GDQ

GAMES DONE QUICK

A Remastered Analysis of
Charitable Gaming

by: Liam McMahon

Agenda

What is GDQ?

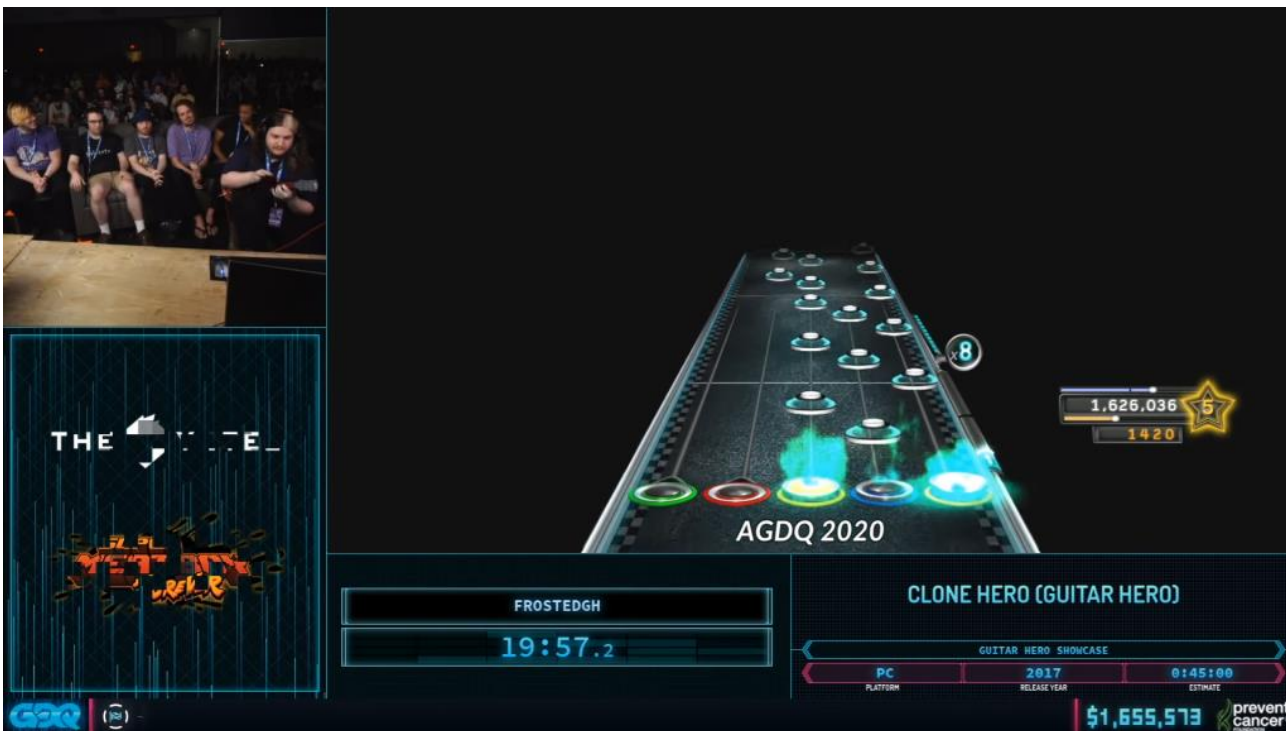AGDQ vs. SGDQ

Donation Incentives

Console Wars

Linear Regression Modeling

Conclusions

Next Steps

What is GDQ?

- **Games Done Quick** (GDQ) is a series of charity video game fundraising events featuring high-level gameplay

- To date, GDQ has **raised over 50 million dollars** for charities, including **Doctors Without Borders** and the **Prevent Cancer Foundation**

Sources: https://www.twitch.tv/gamesdonequick, https://gamesdonequick.com

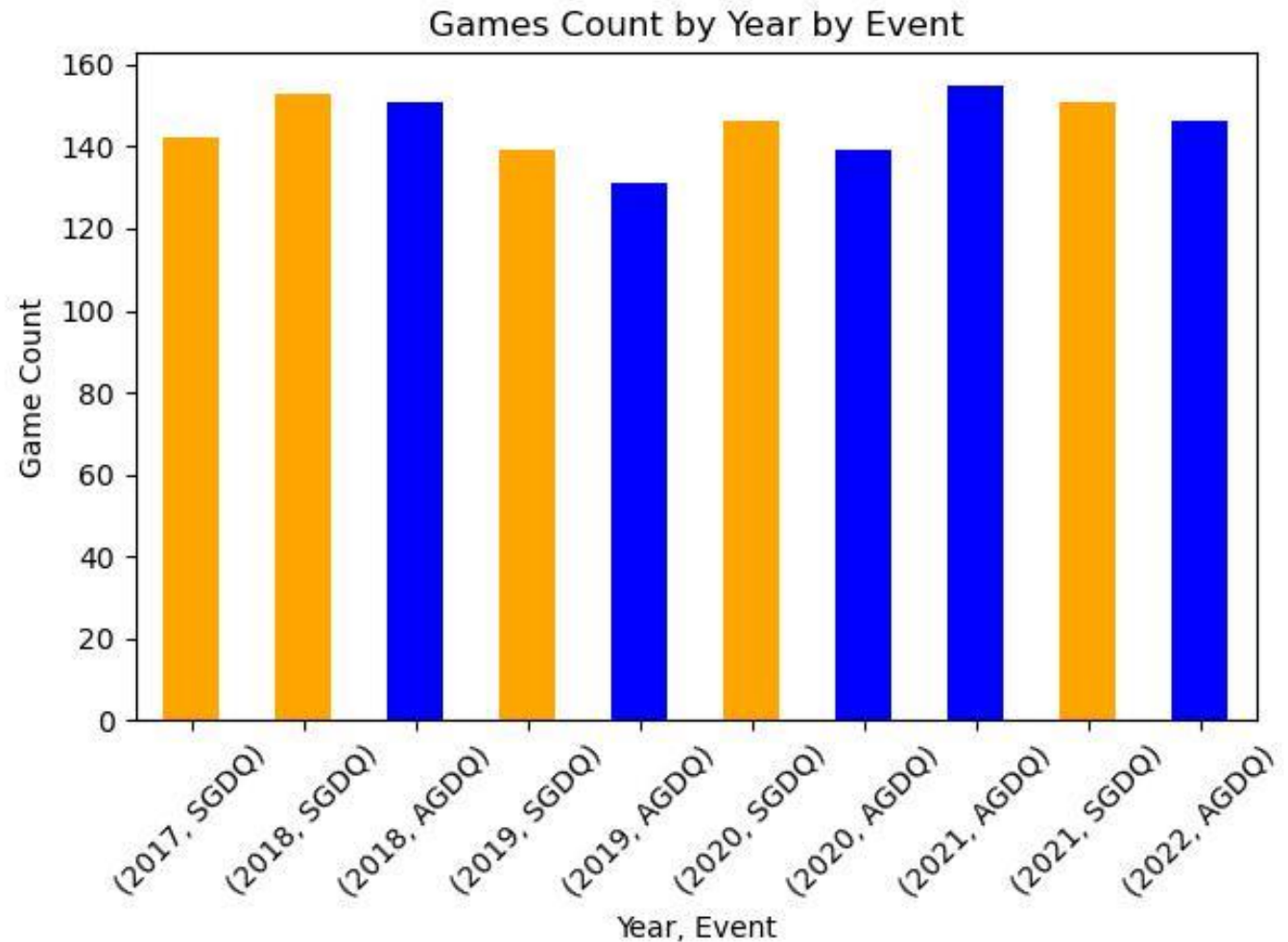AGDQ vs. SGDQ

AGDQ vs. SGDQ, fight!

GDQ has two main events:

- Awesome Games Done Quick (AGDQ)

- Summer Games Done Quick (SGDQ)

