**Capstone Project Summary**

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**Project Title:** *Esports Development Analysis base on earning and tournament from 1998 to 2022.*

**Data Collection Source:**

Data come entirely from [**EsportsEarnings.com**](https://www.esportsearnings.com/) but I got the csv files from Kaggle by Chanon Charuchinda and Ran.Kirsk.

**Project Summary:**

This exploratory analysis case study is towards Capstone project requirements for Fullstack Data Analysis Bootcamp and Certificate. The case study involves the Esport economic fields and its development from 1998 to 2022

The goal of this project is for anyone who is interested in learning more or intend working in E-sport field which is create a lot of new jobs right now. This Data analysis will help the audience have an overview of E-sport and how potential of E-sport that a lot of players and companies put their efforts into this field. Moreover, with the passion with Esports so many years, I have been experiencing with the underestimate of old generation about consider esports pro players as a professional job and especially considering Esports as a wonderful industry which develop national economic.

According to Wikipedia - Esports, short for electronic sports, is a form of competition using video games. Esports often takes the form of organized, multiplayer video game competitions, particularly between professional players, individually or as teams. Although organized competitions have long been a part of video game culture, these were largely between amateurs until the late 2000s, when participation by professional gamers and spectatorship in these events through live streaming saw a large surge in popularity. By the 2010s, esports was a significant factor in the video game industry, with many game developers actively designing and providing funding for tournaments and other events.

In this project, I have been using 5 different csv files. The smallest file is 262 rows and 6 columns, and the biggest file is 7341 and 5 columns. Each dataset captures an angle of the E-sport earning and tournaments. After using function to check data info and looking null value, there is no wrong data type or null value on the data. On the other hand, there are a lot of 0 value data so I will keep them the same.

In this project, I will use Python and Excel to analysis the data and then I will use Tableau for visualization

After the project, as I expected, MOBA, Battle Royale and FPS games are the dominated genres in E-sport field since these genres are designed for competition. In the top 10 biggest games, there are no apparent surprises, we find Dota 2, CS: GO, Fortnite, League of Legends, and StarCraft 2 at the top. StarCraft II the one with the most tournaments to date, follow up by CS: GO, League of Legends and Dota 2. Since Dota 2 have the highest earning, it has the big impact on the team earning. The domination of Dota II earning make most of top 20 pro players are playing Dota II. About the E-sport team, OG team only focus on Dota 2 and CS: GO have the highest earning while team Liquid with 9 different games just only take second place. Team Liquid have the highest earning on Dota 2. On the other hand, attended a lot StarCraft II tournaments but don’t have a good result. Finally, it is clear that the E-sport industry is on the rise, and it will be interesting to see how it will develop in the next couple of years.