I WANT TO BECOME A PRO ESPORTS PLAYER (AND $$$ RICH)
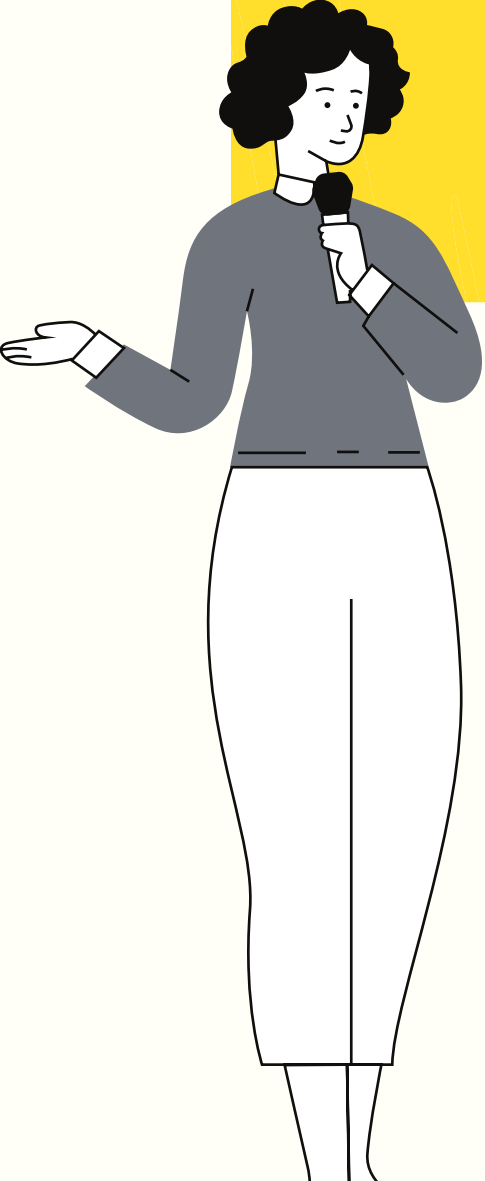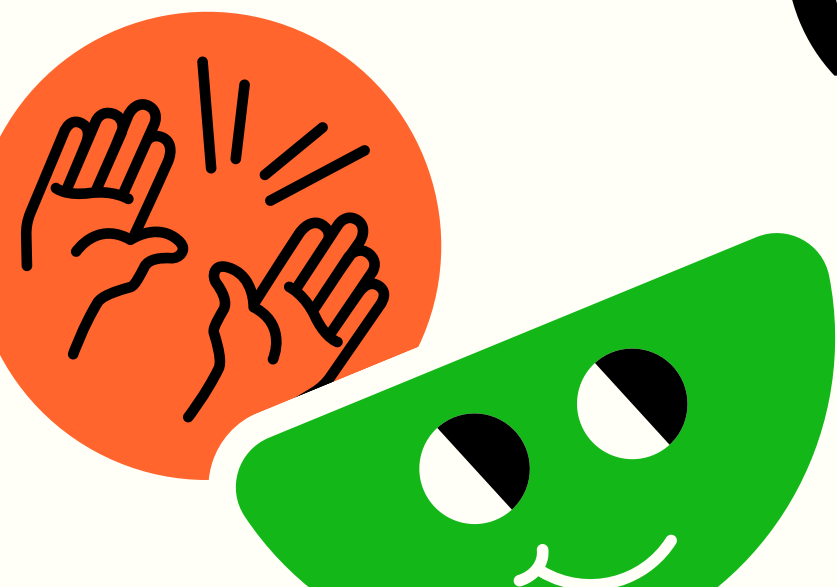
GOOD JOB

¿How should I do it?

1. Analysis of the esport industry
2. What genre should I invest my time in?
3. Do I have certainty?
4. Conclussion

EXPLORATORY DATA ANALYSIS (EDA)

	Date	Game	Earnings	Players	Tournaments
0	1/1/1998	QuakeWorld	15000.0	8	1
1	5/1/1998	Quake II	14600.0	4	1
2	7/1/1998	Quake II	15000.0	5	1

OMMM!