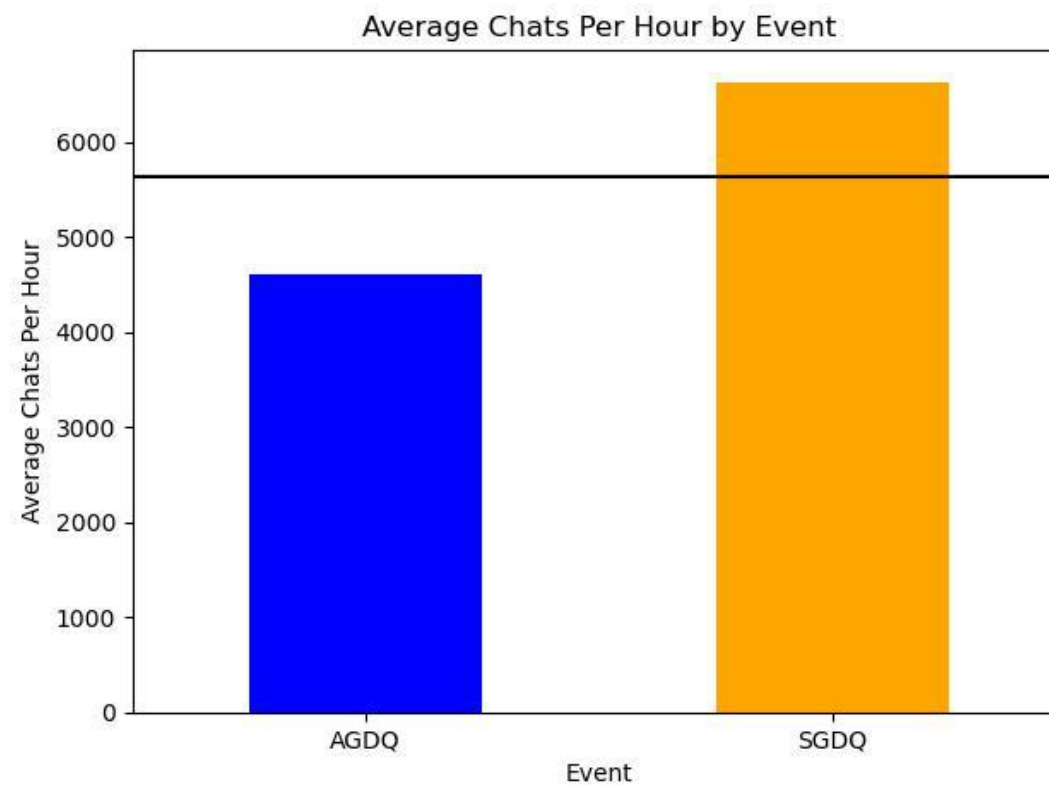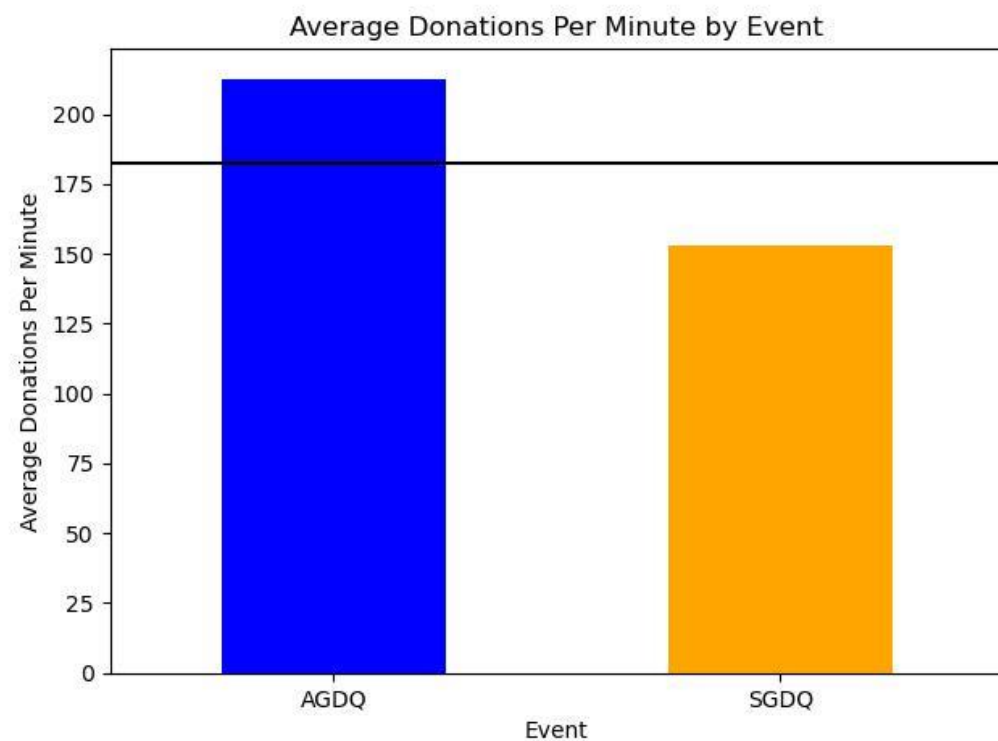**24/7 marathons** lasting a week.

AGDQ happens in January each year.

SGDQ happens during the summer each year.

Games Count by Year by Event

AGDQ vs. SGDQ, round 2!

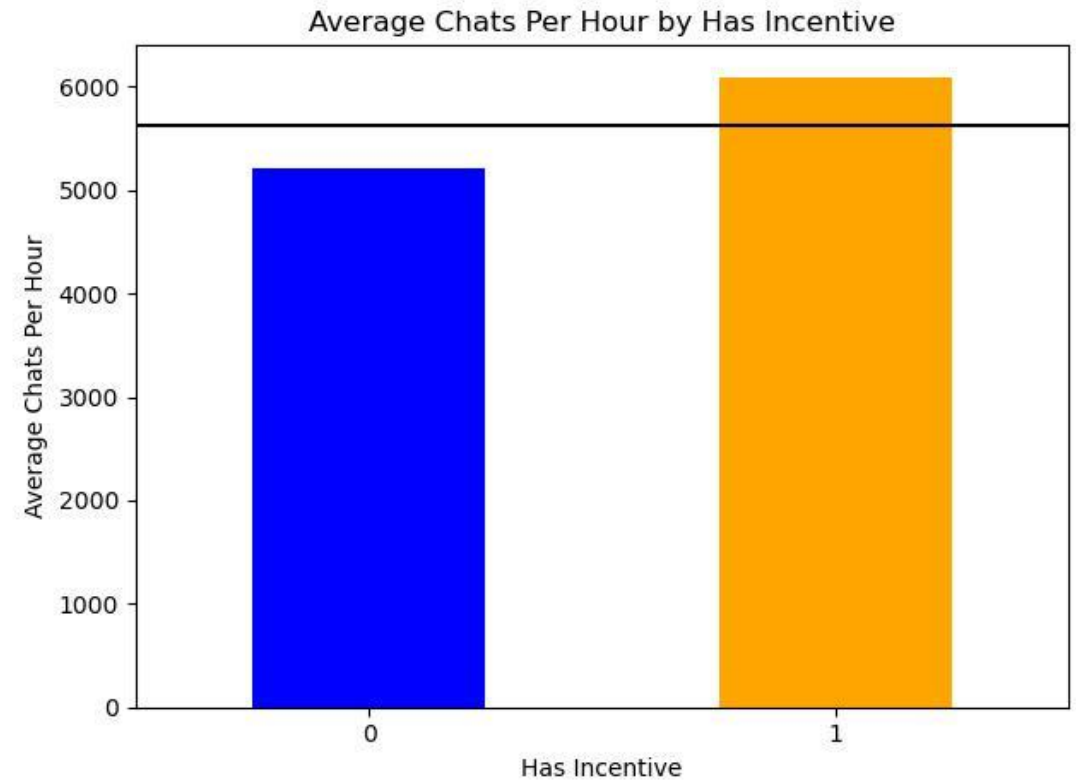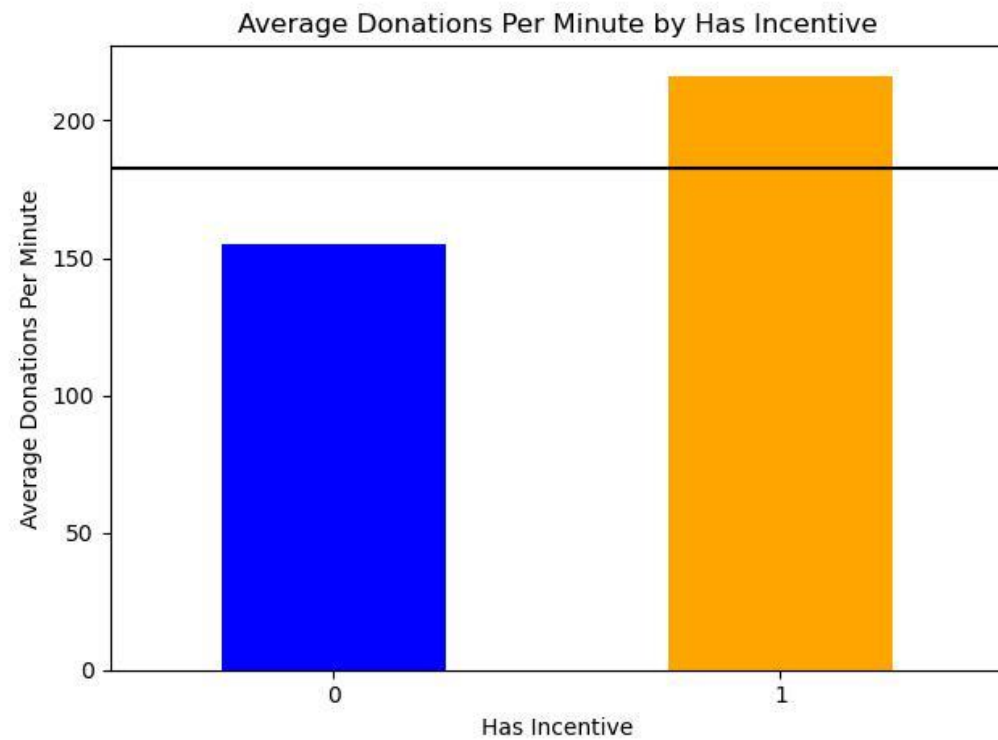

Average Donations Per Minute by Event

Average Chats Per Hour by Event

Donation Incentives

Donate? What's in it for me, personally?

