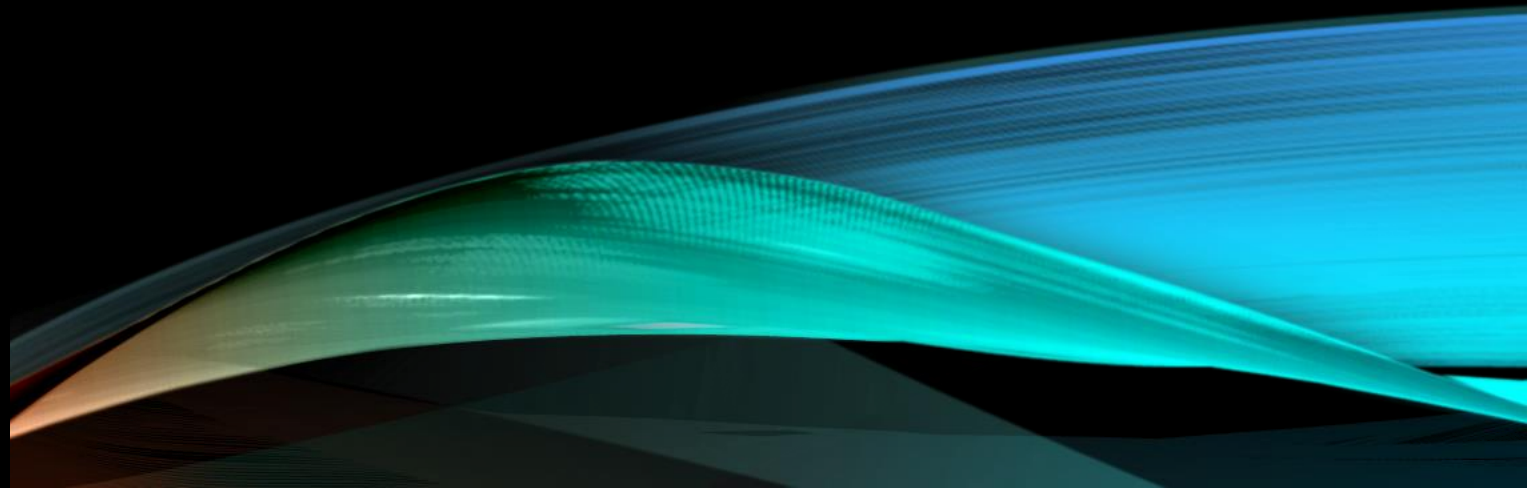




WINNING IN PUBG: A LOOK AT SOLO MATCHES

Jason Richards



DATASET

- OVER 67,000 MATCHES WORTH OF DATA
- ~ 4.5 MILLION OBSERVATIONS
- CONTAINED DIFFERENT MATCH TYPES:
 - SOLO (FPP, CUSTOM, TPP)
 - DUO (FPP, CUSTOM, TPP)
 - SQUAD (FPP, CUSTOM, TPP)
- 28 POTENTIAL PREDICTORS
 - CATEGORICAL AND CONTINUOUS DATA
- 1 TARGET (WINPLACEPERC)





GOALS

- TO FIND WHICH POTENTIAL PREDICTORS CAN ACCURATELY PREDICT A WIN IN A MATCH
- TO UNRAVEL ANY INTERESTING INSIGHTS FOR FURTHER RESEARCH
- TO THOUROGHLY ENJOY THE IN-GAME RESEARCH

RESULTS

~91% OF PREDICTION CAN
BE EXPLAINED THROUGH
EIGHT CATEGORIES

MODEL RESULTED IN
99.48% ACCURACY

24%
KILLS



16%
BOOSTS



12%
WEAPONS ACQUIRED



11%
HEALS



6%

LONGEST KILL



6%
ASSISTS



7%

WALK DISTANCE



9%

HEADSHOT KILLS



WINNER, WINNER CHICKEN DINNER!

NEXT STEPS

- WHY DOES THE ASSISTS CATEGORY ATTRIBUTE TO A WIN IN A SOLO MATCH?
- NEED TO TEST DIFFERENT MODELS FOR THE OTHER FORMS OF GAMEPLAY (DUO, SQUAD)
- BASED ON THE FINDINGS, ARE THERE ANY CATEGORIES THAT NEED PRODUCTION TWEAKS TO PROVIDE MORE WEIGHT IN WINNING?