	Game	ReleaseDate	Genre	TotalEarnings	OnlineEarnings	TotalPlayers	TotalTournaments
0	Age of Empires	1997	Strategy	190075.61	33235.72	246	95
1	Age of Empires II	1999	Strategy	1480089.01	862909.14	827	549
2	Age of Empires III	2005	Strategy	66463.85	24963.85	86	72

Variables to look into.

——— I created an **Awakening variable**: it tells me how many years each game takes to go into the esports industry after the release the date..

——— **Prize per person:** this variable talks about the amount of prize given on average to the winners of the tournament.

——— Tournaments per year will give us information about the trend of each specific game. If it on its cuspide or its already dying.

——— Total Earnings meaning as total prize per tournament allows us to understand the money side of it..
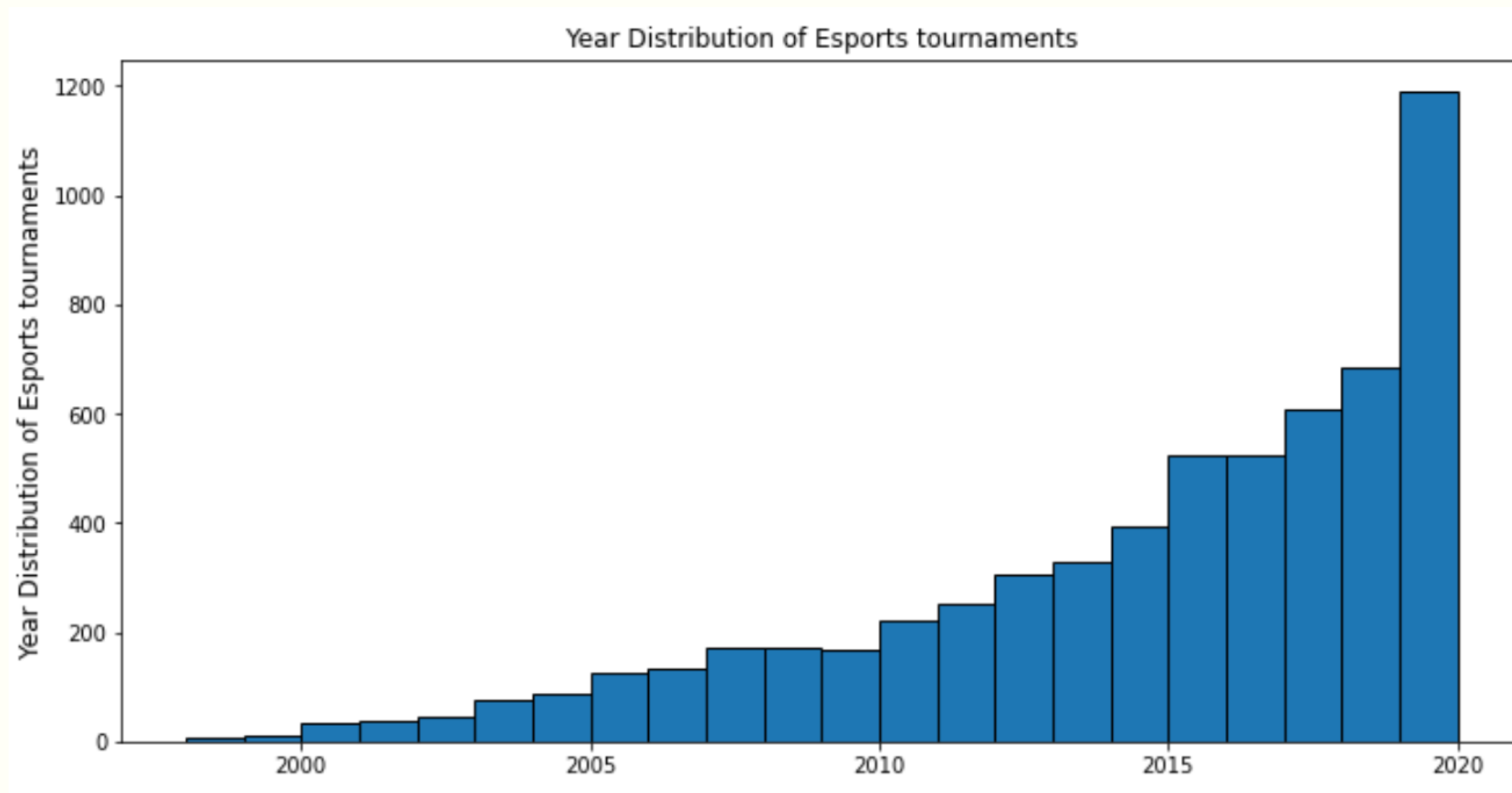
DATA VISUALIZATION AND STATISTICAL ANALYSIS
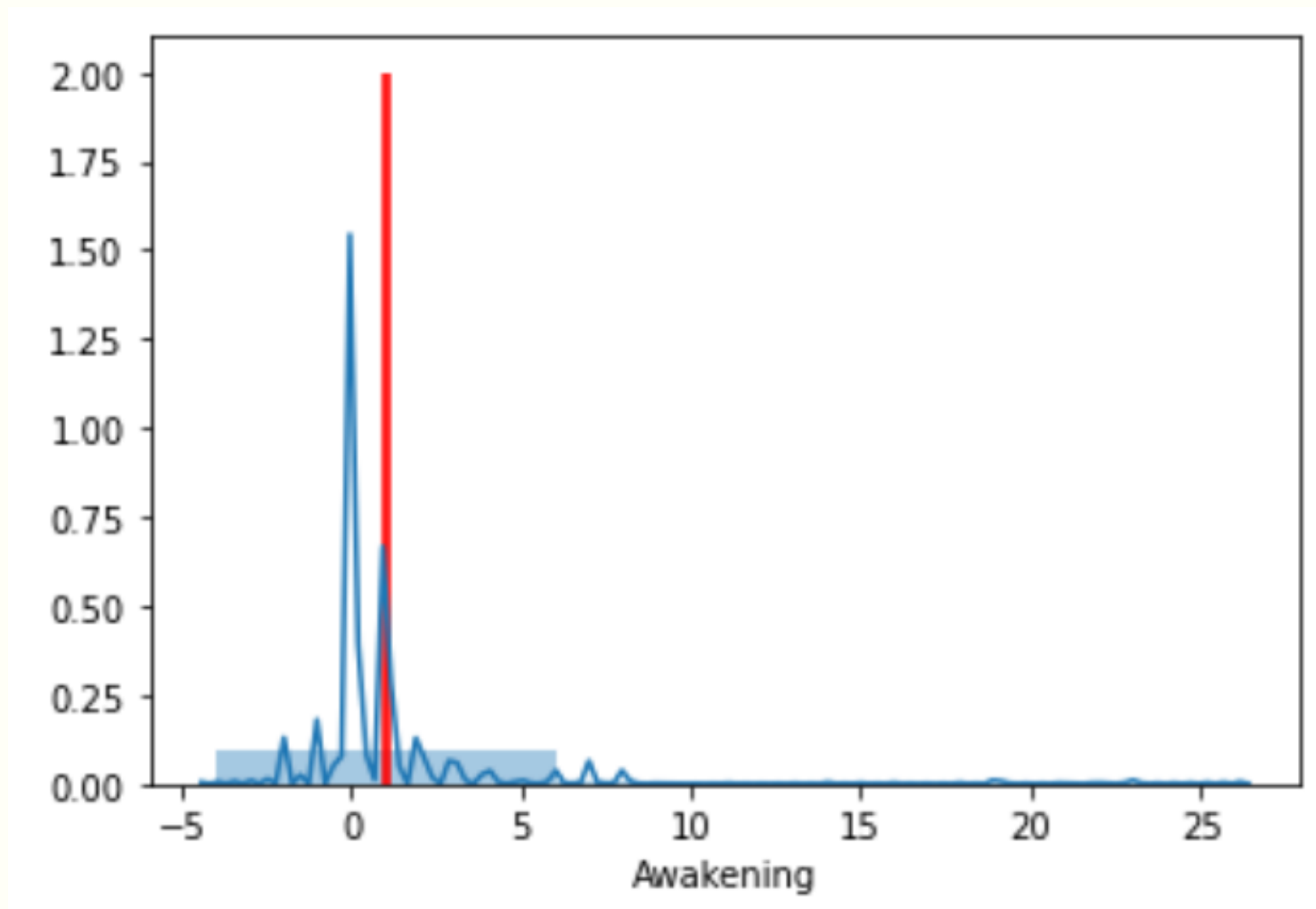
We want to reject or refuse older vs new videogames in our pool.