Average Donations Per Minute by Has Incentive
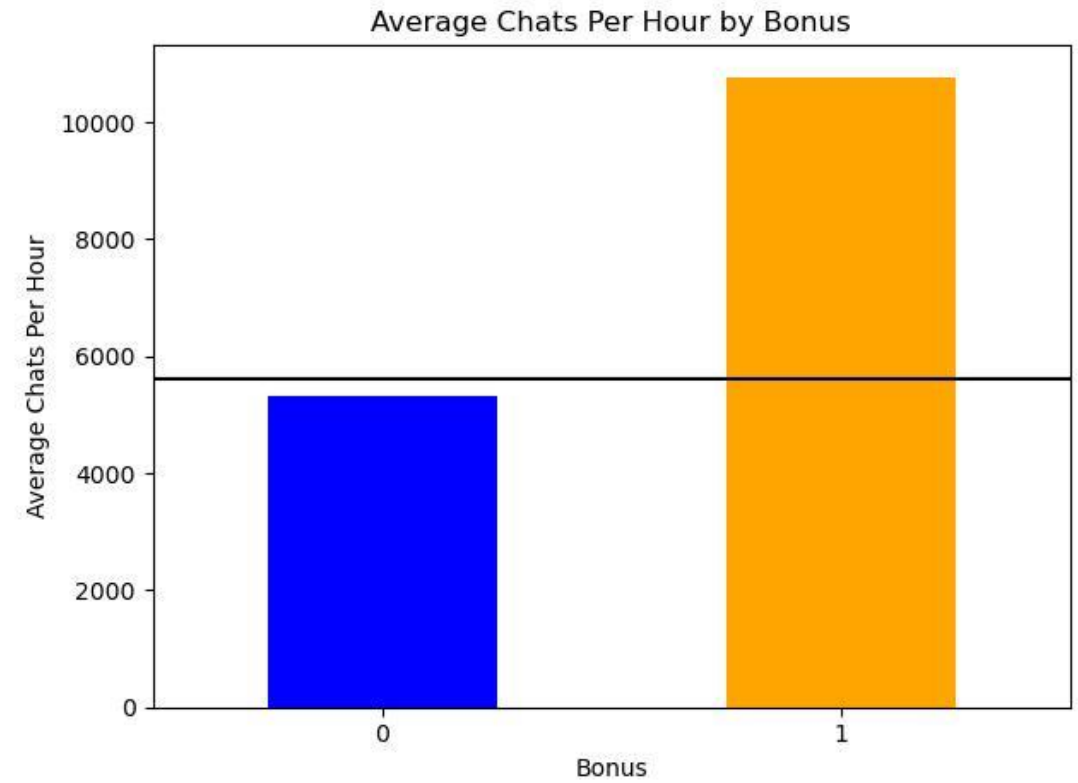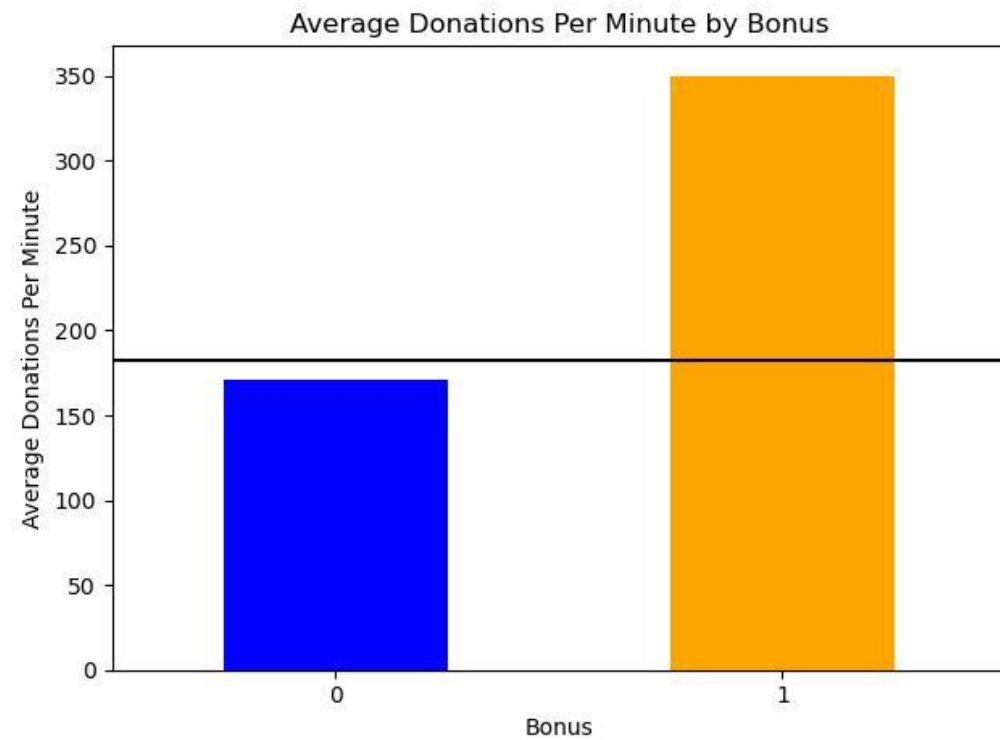

Average Chats Per Hour by Has Incentive

Wait, you want how much?
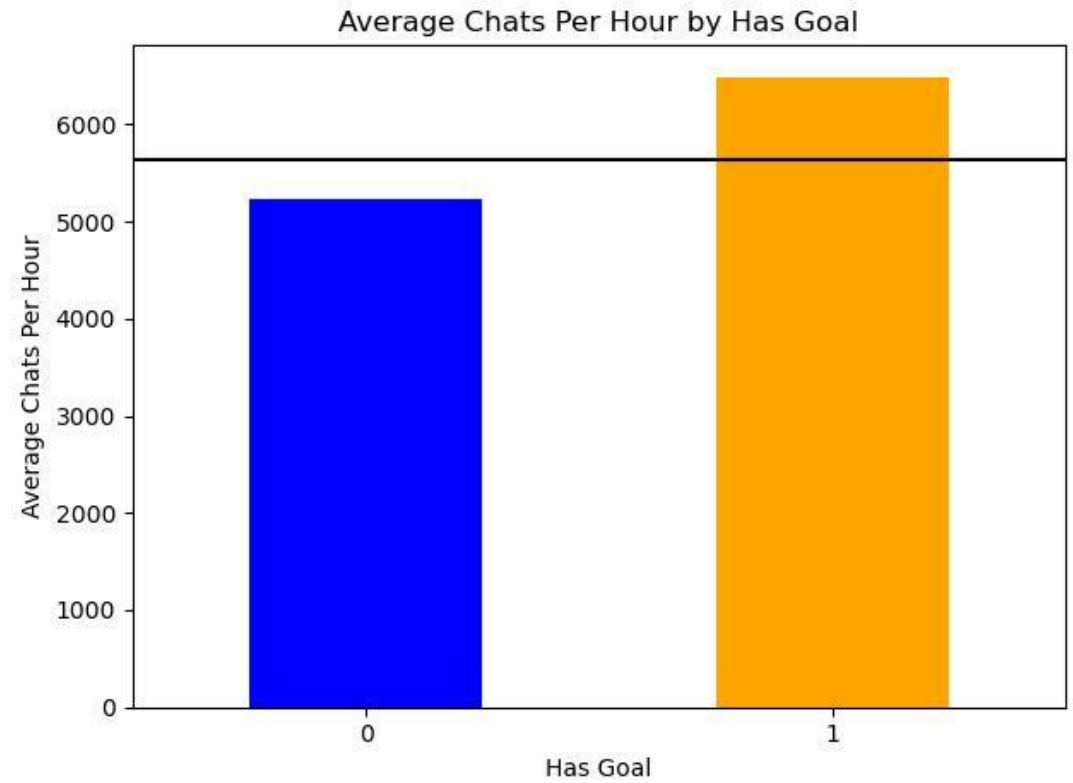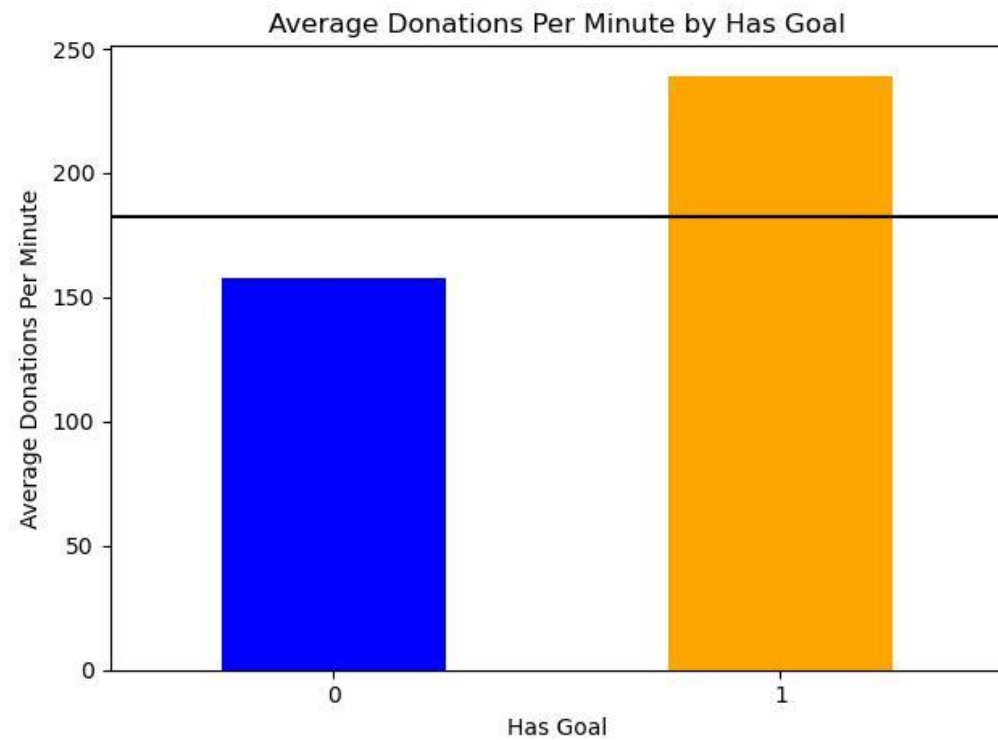
Bonus Games!

