sSports Viz

```
## -- Attaching packages --------------------------------------- tidyverse 1.3.2 --
## v ggplot2 3.3.6      v purrr   0.3.5
## v tibble  3.1.8      v dplyr   1.0.10
## v tidyr   1.2.1      v stringr 1.4.1
## v readr   2.1.3      v forcats 0.5.2
## -- Conflicts ------------------------------------------ tidyverse_conflicts() --
## x dplyr::filter() masks stats::filter()
## x dplyr::lag()    masks stats::lag()
```

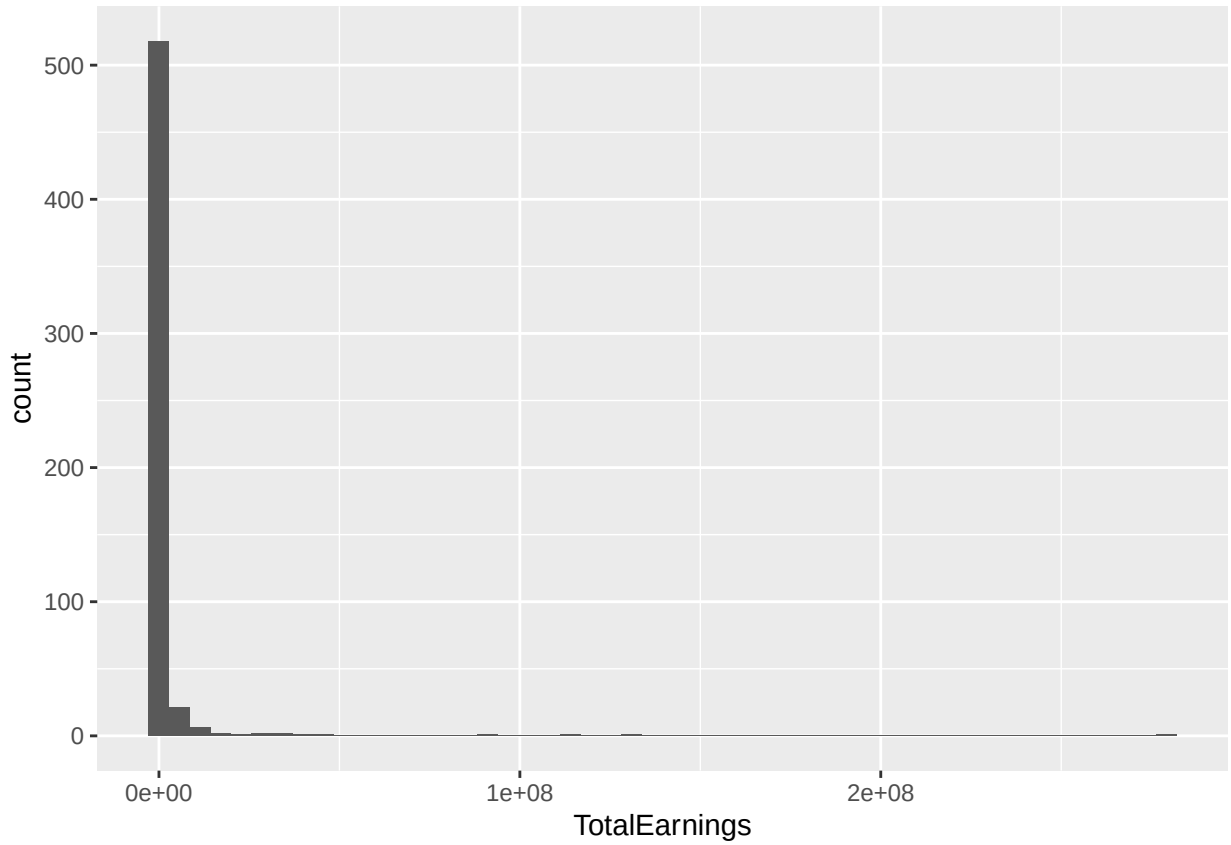
```
es_raw <- read_csv(file="/cloud/project/esports/GeneralEsportData.csv")
```

