

Background

Videogames and watching videos have always been favorite pastimes of mine, and Twitch manages to successfully merge the two. I decided to investigate data regarded Twitch and the streamers and content that are most popular on the platform.

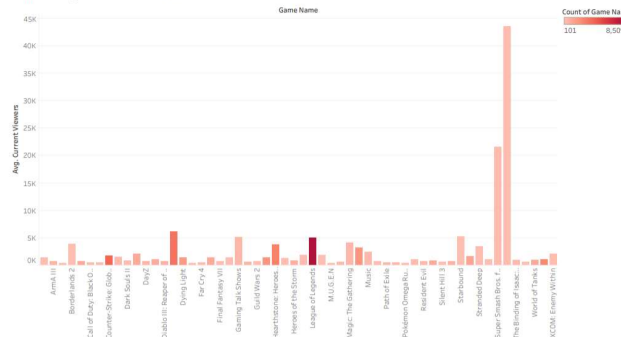
My main audience for this project are people interested in new and growing entertainment platforms and people who like to play games.

The three questions I wanted to answer were:

- What games are the most popular and why?
- What streamers are the most popular and why?
- What relationship do viewership and Twitch partnership have?

What games are the most popular and why?

Game vs Avg. Viewer Count and Game Count



Average of Current Viewers for each Game Name. Color shows count of Game Name. The data is filtered on Current Viewers, which includes values greater than or equal to 300. The view is filtered on count of Game Name, which includes values greater than or equal to 100.

Data Sources

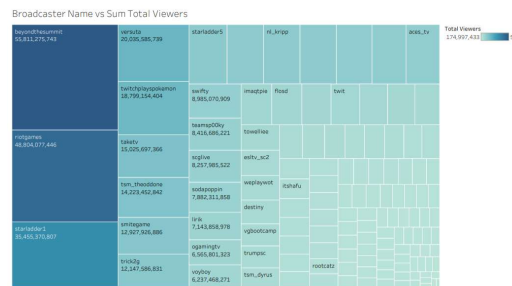
“TWITCH STATISTICS & CHARTS.” *TwitchTracker*, <https://twitchtracker.com/statistics>.

“Dataset for ‘Cloud-Assisted Crowdsourced Livecast.’” *Github*, <https://clivecast.github.io/>.

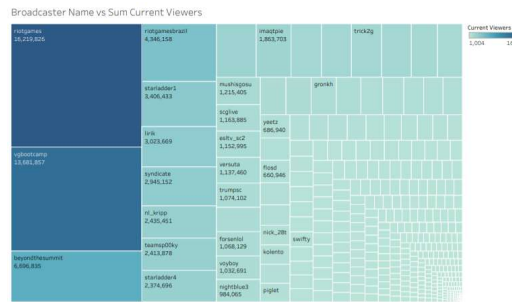
Twitch Streaming on February 1st, 2015

CGT 270 – Fall 2019

What streamers are the most popular and why?



Broadcaster Name and sum of Total Viewers. Color shows sum of Total Viewers. Size shows sum of Total Viewers. The marks are labeled by Broadcaster Name and sum of Total Viewers. The data is filtered on Total Viewers, which includes values greater than or equal to 1000000.



Broadcaster Name and sum of Current Viewers. Color shows sum of Current Viewers. Size shows sum of Current Viewers. The marks are labeled by Broadcaster Name and sum of Current Viewers. The data is filtered on Current Viewers, which includes values greater than or equal to 1000.

Future Work

As mentioned earlier, this is only one day's worth of data, and I currently have the data for the rest of the month. For future work, I could implement the rest of the month into these visualizations.

Additionally, I could look for data belonging to other timeframes than February 2015.

Insights

What games are the most popular and why?

Super Smash Bros Melee and Super Smash Bros for Wii U had the most average viewers per streamer, indicating that these are the most popular games to watch.

League of Legends and Dota 2 had the most competition between streamers, indicating that these are the most popular games to play.

What streamers are the most popular and why?

Notable eSports streaming companies top the viewership charts, such as Beyond The Summit and VGBootcamp.

Businesses behind the most popular games seem to get the most viewership, such as Riot Games.

What relationship do viewership and Twitch partnership have?

As expected, more streamers start getting partnered with larger view counts. Most streamers seem to be partnered when they are averaging 60k views per stream. When compared to something like YouTube, these view counts seem pretty low, so this was rather surprising to me.

What relationship do viewership and Twitch partnership have?

Partner Status vs Viewer Count

