Team 1 - Project Diary

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16/09/2020 - Meeting #1

Potential topics: Climate, Pest/Native bird population, Electricity, E-commerce, Music.

We all discussed the various topics we could look at and ultimately decided to collect data from streamer's chat feeds. This will require us to use the inbuilt Twitch and YouTube Gaming API.

23/09/2020 - Meeting #2

We all discussed what we would be looking to achieve with the chat data. One idea was to classify various jokes within platforms and communities.

27/09/2020 - Meeting #3

We all discussed what data we can collect, and what question we could ask. We decided to ask "Can you track communities across twitch using only emoji use?". At this stage we are also looking into collecting data from YouTube and comparing the two.

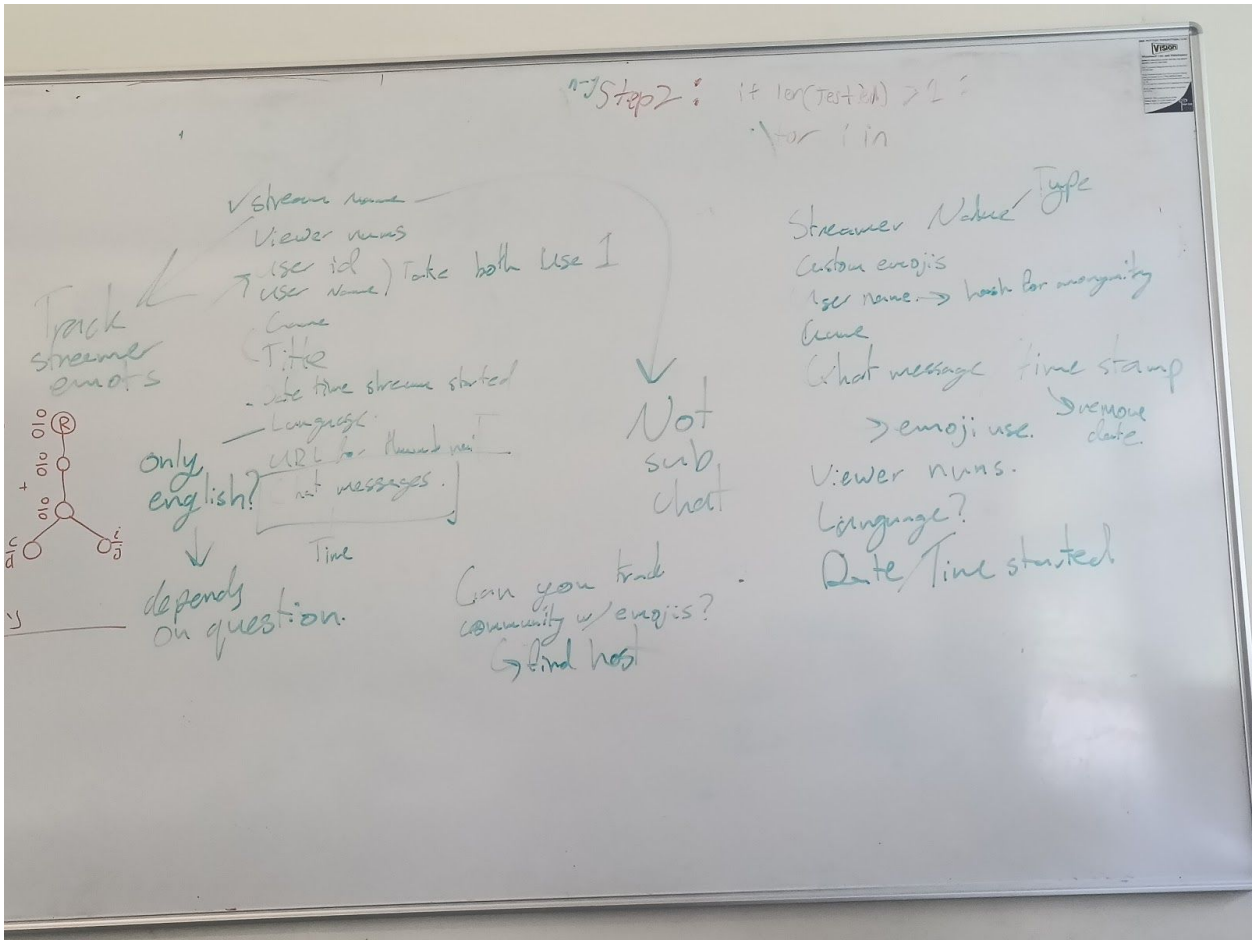
2/10/2020 - Meeting #4
We discussed whether we should collect from YouTube and decided there would be enough work just collecting from Twitch.