```
## Rows: 558 Columns: 7
## -- Column specification --------------------------------------------------------
## Delimiter: ","
## chr (2): Game, Genre
## dbl (5): ReleaseDate, TotalEarnings, OnlineEarnings, TotalPlayers, TotalTour...
##
## i Use `spec()` to retrieve the full column specification for this data.
## i Specify the column types or set `show_col_types = FALSE` to quiet this message.
```

```
es_data <- es_raw %>% mutate(Genre = as.factor(Genre))
```

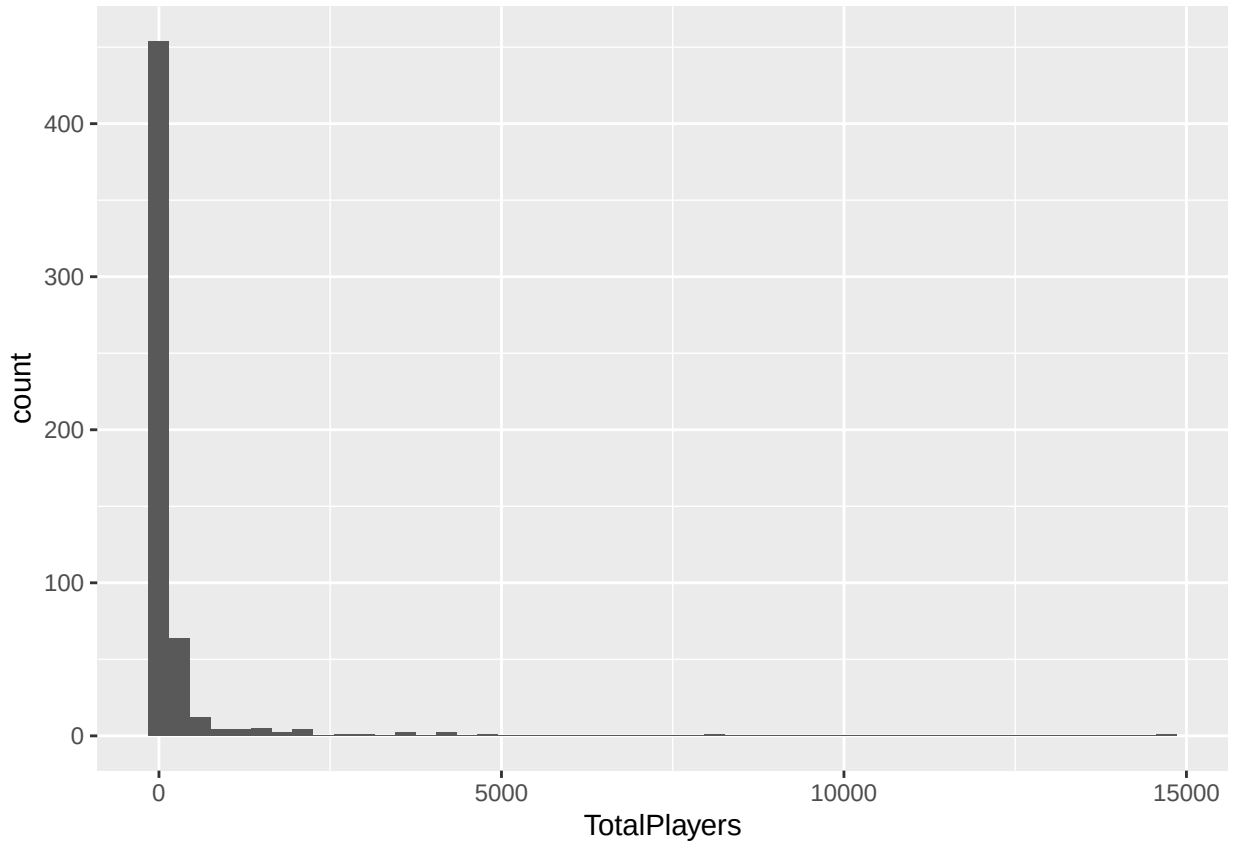
Let's see how skewed the distribution of Total Earnings is

```
