# STREAMING DATA



#### **Definition**

### **Streaming Data**

is generated continuously by different kinds of sources. It includes a large number of data such as information from social media, e-commerce purchases, financial trading floors, ingame player activity, geospatial services and instrumentation in centers.

## The use of Data Streaming in some markets

#### **Finance**

- Tracking changes in the stock market in real-time.
- Automatically calculates value-atrisk based on stock price shifts.

# **E-commerce** Industry (Marketing)

- Provides all clickstream records from its online resources.
- Optimizes content arrangement on its site.

## Gaming Industry

• Streaming data about a player's interactions can be collected by an online gaming company, and puts the results into the gaming platform.