We want to see how many years does take a game to enter the esports industry.

We are 95% sure that the population mean lies within the range of lower 0.946 and upper 1.095 limit

DATA VISUALIZATION AND STATISTICAL ANALYSIS

Year Distribution of Esports tournaments

As expected, we see an exponential growth of esports tournaments per year.

Unless it all fallen into pieces, it is a good time to invest in becoming a esports pro player.

DATA VISUALIZATION AND STATISTICAL ANALYSIS

Millions of dollars given each year in prizes

Year	
2019	2.324307e+08
2018	1.650773e+08
2017	1.162927e+08
2016	9.810144e+07
2015	6.717864e+07
2020	4.998546e+07
2014	3.761709e+07
2013	2.225681e+07
2012	1.417111e+07
2011	1.054632e+07
2008	7.463214e+06
2007	7.440037e+06
2010	6.323567e+06
2006	5.648607e+06
2005	4.305727e+06
2009	4.129020e+06
2004	2.836501e+06
2003	1.774600e+06
2002	9.682196e+05
2001	8.937645e+05
2000	7.453075e+05
1999	2.751538e+05
1998	1.317000e+05

Millions of dollars given each year in prizes by Genre

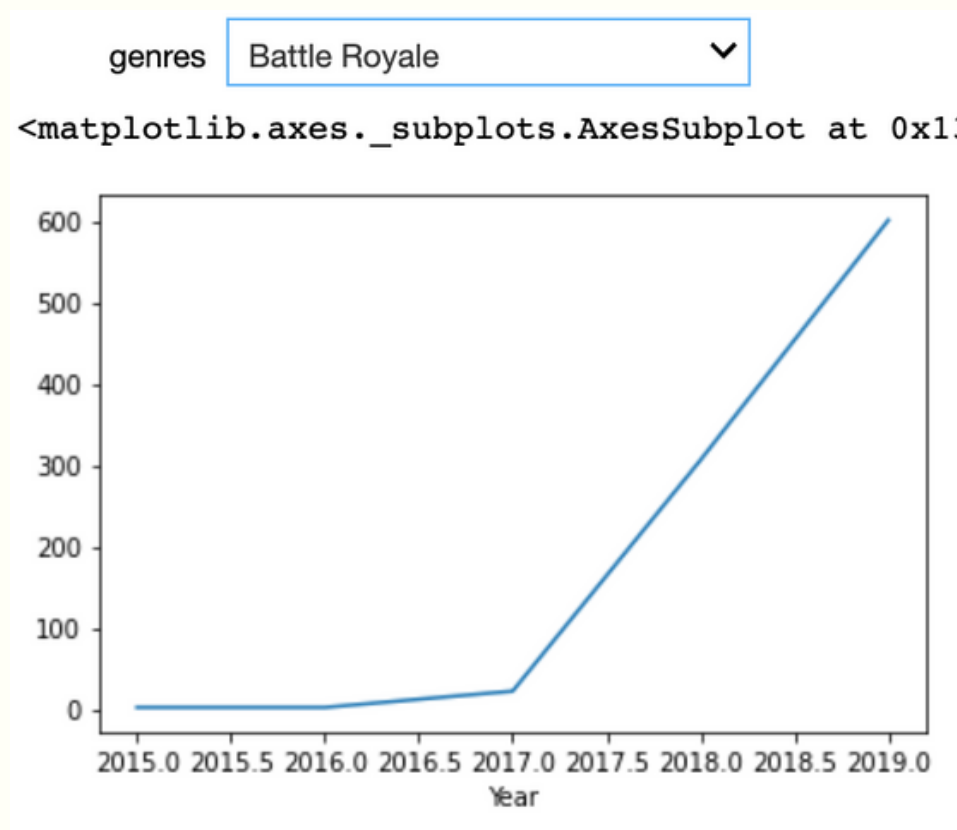| Genre	
Battle Royale	1.794569e+06
Multiplayer Online Battle Arena	1.346751e+06
First-Person Shooter	4.773931e+05
Third-Person Shooter	2.500000e+05
Collectible Card Game	2.201581e+05
Sports	1.994573e+05
Role-Playing Game	9.116667e+04
Strategy	6.262272e+04
Racing	2.718301e+04
Fighting Game	1.534415e+04
Puzzle Game	1.483098e+03