TASBot* joins the fray!

*Tool-Assisted Speedrun Bot

Raising Money for Charity

Man   TASBot

Average Donations Per Minute by Is TASBot

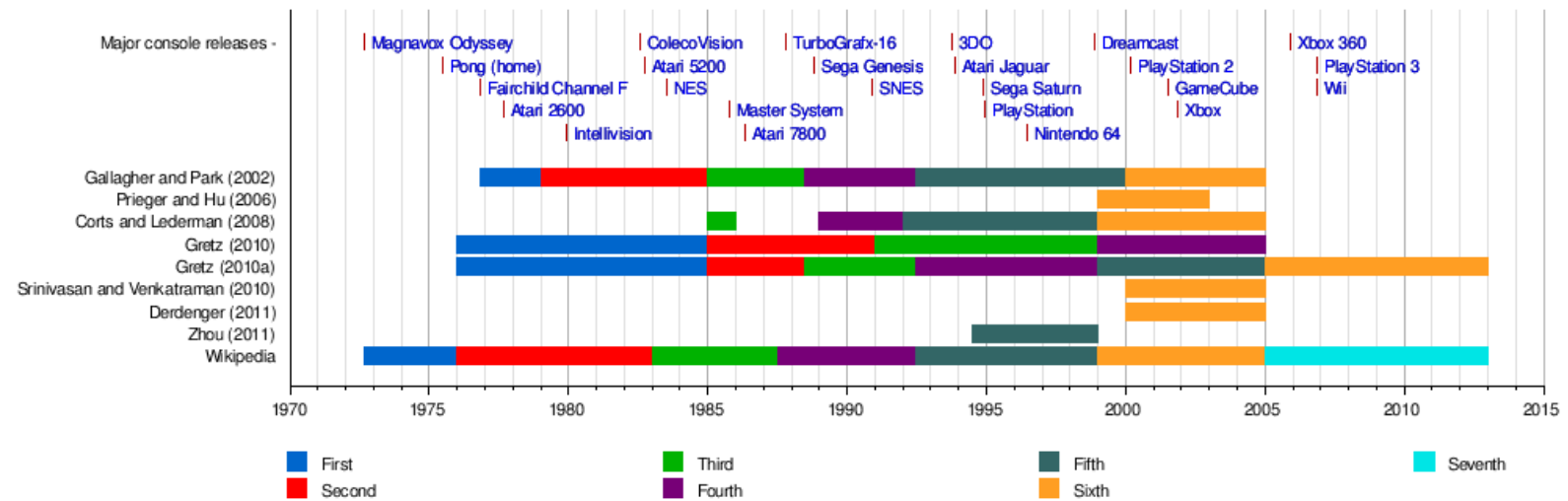Average Chats Per Hour by Is TASBot
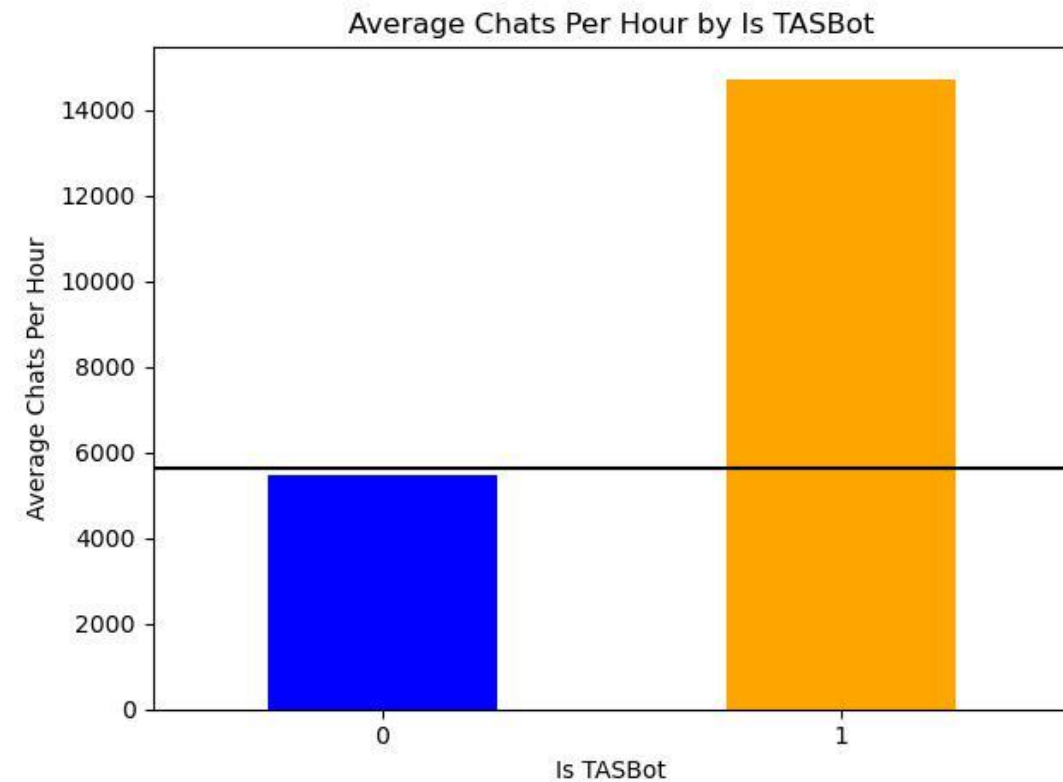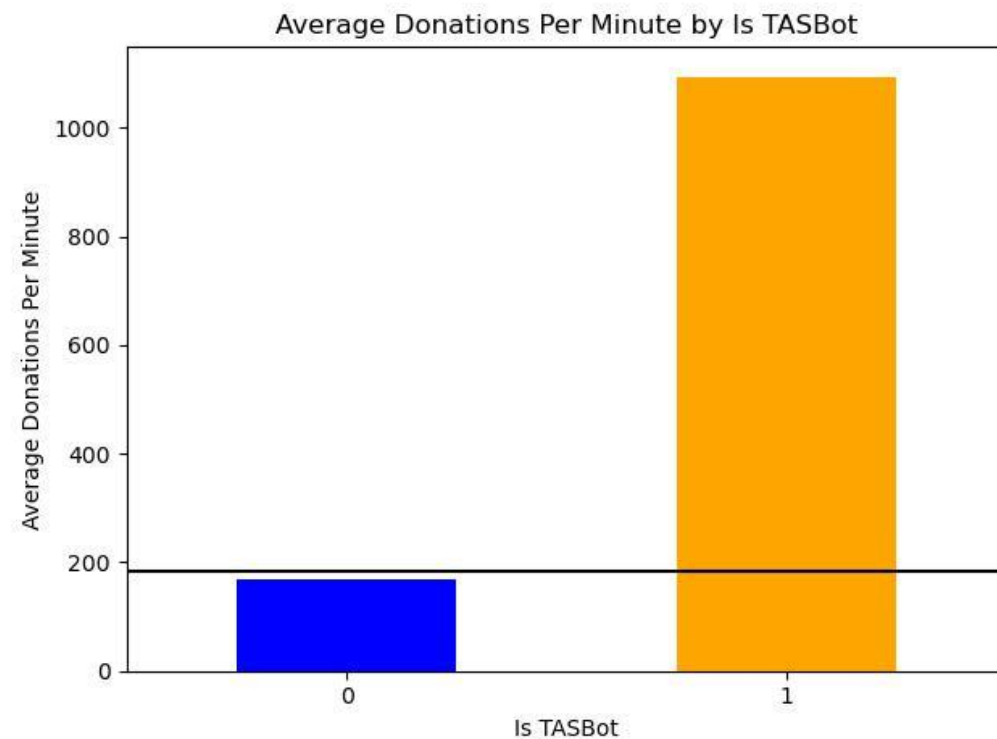
Console Wars