ggplot(data=es_data, aes(x=TotalEarnings)) + geom_histogram(bins=50)
```



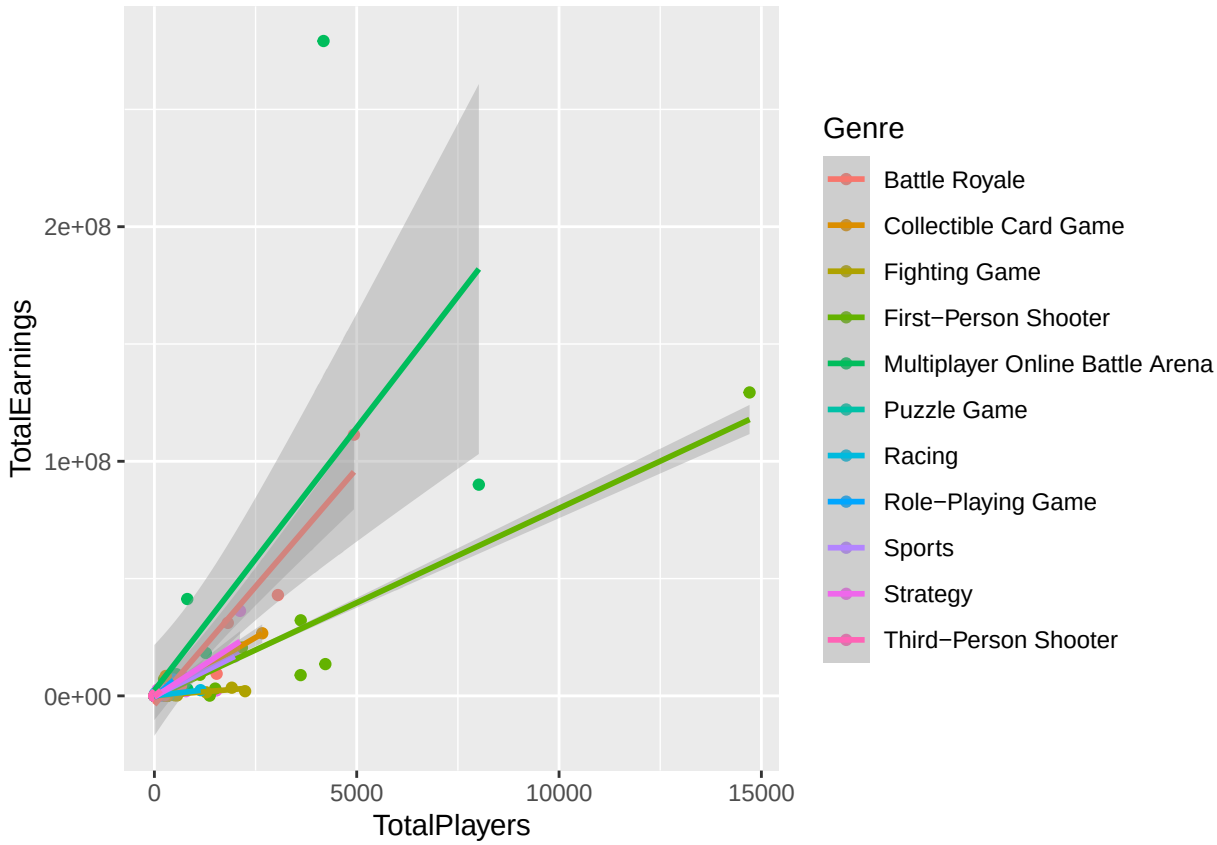
Let's see how skewed the distribution of Total Earnings is

```
ggplot(data=es_data, aes(x=TotalPlayers)) + geom_histogram(bins=50)
```



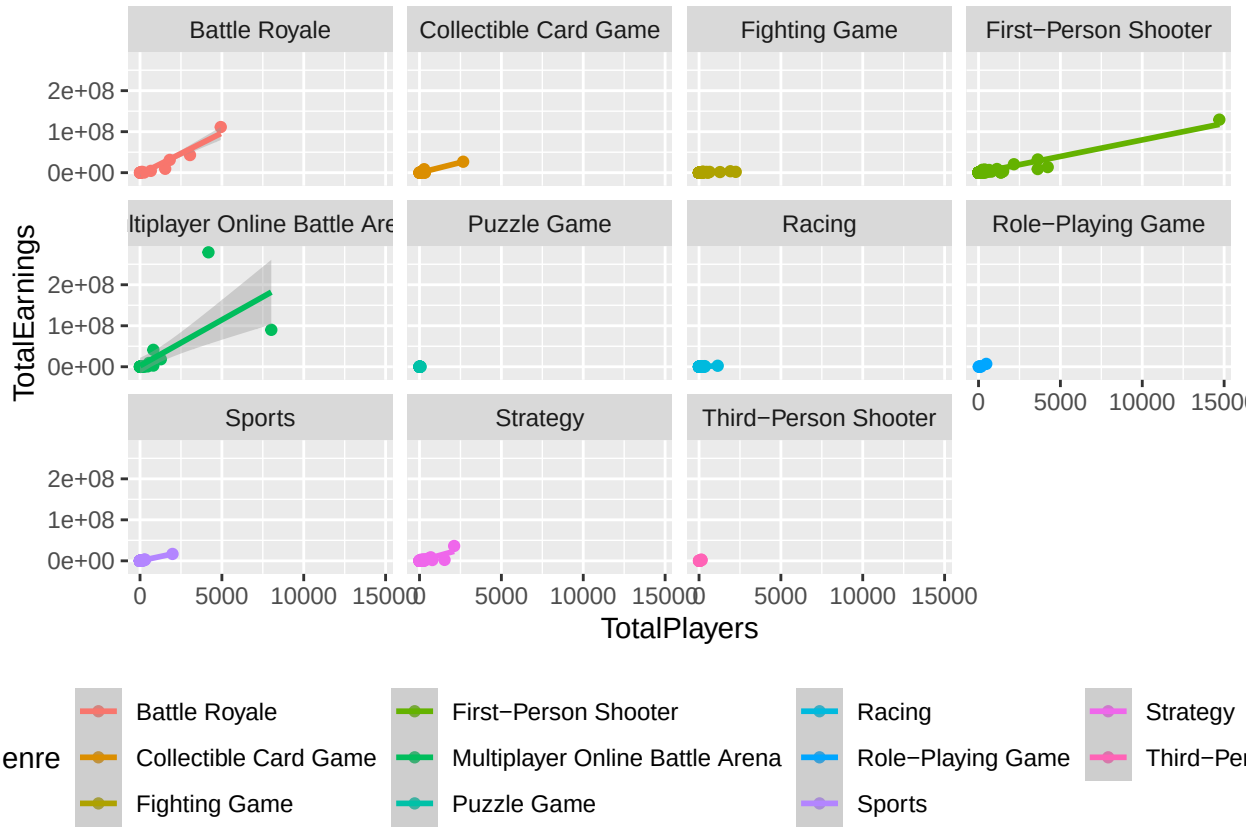

```
ggplot(data = es_data, aes(x=TotalPlayers,y=TotalEarnings, color=Genre)) +
  geom_point() +
  geom_smooth(method = "lm")
```

```
## `geom_smooth()` using formula 'y ~ x'
```




```
ggplot(data = es_data, aes(x=TotalPlayers,y=TotalEarnings, color=Genre)) +
  geom_point() +