The year **with bigger prizes pools was 2019.**

Meanwhile the esports with higher prizes pool no matter the year are **Battle Royale and Multiplayer Online Battle Arena**

DATA VISUALIZATION AND STATISTICAL ANALYSIS

#these Genre for earnings are top 2 in 2018, 2017, and top 3 in 2016,2015. In 2014, Battle Royale didn't exist.
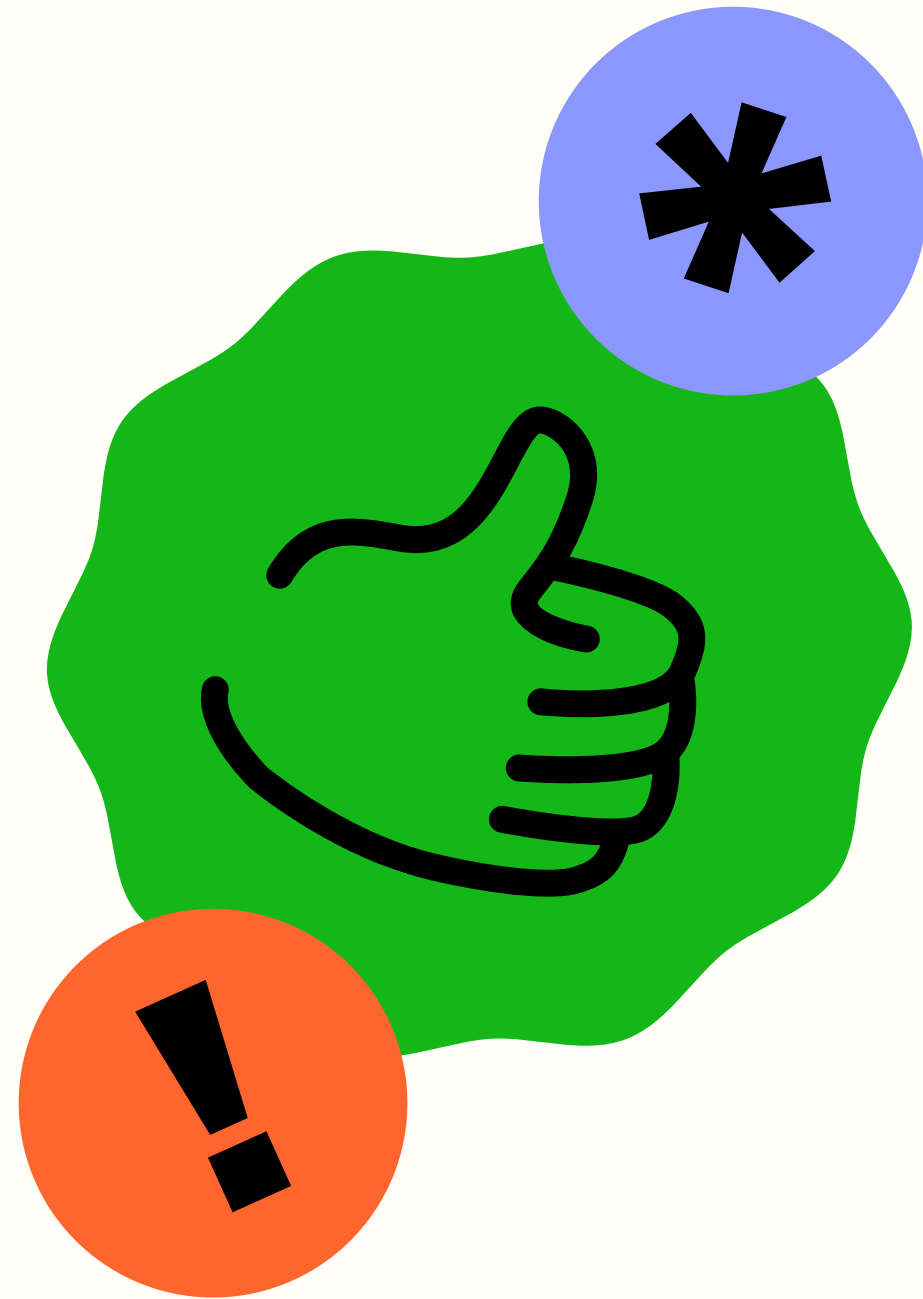

genres [Battle Royale ▾]

