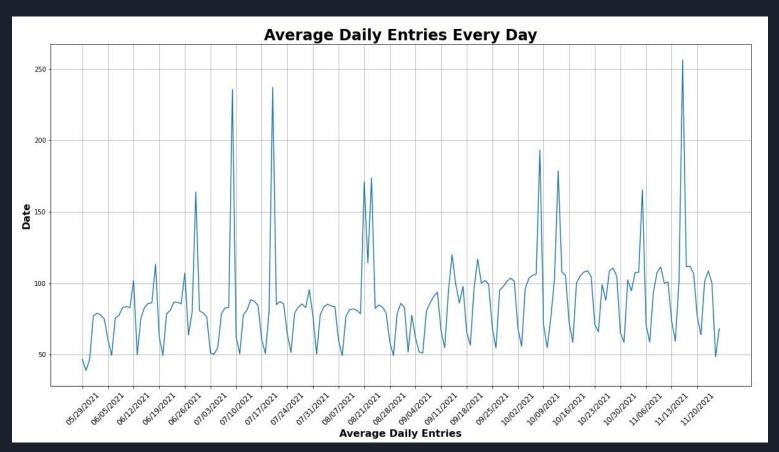
Top 10 Busiest Stations near target demographics



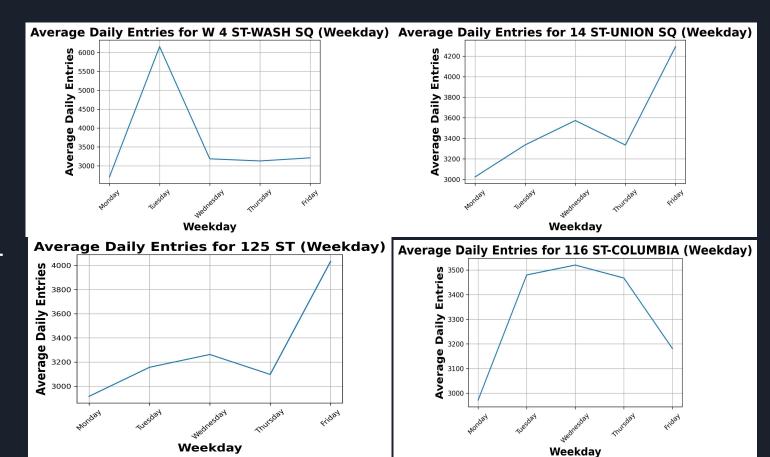
Average Daily Entries of Weekdays



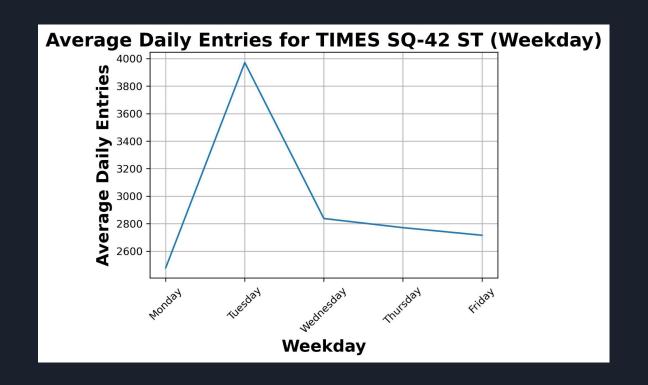
Average Daily Entries for Every Day



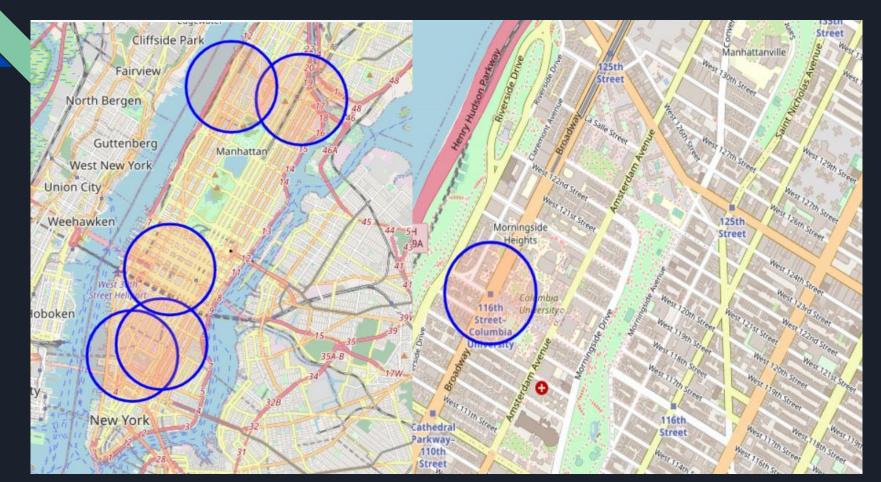
Average
Daily
Entries for
Top 5
Stations



Average
Daily
Entries for
Top 5
Stations



Geographical Map of Top Stations



Conclusion

- Top stations close to universities and working professionals
- Put electronic advertisements in these stations:
 - W 4 ST -WASH SQ
 - o 14 ST-UNION SQ
 - o 125 ST
 - o 116 ST-COLUMBIA
 - o TIMES SQ-42 ST
- During Mondays, Tuesdays, and Fridays

Future Work

- Plotting location of tech companies and universities
- Proximity of stations and tech companies and universities
- Weekend commutes vs Weekday commutes
- Compare top stations and possible demographic targets as well as number of tech companies and universities located near the station

Appendix

- Time period: June to November
- Data cleaning: Fixing some outliers that do not present normal daily traffic behavior within a week (weekdays specific)
- Reason for selecting the stations:
 - Proximity to working professionals and universities
 - Outliers-tourism

Thank you