Regression 4, Number of Players for a game on Twitch Ranking from 2016-2023

INDEPENDENT VARIABLE Number of players for a game

Dep. Variable:

REGRESSORS Best monthly ranking of a game based on Twitch popularity, game age, sentimental score on reviews, Activision Blizzard indicator

Highest ranking of a game on Twitch, Game Age, Sentimental Score on Reviews, **Activision Blizzard Indicator**

R-squared:

0.178

 $N_{of_players_first}$

zop. (arrasie)		or or a			0.1	• •	
$\mathbf{Model:}$	(OLS		Adj. R-squared		d: 0.169	
Method: Leas		Squares	F-stat	istic:	21.	35	
Date: Tue,		Dec 2023	Prob ((F-statis	tic): 5.83e	e-16	
Time:	18	:52:32	Log-Li	ikelihood	d: -408	80.9	
No. Observation	ns:	400		AIC:		8172.	
Df Residuals:	;	395		BIC:		8192.	
Df Model:		4					
Covariance Typ	e: non	robust					
	coef	std err	t	\mathbf{P} > $ \mathbf{t} $	[0.025]	0.975]	
const	8631.7652	787.651	10.959	0.000	7083.254	1.02e+04	
Rank_min	-49.3723	6.350	-7.775	0.000	-61.856	-36.888	
\mathbf{Age}	542.2473	75.333	7.198	0.000	394.144	690.350	
$actblz_indicator_first$	-1872.5310	1566.877	-1.195	0.233	-4952.992	1207.930	
${f Sentiment_first}$	531.1117	540.125	0.983	0.326	-530.768	1592.991	
Omnibus: 70		833 Dur	33 Durbin-Watson:		1.869		
$\mathbf{Prob}(\mathbf{Omnibus}): 0.0$		000 Jarq	Jarque-Bera (JB):		111.199		
Skew:		1.090 Prob(JB) :			7.14e-25		
Kurtosis:	4.3	887 Con	d. No.		457.		

Notes:

^[1] Standard Errors assume that the covariance matrix of the errors is correctly specified.