`<matplotlib.axes._subplots.AxesSubplot at 0x1…`

years [2018 ▾]

```
Genre
Multiplayer Online Battle Arena      1.233913e+06
Battle Royale                        1.070060e+06
First-Person Shooter                 3.224323e+05
```

genres [First-Person Shooter ▾]

`<matplotlib.axes._subplots.AxesSubplot at 0x134`
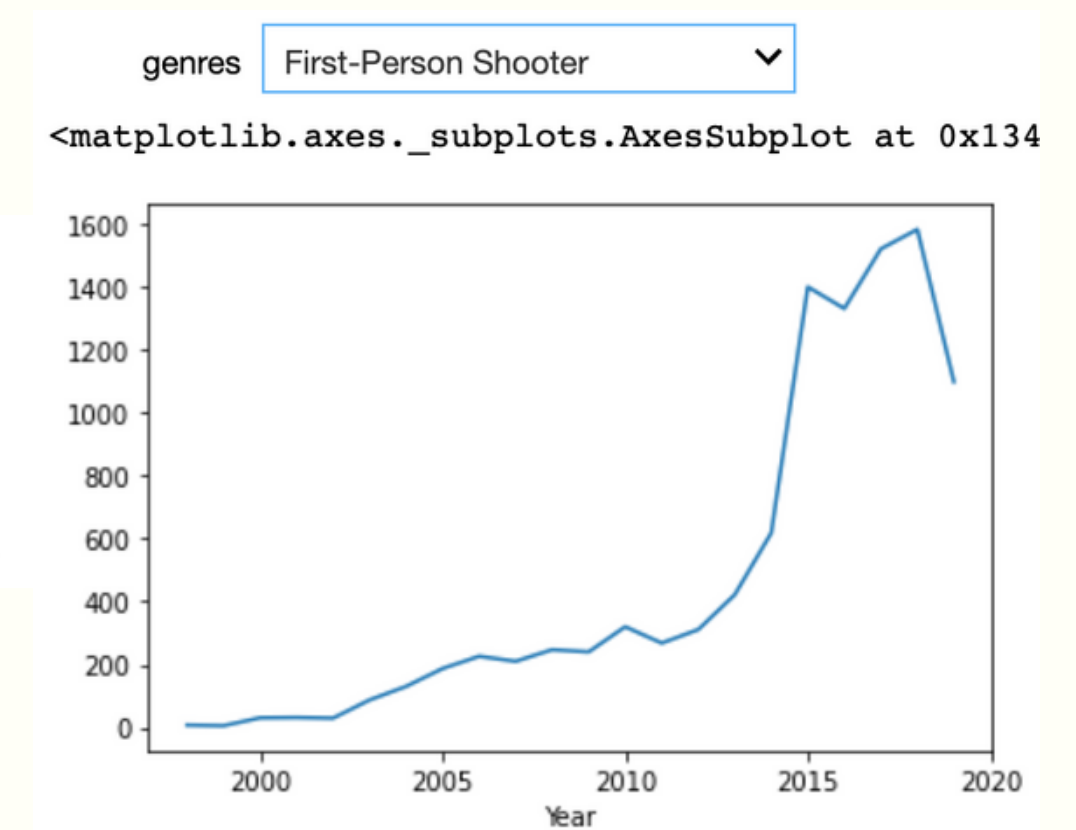
**#In 2019 Battle Royale and Multiplayer Online Battle Arena are also in the top 3, and in 2018.**

SO SHOULD I BECOME A BATTLE ROYALE GAMER?

WE HAVE SIGNIFICANTLY PROVEN A DIFFERENCE IN EARNINGS AND NUMBER OF TOURNAMENTS PER GENRE, HAVING SELECTED BATTLE ROYALE AND MULTIPLAYER AS THE SUBJECT TO OUR FURTHER ANALYSIS.

