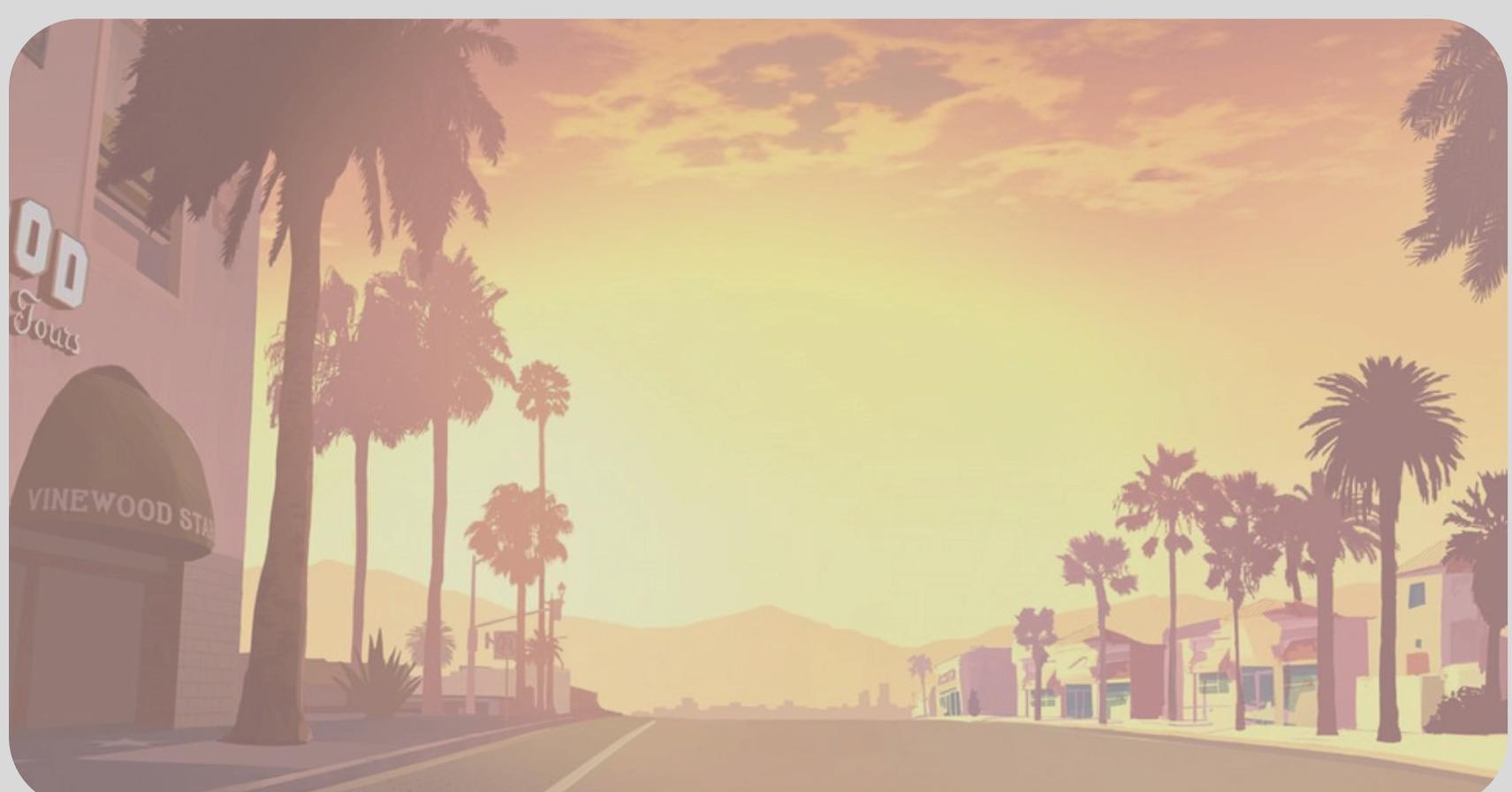


# Does **Grand Theft Auto V** affect crime in the real world?

presented by Jonas Bohmann and Johann Adrián

## Our Motivation:

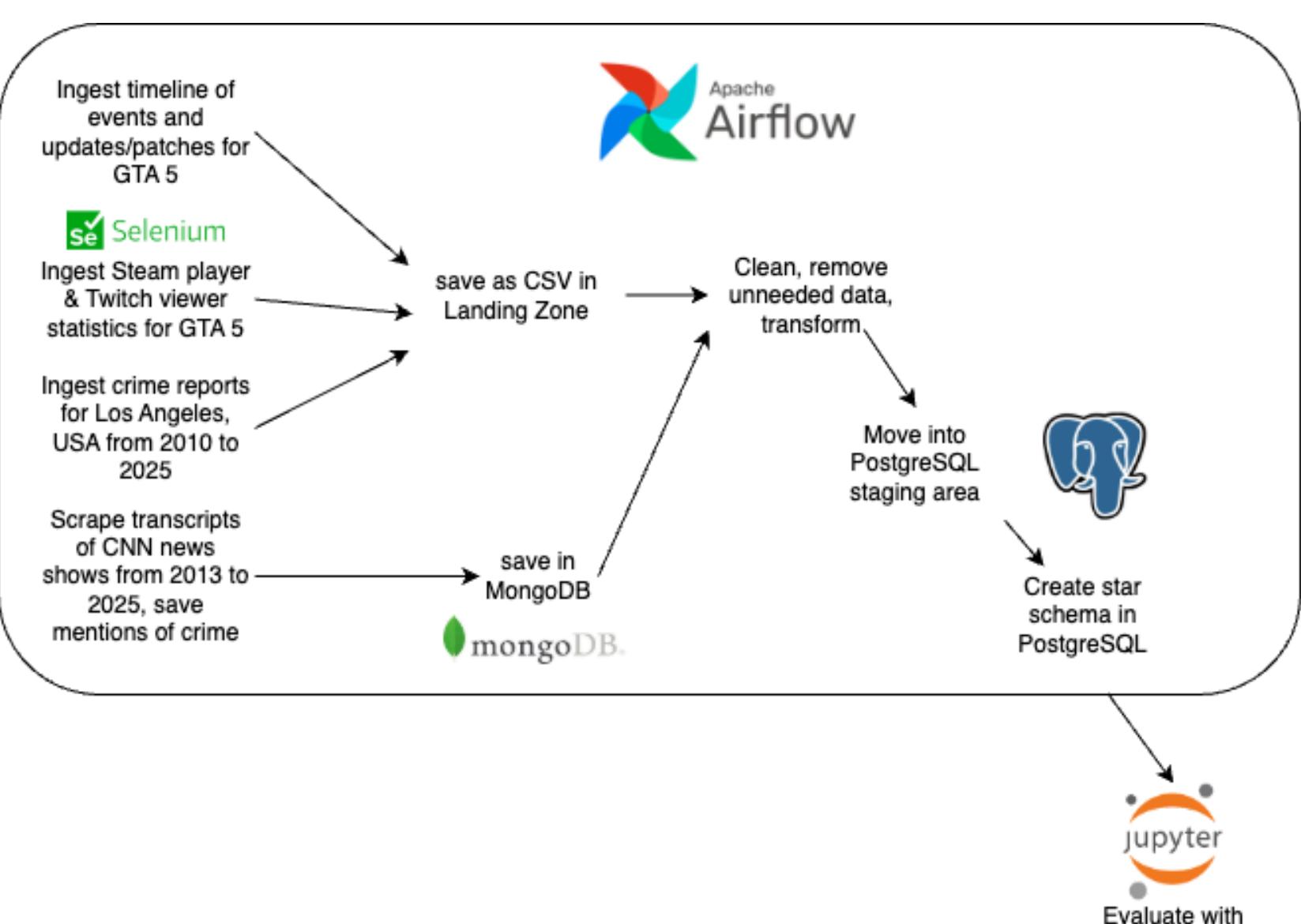
We wanted to see, if a game that is all about committing crimes and causing havoc in a very realistic simulation of our environment, could impact criminal behavior among our society.



## Datasets & sources

- GTA V player count & twitch viewer count from **SteamDB**
- GTA V update history from **GTA Wiki at on Fandom**
- Crime data Los Angeles from **Data.gov**
- CNN news transcripts from the official **CNN website**
- US country split for players of hit Steam games from **GameDiscoverGo**

## Pipeline architecture



## Verdict

Although there are indications for a connection between the investigated variables in certain time periods, the overall result is unfortunately not sufficient to give a definite answer to the questions we asked ourselves in the beginning. One could investigate further by using data from more similar games while looking at a bigger region and also including console players to gain convincing results.

## Questions

- Does the release of a new GTA V update come with a spike in crime rate?
- Is the general interest in GTA V higher, if the crime rate is up?
- Does news coverage on crime incidents lead to more people wanting to play GTA V?



## Assumptions & limitations

- focussing on the city of Los Angeles for our evaluation of the 3 questions
- only including PC players, that play GTA V on the Steam platform
- the percentage of US Steam GTA V players from all GTA V players equals the percentage of all US Steam players from all Steam players
- the percentage of Los Angeles GTA V players from US GTA V players equals the percentage of Los Angeles inhabitants from US inhabitants



## Visualization

