

Esports and Gaming Industry Analysis

31st July 2021

OVERVIEW

The idea is to explore the gaming industry through the performance of different games in the market. Take a closer look into the career prospects in this industry. Identify the various ways of establishing a career in the gaming industry and compare the earnings of athletes and professional gamers. Also explore the market for gaming utilities and mobile gaming industry.

OBJECTIVE

1. Is Esports a real career? What are the prospects in 2021?
2. Are professional gamers anywhere close financially to the top athletes?
3. What are some other exciting careers in this industry ?

DATA

For the initial exploration the datasets used have been acquired from Kaggle.

1. eSports Earnings: Money earned by Players & Teams from eSports Tournaments (<https://www.kaggle.com/jackdaoud/esports-earnings-for-players-teams-by-game>).
Important Attributes: Game, release date , genre , earning (online and general) . Also contains historic data.
2. Esports Earnings 1998 - 2021:A monthly look at money distributed in various Esports tournaments (<https://www.kaggle.com/rankirsh/esports-earnings>)
Important Attributes: Name , earning , game , genre.
3. Forbes Richest Athletes (Forbes Richest Athletes 1990-2020)
(<https://www.kaggle.com/parulpandey/forbes-highest-paid-athletes-19902019>).
Important attributes : player , earning ,sport , year

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4. Esports - 200 Tournaments: 200 Esports tournaments with the largest prize pools(<https://www.kaggle.com/hbakker/esports-200-tournaments/version/1>) Important Attributes: game , prize money , location .
 5. Top Streamers on Twitch: This contains data of Top 1000 Streamers from past year. (<https://www.kaggle.com/aayushmishra1512/twitchdata>) Important Attributes: channel , watch time, stream time, viewers , subscribers , followers.
 6. Video Game Sales: Sales data from more than 16,500 games. (<https://www.kaggle.com/gregorut/videogamesales>) Important Attributes: Name , rank , sales grouped by continents.

Rest of the data needs to be scraped from the browser. I plan on using BeautifulSoup for this .

Most of the data needs to be scraped from <https://www.esportsearnings.com/> and <https://sofifa.com/> to get the latest insight. These datasets are for initial exploration and to get an idea about the market, its history and understanding on a broad perspective.

MILESTONES

For People looking for a career in the gaming industry.

This data will provide information regarding which games to choose for a career. Also which streaming platform to choose for best earnings. Also some idea on the market based on geography.

To compare and analyze the growth in this market with existing sports industries.

This analysis will provide comparison of the earnings of professional athletes and gamers and also give insights into the market for utilities and professional teams.