BATTLE ROYALE VS MULTIPLAYER

Apparently, Battle Royale has bigger prize pools than Multiplayer, let's confirm it or not
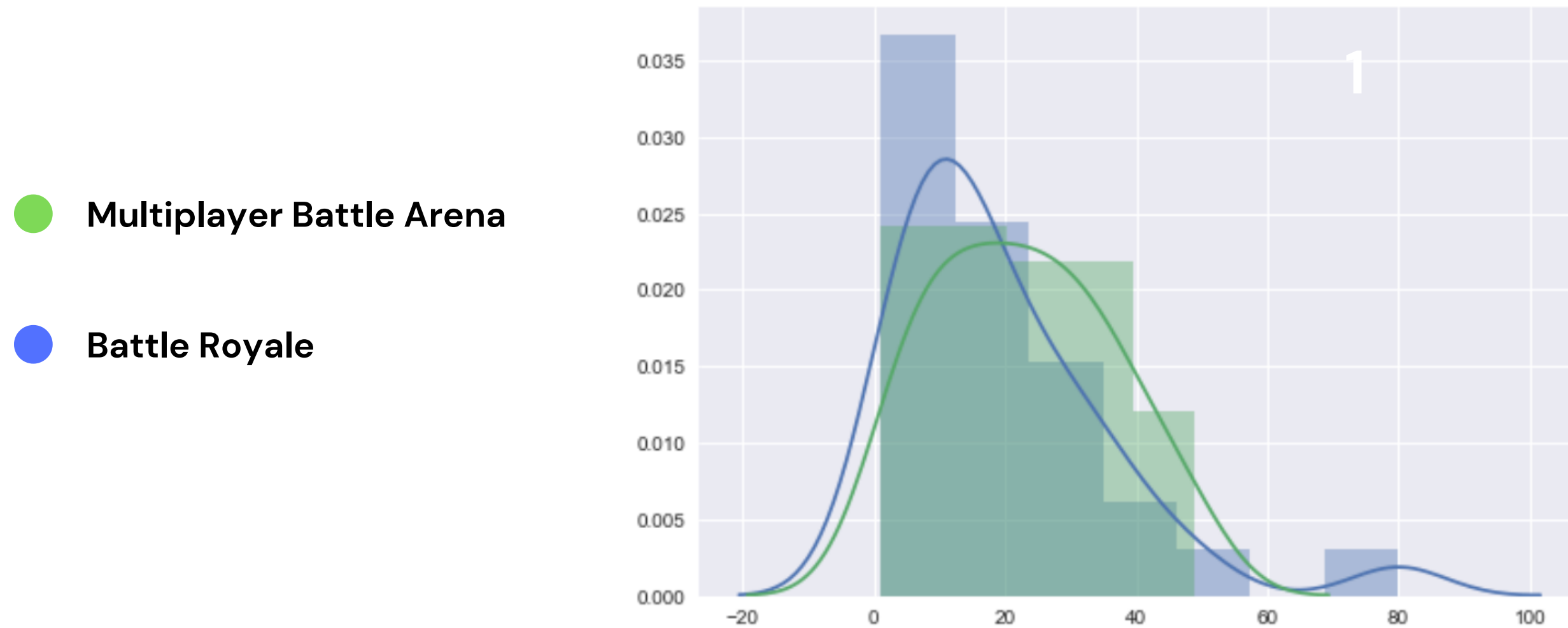
● Multiplayer Battle Arena
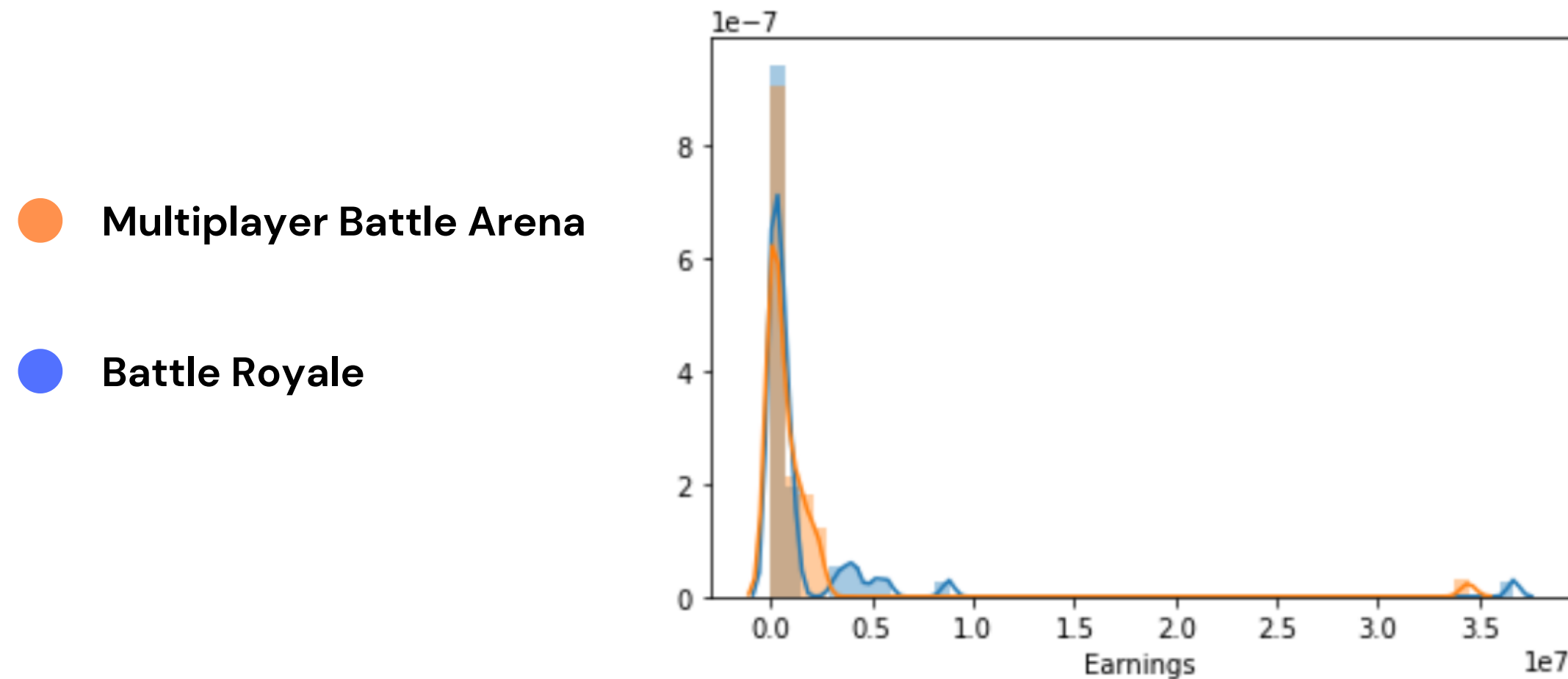
● Battle Royale

