Do Streams Sell?

A Linear Regression by Nick Sherwin

Objective

To understand the relationship between unit sales of a video game title and streaming metrics from Twitch.

Methodology

Data Sources & References:

- VGChartz
- SullyGnome

Primary Tools:

- Pandas, Beautiful Soup, StatsModels, Scikit-learn

Methodology

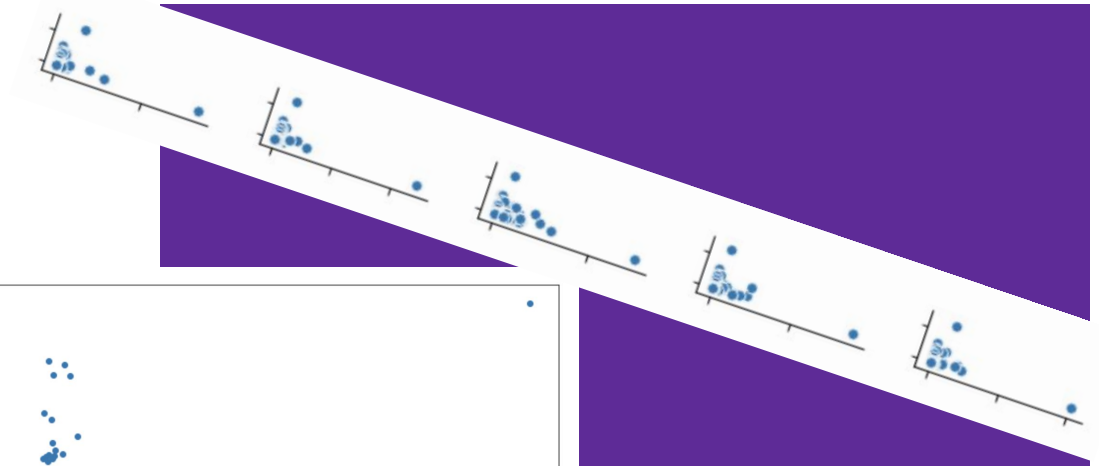
Scope

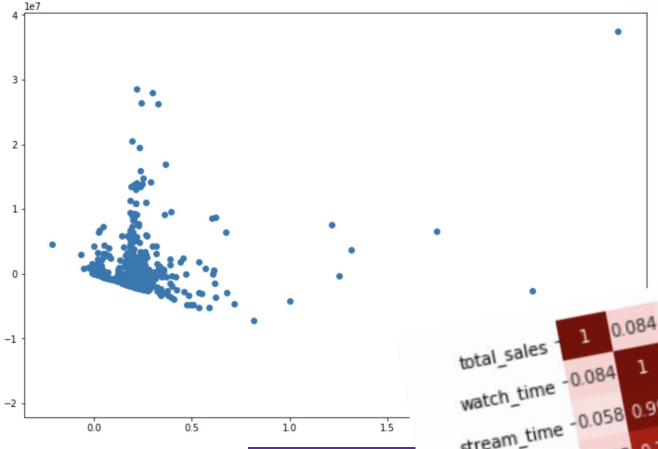
- 2016 - Present
- Global Sales + Streams
- All Platforms

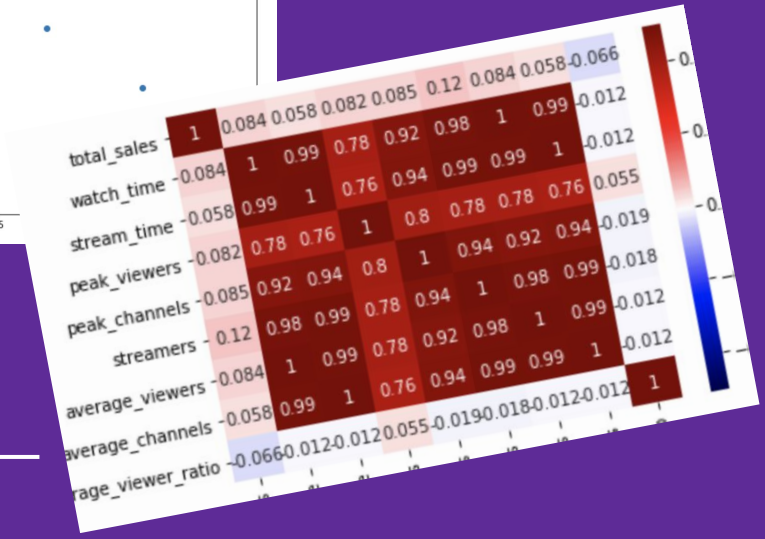
Caveats:

- Excluding Free-to-Play (F2P)
- Excluding Micro-Transactions
- Streams w/ Only 10+ Viewers