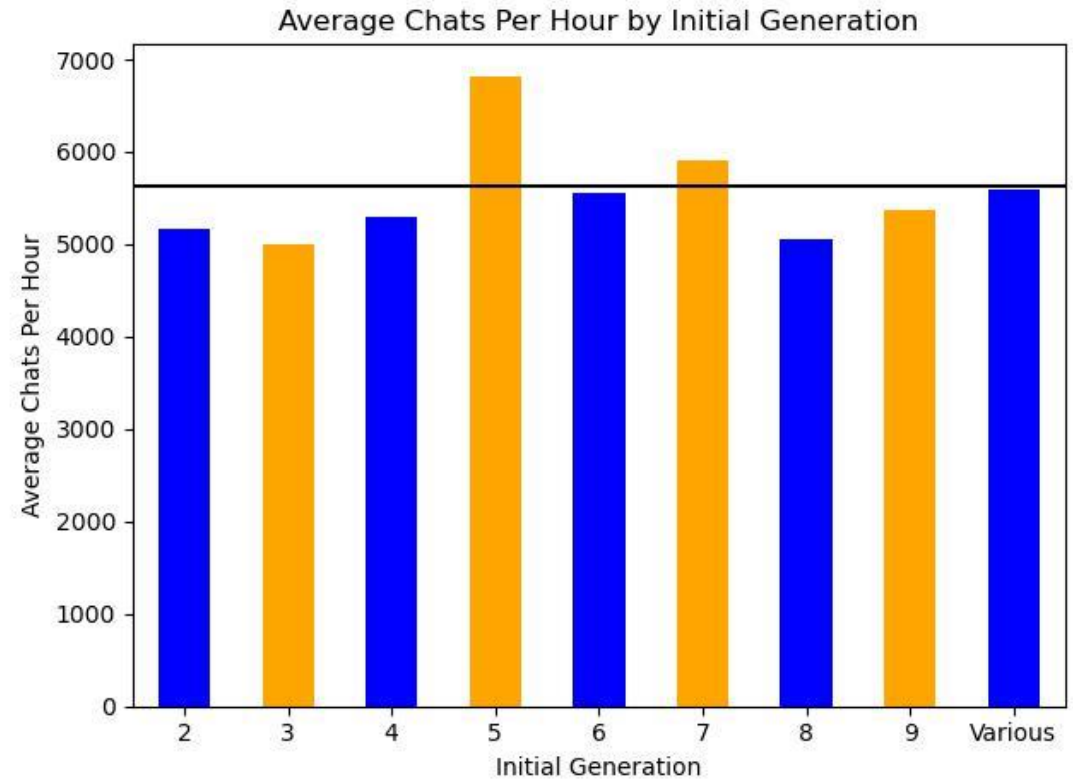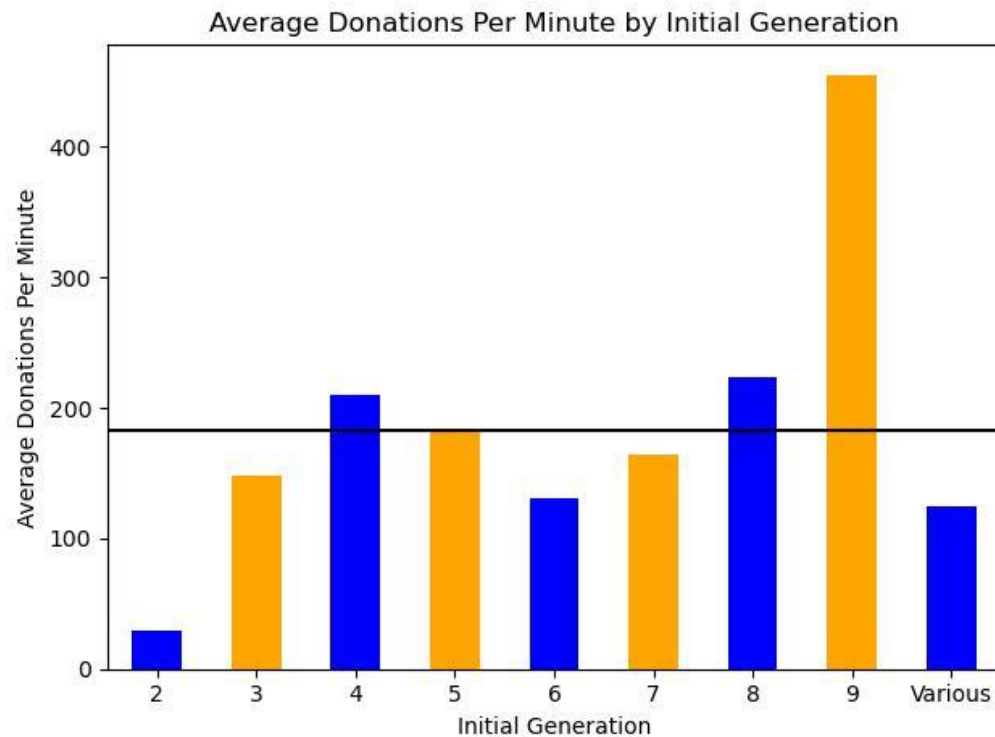# Warring Consoles: A Generational Conflict

- We're currently on the **9th Generation** of video game consoles:

    - PlayStation 5
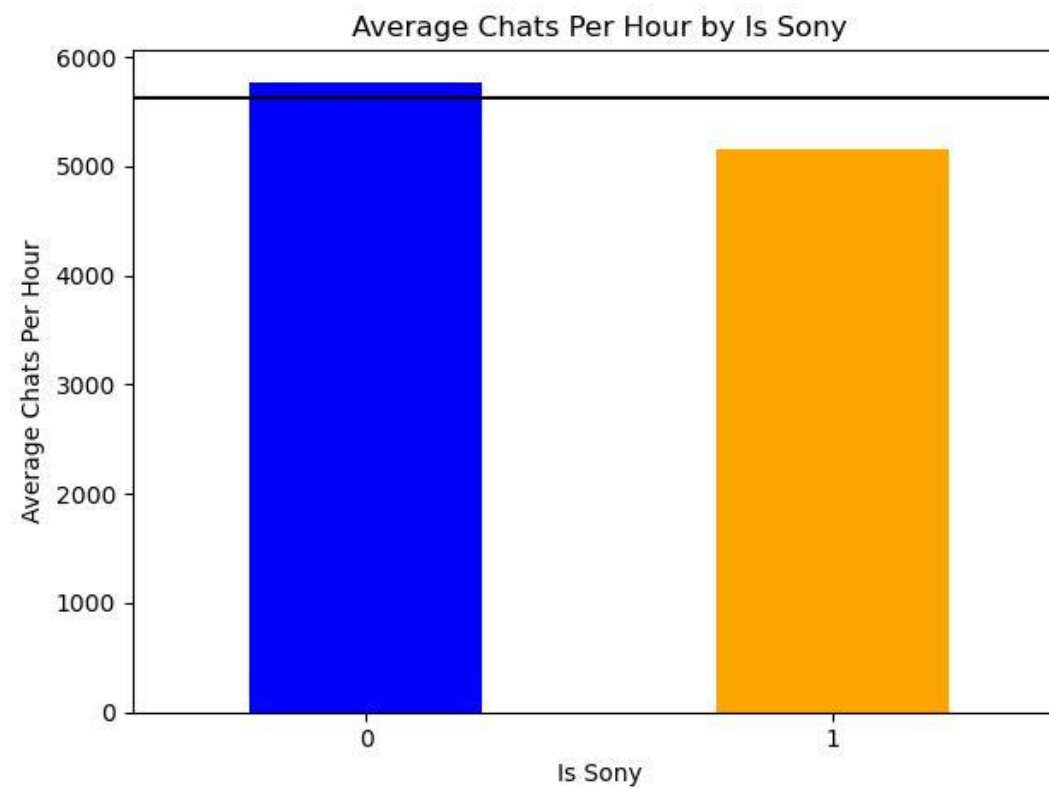
    - Xbox Series X

    - Nintendo Switch

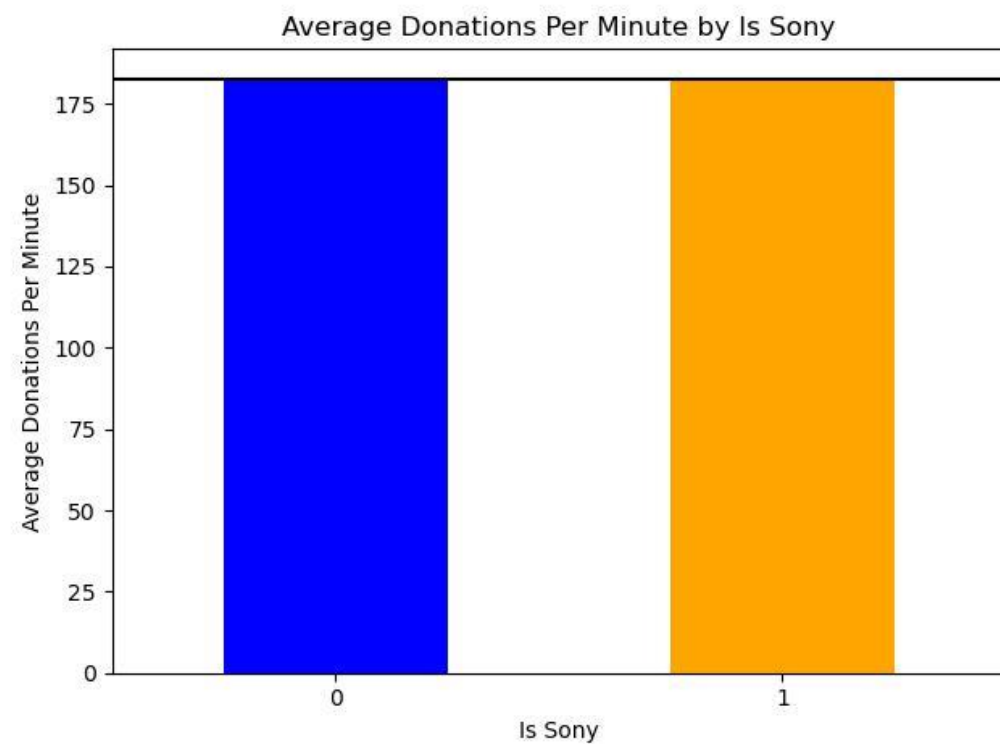https://en.wikipedia.org/wiki/History_of_video_game_consoles

There's always money in the new games...

Sony Consoles

Average Donations Per Minute by Is Sony

Average Chats Per Hour by Is Sony

Microsoft Consoles

Average Donations Per Minute by Is Microsoft

Average Chats Per Hour by Is Microsoft

Nintendo Consoles

Average Donations Per Minute by Is Nintendo

Average Chats Per Hour by Is Nintendo
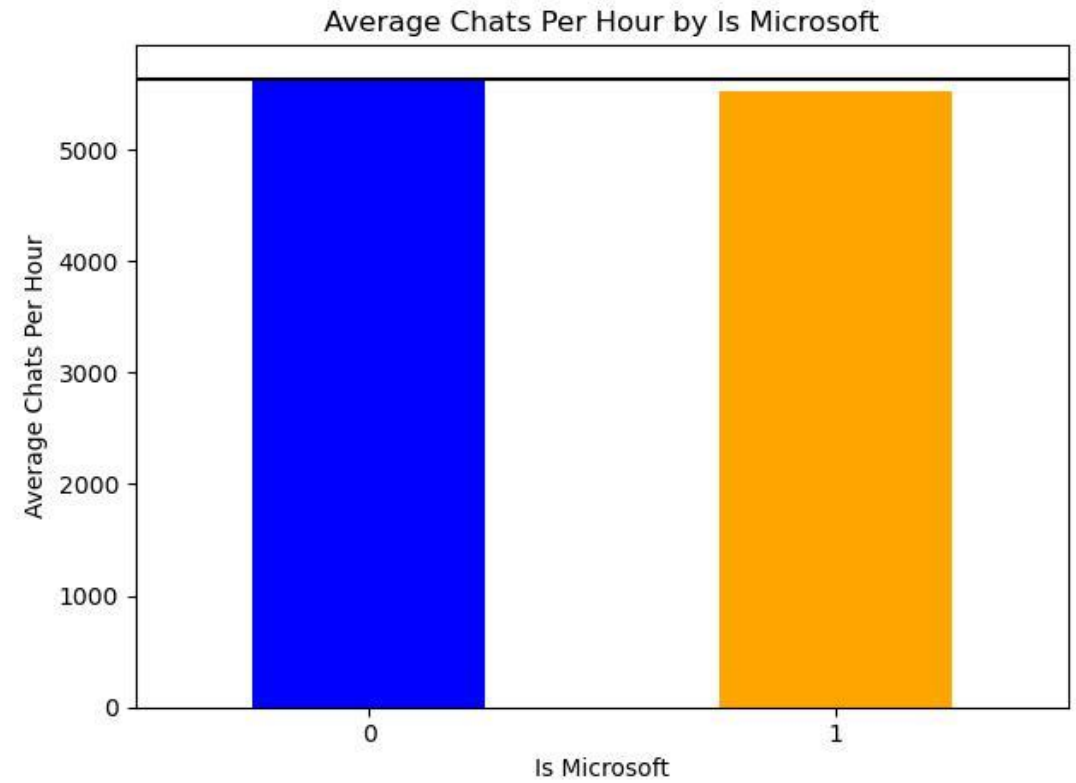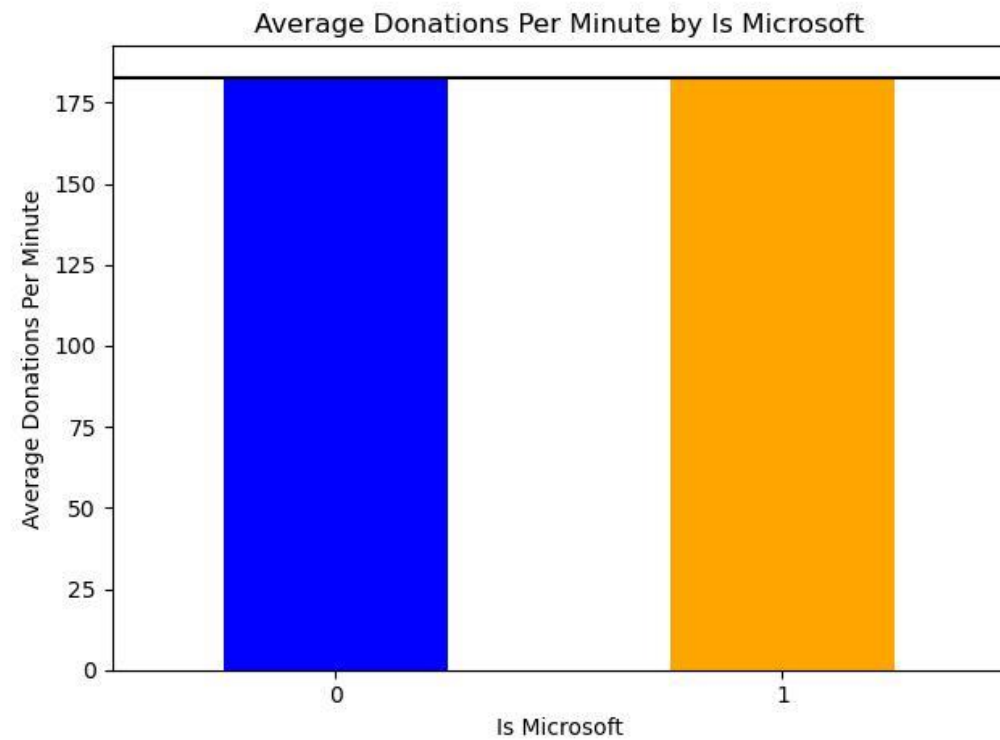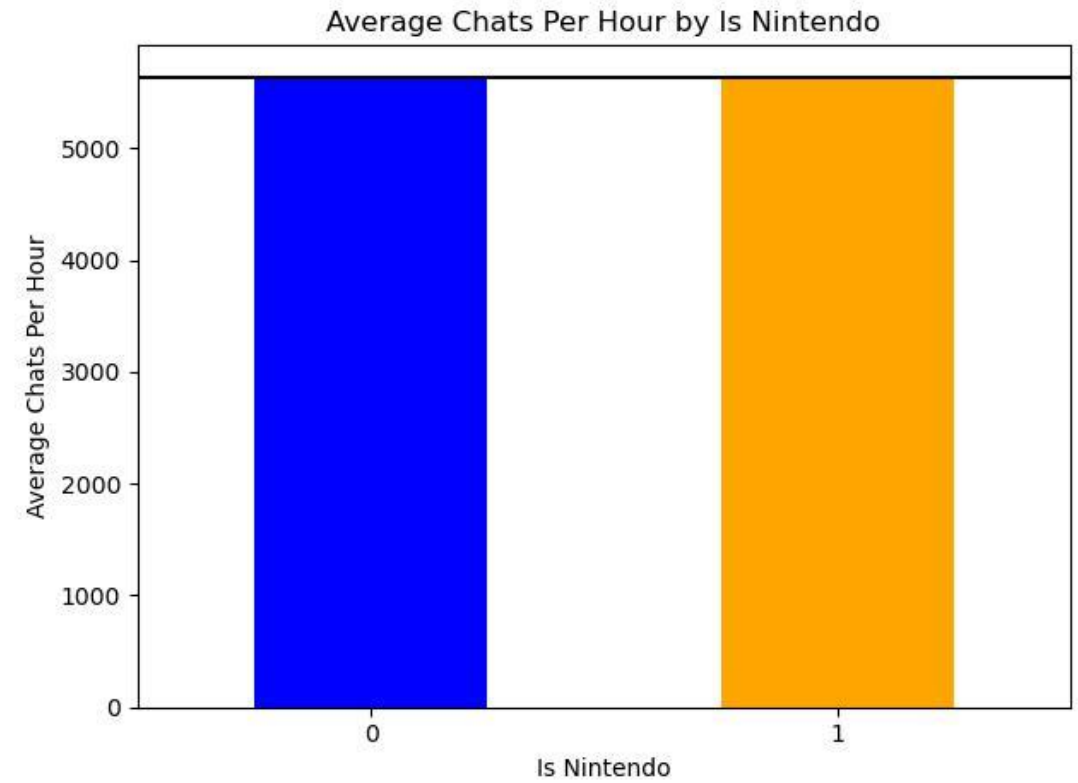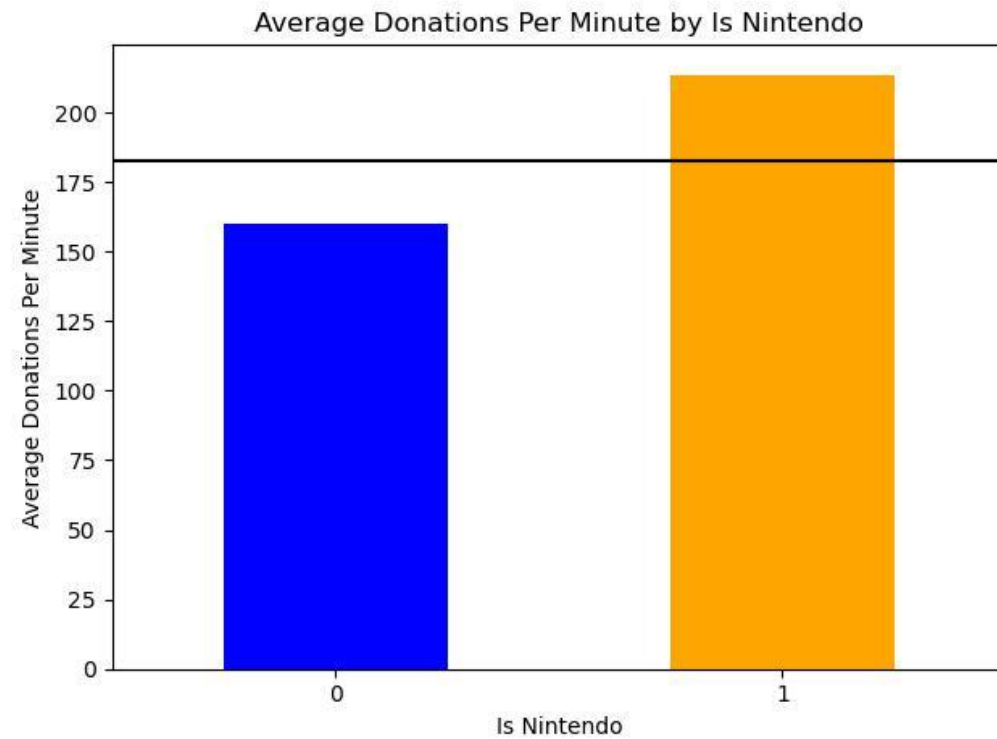
Sega Consoles