We perform a two sample t-test and

We FAIL to reject the hypothesis. Both means are equal.

There is no significance difference between the earning of both Genres.

BATTLE ROYALE VS MULTIPLAYER

Apparently, Battle Royale has bigger prize pools than Multiplayer, let's confirm it or not

🟢 Multiplayer Battle Arena

🔵 Battle Royale

We perform a two sample t-test and

We FAIL to reject the hypothesis. Both means are equal.

There is no significance difference between the number of tournaments for both Genres.

THIS IS WHAT WE KNOW SO FAR.

WE KNOW THAT WE SHOULD GO INTO BATTLE ROYALE OR MUKTIPLAYER, BEING THE FASTEST GROWING GENRES IN THE LAST 5 YEARS.

We know that **new games only take a year to go into the industry os esports**, so the adaption process is quick and the learning process of each game is no usually very long. We have to train hard!

The industry has exponentially grow an it is a good time to invest our time in this,

FOR NEXT STEPS.

- Calculate the probability of each game in these two genres to have more tournaments next year.

- Try to make a Time Series Interval Analysis and Forecast the succesful time for each game and genre.

- Organize myself a little bit better between work and course

- Stop spending too much tyme on the Data Mining part and selecting my focus earlier.

SNACK

HUG!

COFFEE

TAKE BREAKS IN BETWEEN.

I REALLY NEED A NAP.