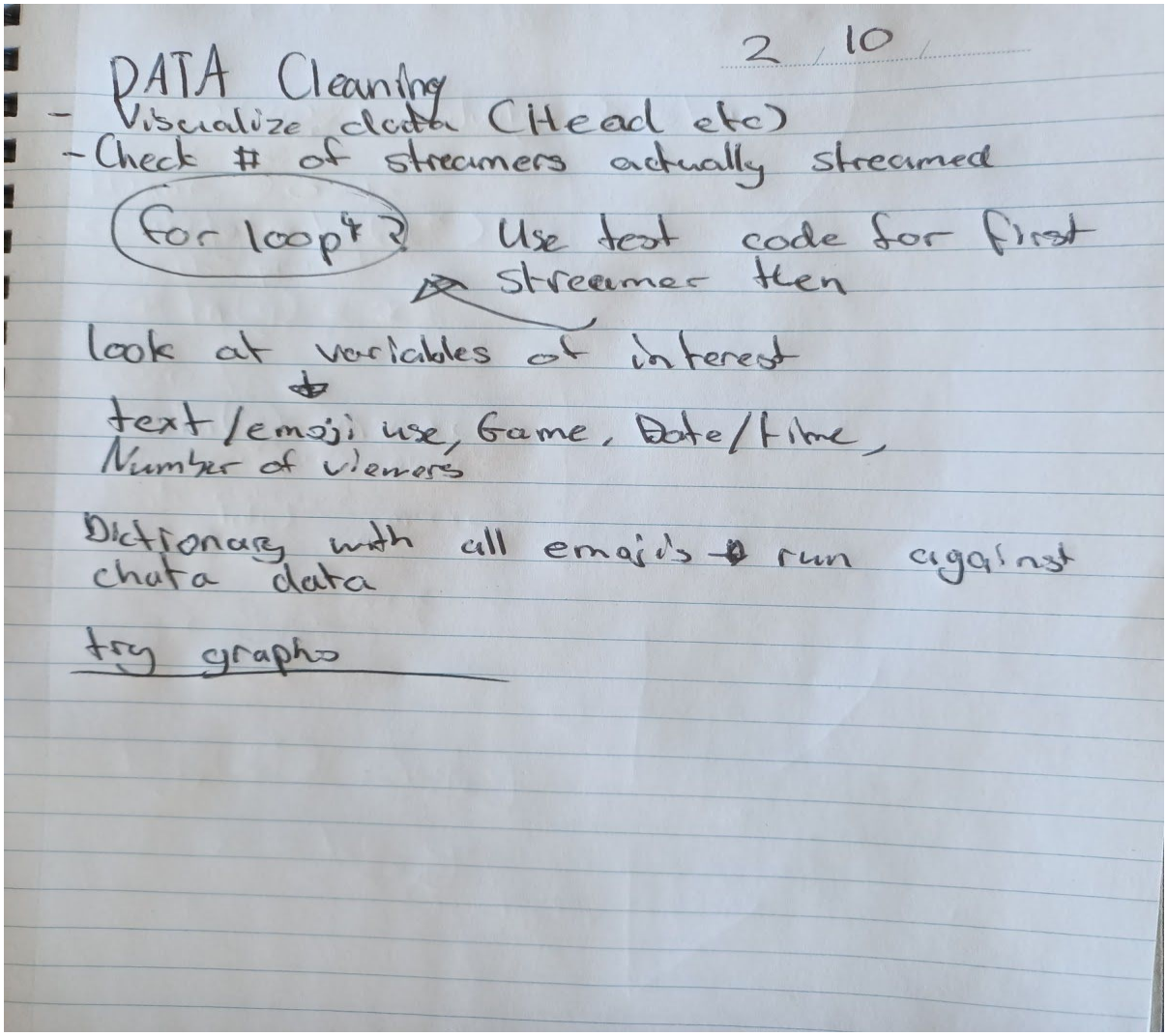
We also assigned jobs; Jamie and Liam will focus on collecting from the Twitch API. Brett and Connor will then focus on researching, cleaning, and presenting the data. We also chose which streamers we were taking data from as well as a rough outline on what we're going to do when we got the code. We choose them by randomly selecting 25 streamers from the top 150 streamers based on followers. We also ran the test code for about 5 minutes to collect some demo data.

Streamers:

SkipNhO
Doublelift
SovietWomble
SypherPK
alanzoka
auronplay
TimTheTatman
shroud

Tfue
Cizzorz
s1mple
Dyrus
Cellbit
RocketLeague
Trymacs
Fernanfloo
JERICHO
ChicaLive
TheRealKnossi
KittyPlays
Scream
Gotaga
Castro_1021
GoldGlove
boxbox





06/10/2020 - Coding Stage

Jamie made a python script to gather streamer metadata from the Twitch.tv api, and made the node.js script to gather chat data. Liam made a modification of the streamer metadata script which gathers emotes from the Twitch API and TwitchEmotes.com API.

08/10/2020 - Collection Stage #1

Getting set up to start collecting data. Plan is to collect data for about 2 days (Polling the twitch api for data every 10 minutes) and then start doing the full analysis. We've collected a small subset of data, and are seeing what kind of analyses and visualisations we can do initially.

09/10/2020 - Data Processing #1

Brett - started writing the code that cleans the streamer data, just going through how we want to clean it and what form we want it to be in

Connor - began coding for the ‘contains’ relation table. Tried a few options, but most took an unreasonable amount of time for the data we had.

10/10/2020 - Data Processing #2

Brett - started the automation of the code so that it can now operate on multiple data frames. Also made a couple graphs as an example for how the data could be used in an analytical setting.

Connor - completed the ‘contains’ relation table, and basic analysis on emote counts for each channel etc.

11/10/2020 - Collection Stage #2

Had a first attempt at collecting data. We collected the chat data, but did not collect the streamer data. Also did some bug fixes on Bretts code for cleaning the streamer data that come up after using the demo data collected earlier. Second attempt at collecting data.

Jamie - Started doing prototyping on chat data cleaning and emote extraction

12/10/2020 - Group Meeting

Starting deciding what the final form of all the code was gonna be and started compiling it all into the same notebook. Started work on the presentation powerpoint

Brett - Finished the code for processing the stream data

Connor - Started designing the ER diagram

Liam - Worked on the ER diagram, published in ER Tutor

Jamie - Started work on presentation graphics and refactoring / commenting code

13/10/2020 - Group Meeting/Presentation prep

Finished the powerpoint for the presentation and ran through it a couple times

Connor - Worked with Liam to design the ER diagram. Helped to debug the code as it was brought together.

Jamie - Combined code into a single notebook, created the final project hierarchy and refactored all scripts to fit into the new structure and write readme. Created code to scrape the third party emotes from a public library.