Personal Computer (PC)

Average Donations Per Minute by Is PC
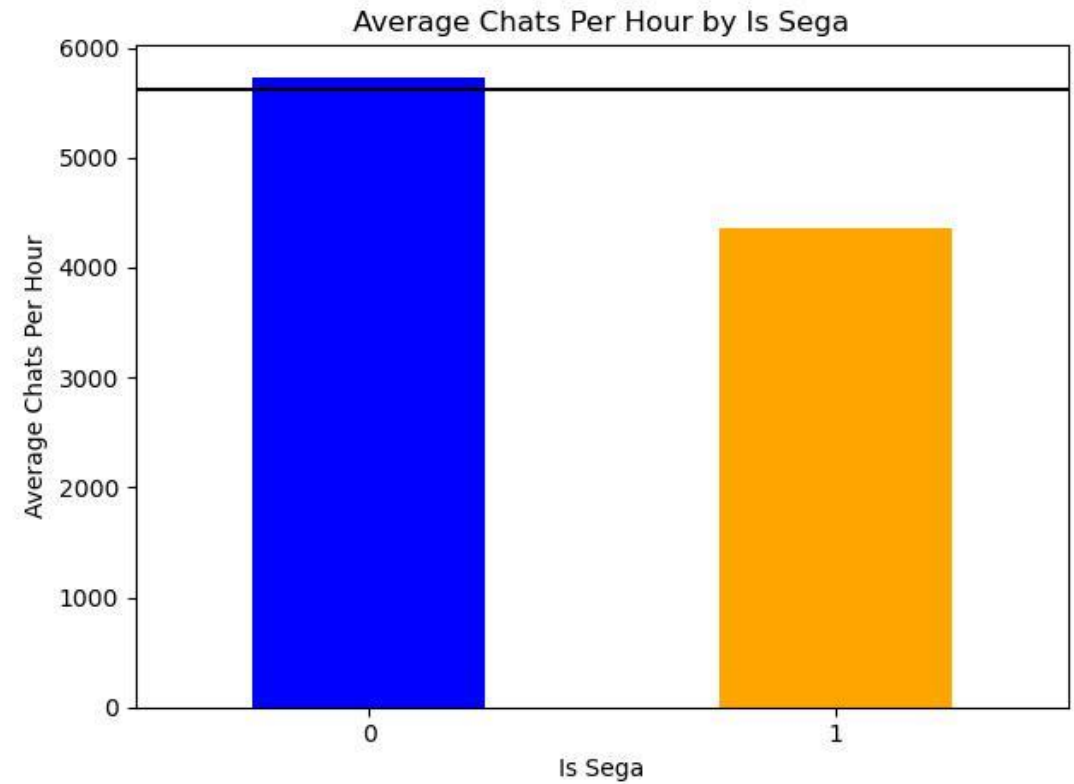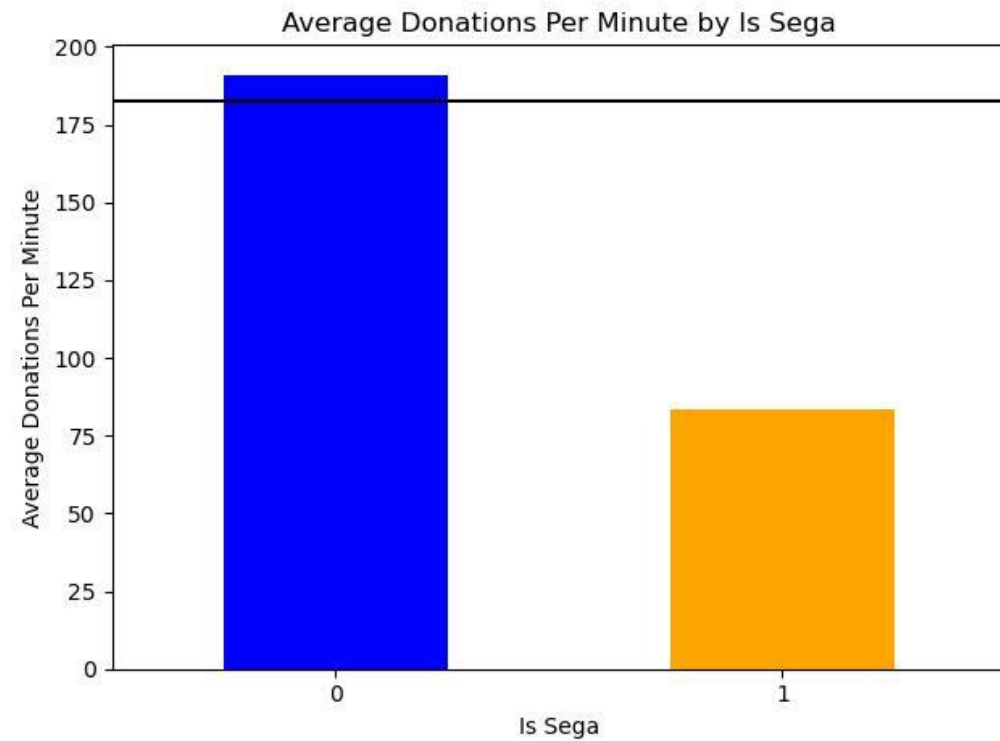
Average Chats Per Hour by Is PC
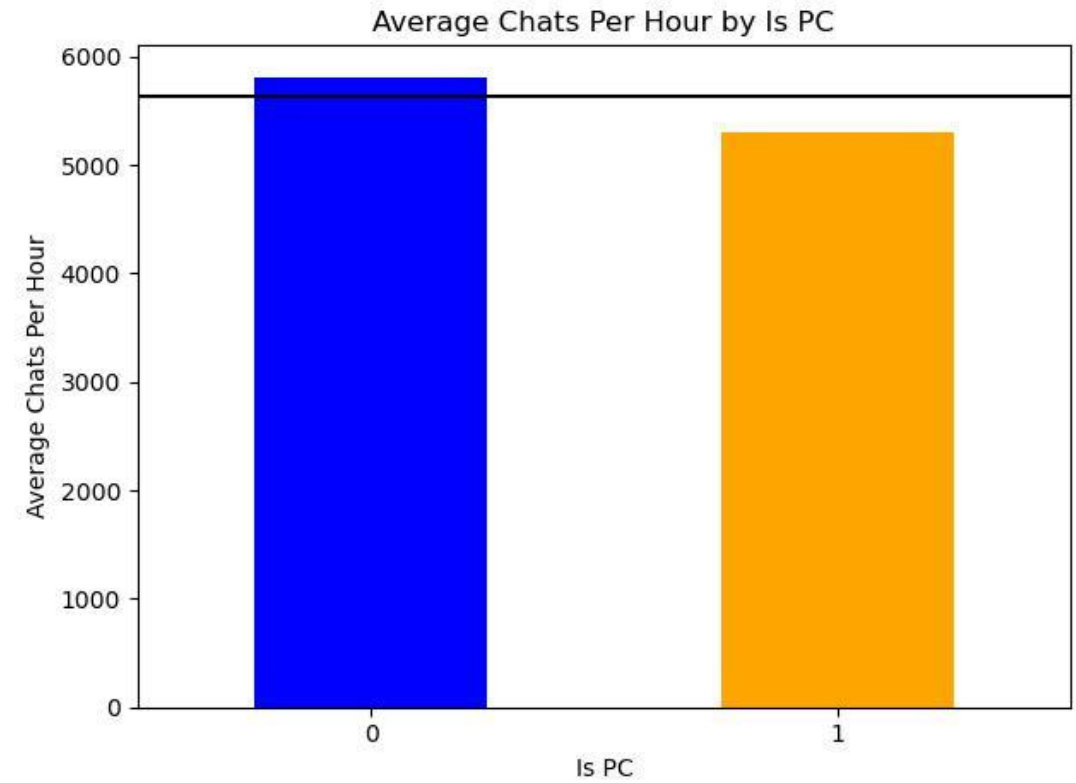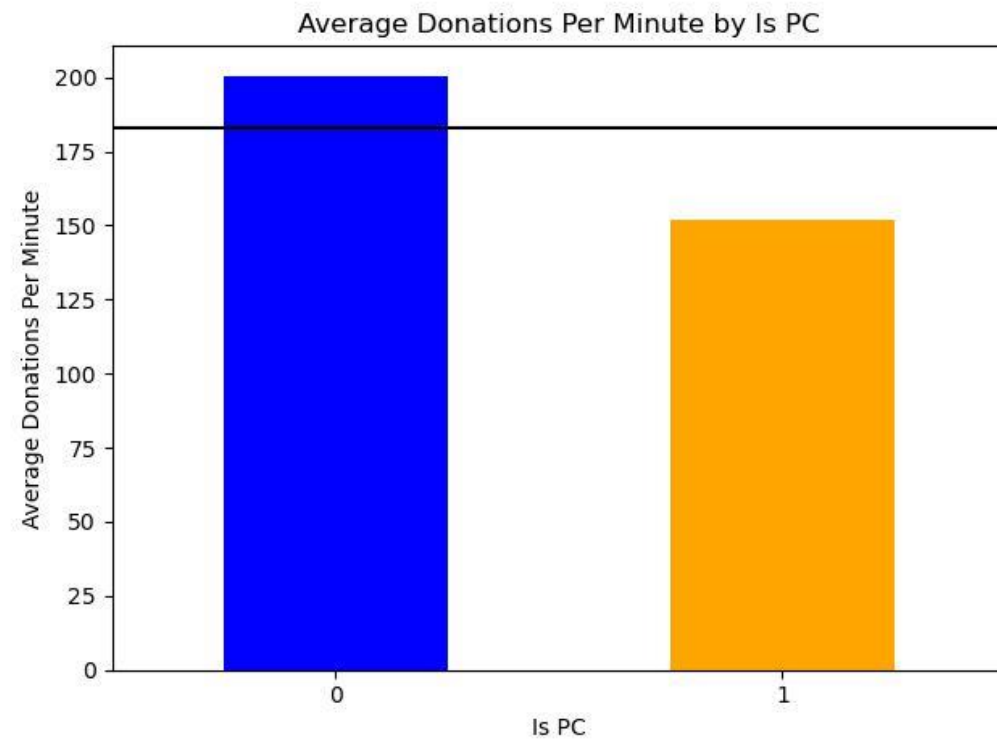
Linear Regression Modeling

