**SI507 Final Project Proposal**

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**1. Project Overview**

I will build a program displaying the popularity of some video games by displaying Youtube and Twitch information. I will collect data (from Youtube and Twitch) such as view counts, the number of postings, a clip length, the number of subscribers and analyze them with visualization.

**2. Data Sources**

|  |  |  |
| --- | --- | --- |
| **Source** | **Description** | **Challenge Score** |
| Youtube | Web API you haven’t used before that requires OAuth | 6 |
| Twitch | Web API you haven’t used before that requires OAuth | 6 |
| Total Score | | 12 |

**3. Presentation Options and tools**

Users will be allowed to select specific period and a video game title such as Overwatch, Diablo, League of Legends, etc. After selecting, my program will output some graphs as below.

(1) The total number of posts during specific period from Youtube and Twitch for the selected game (bar chart)

(2) The number of posts per day during specific period from Youtube and Twitch for the selected game (line chart)

(3) The total number of subscribers during specific period from Youtube and Twitch for the selected game (box plot)

(4) The duration of clip during specific period from Youtube and Twitch for the selected game (box plot)

I will use plotly with some python libraries (matplotlib, pandas). And I might add more charts as I will build my program further.