

We are interested in Covid-19's effects on the gaming industry and people's entertainment habits. After the Covid-19 outbreak, due to the "Stay-at-home" order, we observed a rise in at-home entertainment, including gaming and streaming. We will dive deeper into this topic by analyzing data of the leading gaming platform Steam and streaming platform Twitch. We assume they are representative of the overall gaming and streaming industry. By analyzing the nine most popular games, we conclude that all game companies have a similar rate of increase in average players during the pandemic. Those companies with larger average player numbers before the pandemic have a more significant rise in their average player numbers after the lockdown. As for streaming, we randomly chose 30 streamers on Twitch and tracked their subscription data. Almost all of them had a significant rise in subscribers in 2020. The percentage change of Total Subscribers from January to April coincides with the timeline of the pandemic. By analyzing the three tiers of different subscription fees, we find that while the new subscribers choose the cheaper tiers (\$4.99, \$9.99) rather than the most expensive one (\$24.99). We view it as people are tightening their budget during this global crisis and economic stifle.

Products and services people spend more than usual on due to the COVID-19

<https://www.statista.com/statistics/1108088/products-and-services-people-spend-more-on-due-to-the-covid-19-pandemic/>

In-home media consumption due to the coronavirus

<https://www.statista.com/statistics/1106498/home-media-consumption-coronavirus-worldwide-by-country/>

Weekly increase in data usage by Verizon

<https://www.statista.com/statistics/1108378/coronavirus-impact-online-traffic-usa-category/>

All time high concurrent number of players: Twitter@Steam Database

<https://twitter.com/SteamDB/status/1239180882826715136?s=20>

Data for Average Concurrent Players were scraped from:

Counter-Strike: Global Offensive: <https://steamcharts.com/app/730>

Dota 2: <https://steamcharts.com/app/570>

PLAYERUNKNOWN'S BATTLEGROUNDS: <https://steamcharts.com/app/578080>

Grand Theft Auto V: <https://steamcharts.com/app/271590>

Tom Clancy's Rainbow Six Siege: <https://steamcharts.com/app/271590>

Team Fortress 2: <https://steamcharts.com/app/440>

Warframe: <https://steamcharts.com/app/230410>

ARK: Survival Evolved: <https://steamcharts.com/app/346110>

Rust: <https://steamcharts.com/app/252490>

Twitch streamer subscription data from TwitchTracker: <https://twitchtracker.com>

The streamer's IDs: xQcOW, Tfue, MOONMOON, summit1g, EsfandTV, NickEh30, gaules, SypherPK, TheGrefg, ELoTRiX, JoshOG, Scarra, DrLupo, daltoosh, Gosu, nI_Kripp, dasMEHDI, BobbyPoffGaming, Kurumx, Sattelizer, KingGeorge, Sweatcicle, LilyPichu, Mizkif, Jawsh, aceu, HasanAbi, DizzyKitten, sinatraa, dizzy.

Reference website for the Twitch visualization code:

<https://joachim-gassen.github.io/2020/03/tidying-the-new-johns-hopkins-covid-19-datasests/>

PowerPoint Template from SlidesGo: <https://slidesgo.com/theme/covid-19>