Linear Regression Model Performance

- Test R^2: **0.59**

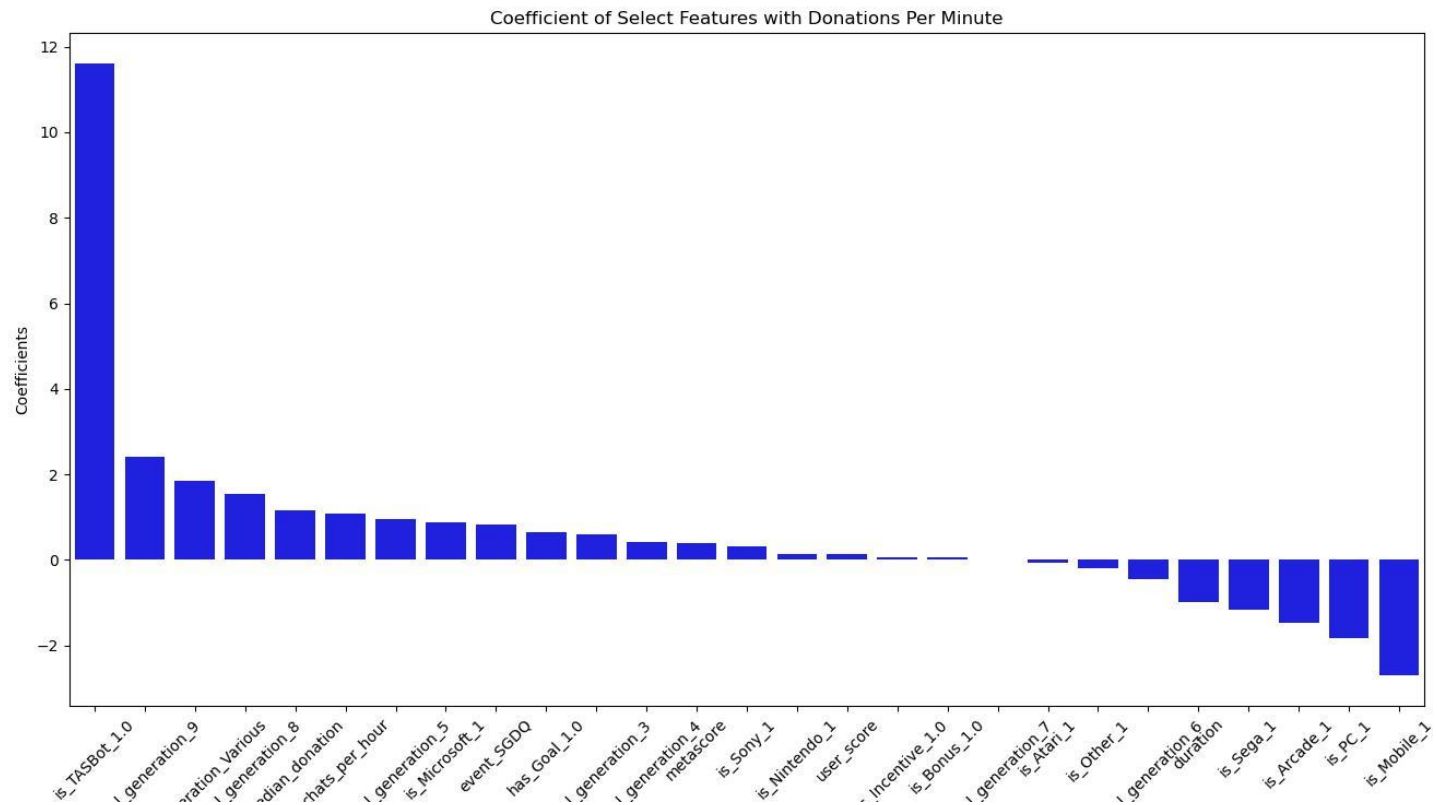- Used **square root of target variable** to reduce variance

- **is_TASbot** and **initial_generation_9** are the **strongest positive** features

- **is_Mobile** and **is_PC** are the **strongest negative** features

Coefficient of Select Features with Donations Per Minute

Conclusion

To solicit the **most donations for each event**, the GDQ schedulers **should focus on**:

- Incorporating newer games

- Showcasing TASBot runs

- Limiting the amount of mobile, arcade, and older games

- Using goal incentives

- Scheduling with time-of-day and day-of-week in mind

Limitations
&
Next Steps

Limitations:

- Proper (incentive) donation attribution during previous games

- Off-topic and/or untimely reviews (brigading, bad patches, etc.)

- Data quality and availability

Next Steps:

- Gather remaining GDQ data

- Create additional salient features

- Focus on timeseries aspect of data

- Sentiment analysis on chat and donation comments

Thank you!

Questions?

https://www.twitch.tv/gamesdonequick/

https://gamesdonequick.com/