Regression 3, Number of Players for a Game on Averave Watching Hours on Twitch from 2016-2023

INDEPENDENT VARIABLE Number of players for a game

REGRESSORS Log(Average hours watched for a game on Twitch monthly), game age, sentimental score on reviews, Activision Blizzard indicator

Dep. Variable:	N_of_players_first	**R-squared:**	0.104
Model:	OLS	**Adj. R-squared:**	0.095
Method:	Least Squares	**F-statistic:**	11.50
Date:	Tue, 05 Dec 2023	**Prob (F-statistic):**	7.74e-09
Time:	18:52:39	**Log-Likelihood:**	-4098.1
No. Observations:	400	**AIC:**	8206.
Df Residuals:	395	**BIC:**	8226.
Df Model:	4		
Covariance Type:	nonrobust		

	coef	**std err**	**t**	**P> |t|**	**[0.025**	**0.975]**
const	-1.776e+04	5076.509	-3.498	0.001	-2.77e+04	-7778.586
log_Hours_watched_mean	1619.7591	337.267	4.803	0.000	956.696	2282.822
Age	574.5522	87.344	6.578	0.000	402.835	746.270
actblz_indicator_first	-1454.7577	1645.933	-0.884	0.377	-4690.641	1781.126
Sentiment_first	410.3142	563.623	0.728	0.467	-697.761	1518.390

Omnibus:	87.060	**Durbin-Watson:**	1.904
Prob(Omnibus):	0.000	**Jarque-Bera (JB):**	156.910
Skew:	1.227	**Prob(JB):**	8.46e-35
Kurtosis:	4.843	**Cond. No.**	237.

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