Preliminary Results





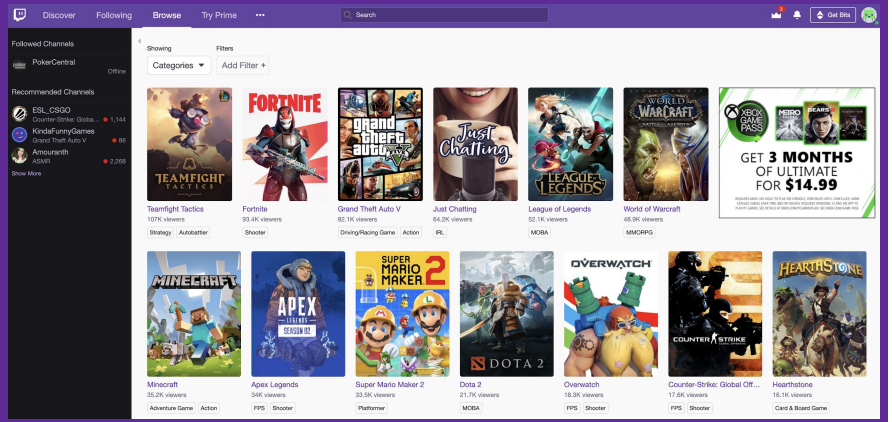


But Wait...

Peak_Channels

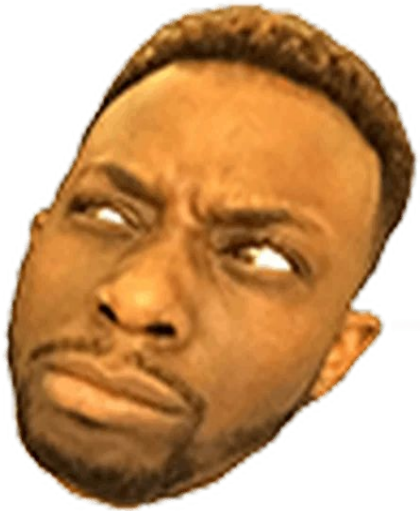
- 447.76 2016 - 2018 (All Games)
- 590.53 2016 - 2018 (Top Games)
- 1053.68 2018 (Top Games)
- 1542.79 2018 (Monthly)

Recommendation



- Platform Sponsorship
- Game Dev Dashboard
- Creator First

Future Study



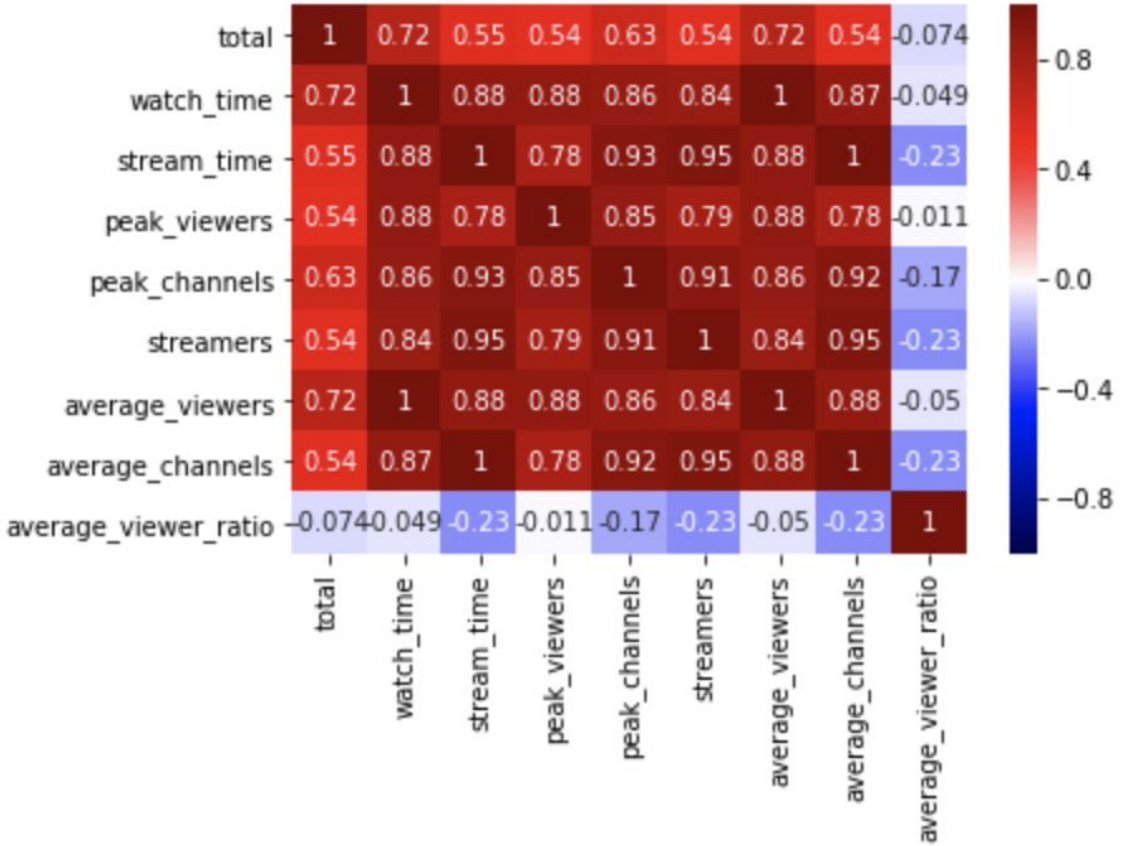
- Twitch API
- Build Dev Dashboard
- Chat in Stream

Questions?