  geom_smooth(method = "lm") +
  facet_wrap(vars(Genre)) +
  theme(legend.position = "bottom")
```

```
## `geom_smooth()` using formula 'y ~ x'
```




```
es_data %>% filter(TotalEarnings <= 200000000 && TotalPlayers<=10000) %>%
ggplot(., aes(x=TotalPlayers,y=TotalEarnings, color=Genre)) +
  geom_point() +
  geom_smooth(method = "lm") +
  facet_wrap(vars(Genre)) +
  theme(legend.position = "bottom")
```

```
## Warning in TotalEarnings <= 2e+08 && TotalPlayers <= 10000: 'length(x) = 558 >
## 1' in coercion to 'logical(1)'

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## `geom_smooth()` using formula 'y ~ x'
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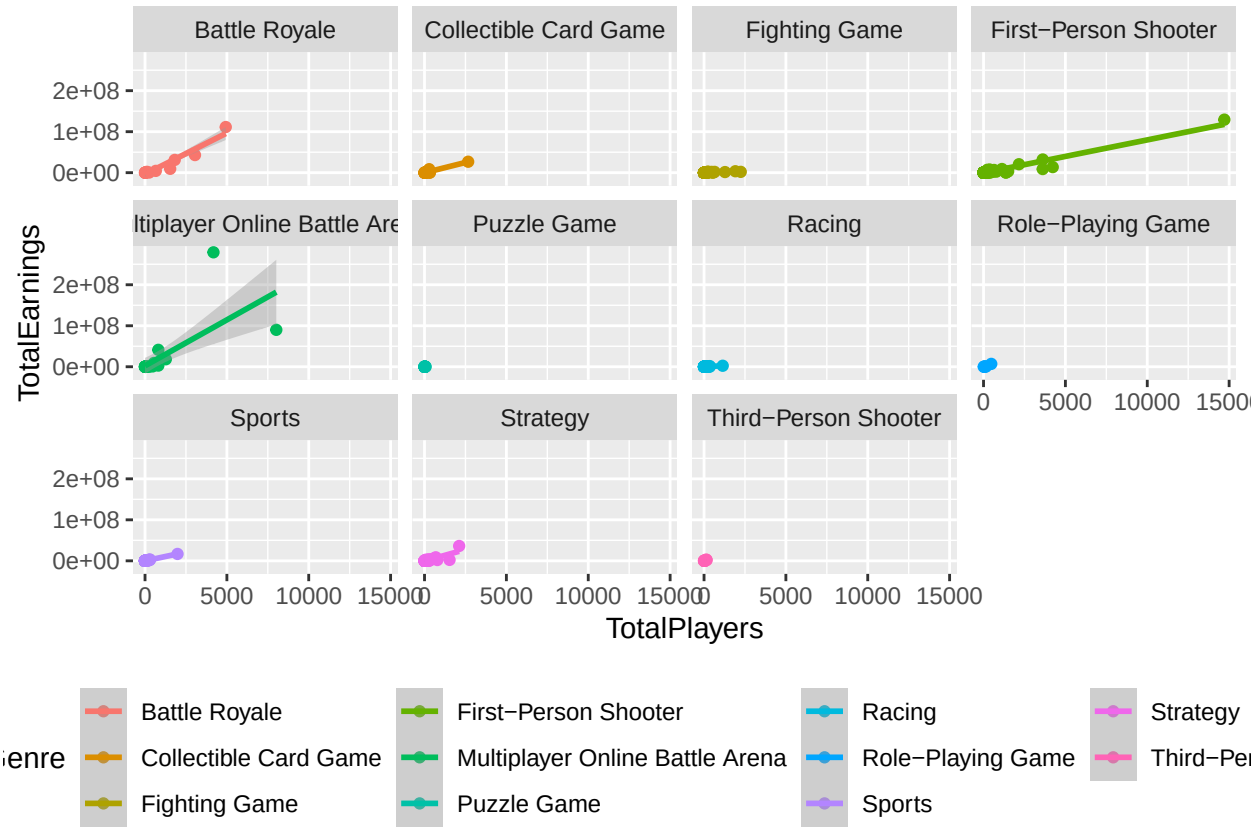
Battle Royale
Collectible Card Game
Fighting Game
First−Person Shooter
ltiplayer Online Battle Are
Puzzle Game
Racing
Role−Playing Game
Sports
Strategy
Third−Person Shooter
TotalEarnings
2e+08
1e+08
0e+00
0
5000
10000
15000
TotalPlayers
enre
Battle Royale
Collectible Card Game
Fighting Game
First−Person Shooter
Multiplayer Online Battle Arena
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Racing
Role−Playing Game
Sports
Strategy
Third−Per