**Capstone Project Summary**

**Name: Dang Thien Nguyen**

**Project Title:** *Esports Development Analysis based on earnings and tournaments 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 interested in learning more or who intends to work in the E-sport field, which is creating many new jobs right now. This Data analysis will help the audience have an overview of E-sport and how E-sport potential is that many players and companies put their efforts into this field. Moreover, with my passion for Esports for so many years, I have been experiencing the underestimation of the old generation about esports pro players as professional jobs and especially considering Esports as a wonderful industry that develops the national economy.

According to Wikipedia - Esports, short for electronic sports, is a form of video game competition. 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 primarily between amateurs until the late 2000s, when participation by professional gamers and spectatorship in these events through live streaming saw a significant surge in popularity. By the 2010s, esports was a substantial 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 most extensive file is 7341 and 5 columns. Each dataset captures an angle of the E-sport earnings and tournaments. After using functions to check data info and look for null values, there is no wrong data type or null value on the data. On the other hand, there is much 0-value data so that I will keep them the same.

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

After the project, as I expected, MOBA, Battle Royale, and FPS games became dominant genres in the E-sport field since these genres are designed for competition. There are no apparent surprises in the top 10 biggest games; we find Dota 2, CS: GO, Fortnite, League of Legends, and StarCraft 2 at the top. StarCraft II has the most tournaments, followed by CS: GO, League of Legends, and Dota 2. Since Dota 2 has the highest earnings, it dramatically impacts the team’s profits. The domination of Dota II earnings makes most top 20 pro players play Dota II.

Regarding the E-sport team, the OG team only focuses on Dota 2, and CS: GO has the highest earnings, while team Liquid, with 9 different games, only takes second place. Team Liquid has the highest salaries in Dota 2. On the other hand, they attended a lot of StarCraft II tournaments but didn’t have a good results.

Finally, 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.