**Michael Telahun**

**CSE 632 – Data Mining**

**Dr. Kantardzic**

**9/17/2020**

**Temporal Analysis of MOBA/MMORPG Related Tweets**

Part 2.4 (3.4)

Online Games was removed because it is to broad for the hypothesis in this discussion. The topic itself addresses several fields such as psychology, marketing, finance, politics, among others, but it will not address the aspects of the games specified in the hypothesis section.

**Hypothesis**:

People are discussing the upcoming Expansion of World of Warcraft much more

* World of Warcraft is an MMORPG that is widely among varying age groups around the world. It has been just recently announced that an expansion “Shadowlands” will be releasing in October. There were several forums and discussions online about when it would be released and now that it is confirmed it could suggest more volume.

People are discussing Dota2 more than League of Legends right now

* Dota2 and League of Legends are two of the most popular MOBAs right now. This is just an assumption based on the competitiveness of the industry. At all times one of these two games should be more popular. This might be related to events, updates, feature enhancements, “major news”, etc.

People are discussing different characters which are “overpowered” or “broken” (WOW/DOTA)

* Character updates leads to unbalanced strategies and abilities many games played online. An increase to a character’s potential is often called a “buff” whereas a decrease is referred to as a “nerf”. Buffing and Nerfing occurs frequently and often as the game developers aim to bring as much balance to the game as possible.

1. *Cover page*: Course, title of the project, student name, and date.
2. *Abstract*: Short description of the problem and the solution given in the project applied techniques and obtained results (one page max).

## **Project:** *TITLE*

3.1 **Problem description**. State what topic you have chosen and why you have chosen it.

3.2 **Data Gathering.** Explain how you gathered you own data. Follow instruction in part 1.2

3.3 **Data Exploration**. Exploring provided historical data. Discuss aspects of the dataset following instructions in Part 1.3

3.4 **Hypothesis.** Based on your data exploration result, clearly stated your three hypothesis. Follow instruction in part 1.4.

3.5 **Preprocessing**.

**Software tools**. Explain what tools you used for preprocessing.

**At Least Five preprocessing Techniques**. Explain in detail what techniques is applied and the results. Follow instruction in part 1.5

3.5 **Visualizing patterns:**

**Software tools**. Explain what tools you used for visualization

**Visualizations**. Explain in detail what each visualization mean. Follow instruction in part 3

3.6 **Conclusion**: Do your findings reflect what news says or what your real-life experiences tells you? What can you learn from your findings?