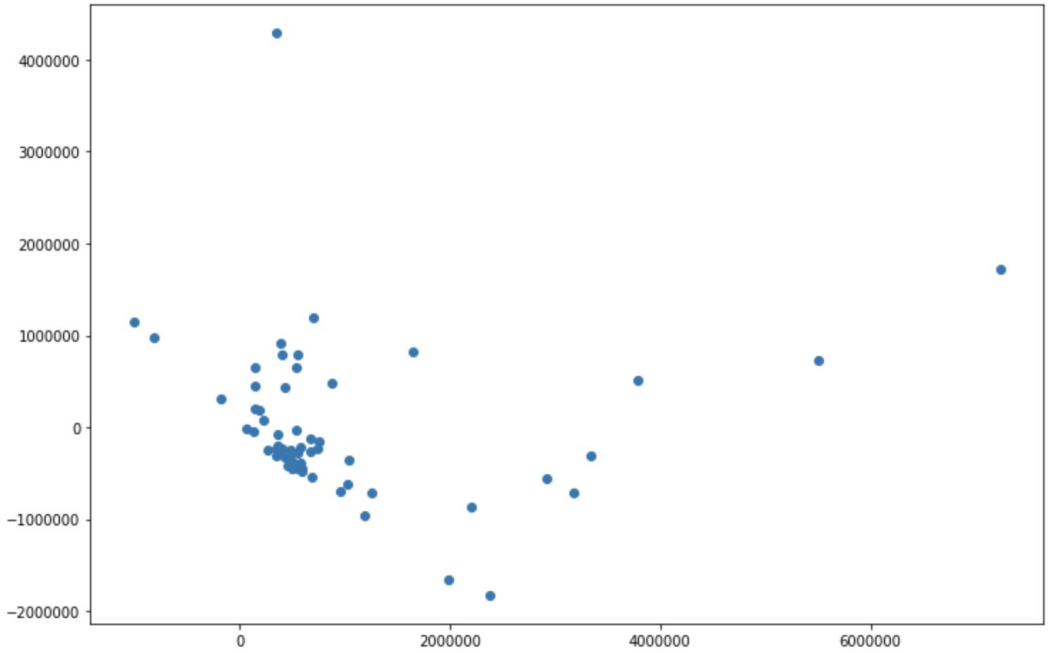
Appendix:
Monthly Model

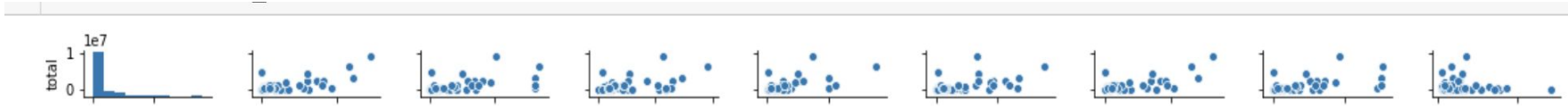
Adjusted R2	.693
Peak Channels Coef	1542
Cross Validated Score	0.551
Test Score	.756

Appendix: Monthly Correlation

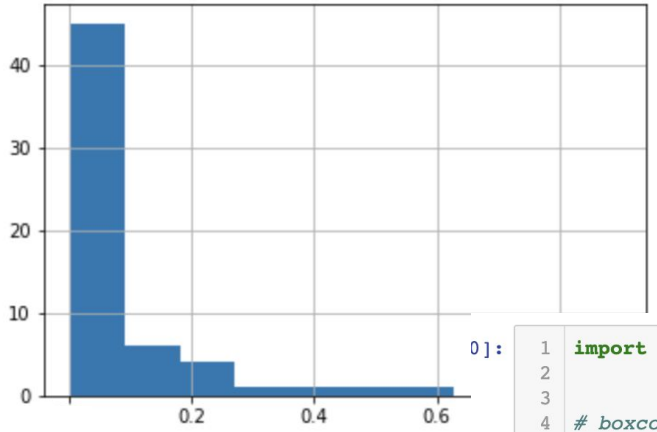


Appendix: Monthly Model





Appendix: Target Transformation




```
0]:
1  import scipy.stats as stats
2
3
4  # boxcox transformation on the distribution of to
5  lamb=stats.boxcox_normmax(df_2018.total, brack=(-
6  print("Lambda:", lamb)
7  y_t=(np.power(df_2018.total,-0.2282)-1)/-0.2282
8
9  plt.hist(y_t);
```

```
Lambda: -0.10939417765916534
```

```
:
1  np.log(df_2018.total).hist();
2
3  # it looks better but not very "normal"
```