

PUBG PLAYERS PERFORMANCE ANALYSIS

UNDERSTANDING THE FACTORS THAT INFLUENCE WIN RATE AND RANK POINTS

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OBJECTIVE

- To deliver **actionable, data-driven strategies** derived from the analysis to **improve** the **audience's understanding** of **PUBG player performance, winning factors, and rank progression**.
- **FOCUS** : Establishing the true **relationship** between **raw player performance metrics** and **achieving high ranks/wins**, leading to the creation of actionable, data-driven strategy guides.

DATA SUMMARY

- **DATA SOURCE :** Pubg Dataset From KAGGLE
- **SIZE :** ~4.4 Million Rows , 29 Columns
- **PREPARED IN R :** Using `readr` , `janitor` , `dplyr` , `ggplot` and `patchwork`
- **COLUMNS USED :** `win_place_per` , `kills` , `damage_dealt` , `match_type` and more...
- Data was `cleaned` before importing into TABLEAU for `visualization`

METHODS USED

- Grouping and Aggregation
- Correlation Analysis
- Outlier Filtering
- Player Segmentation (based on damage dealt)
- **Visualization :** Bar , Box and Scatter Plots

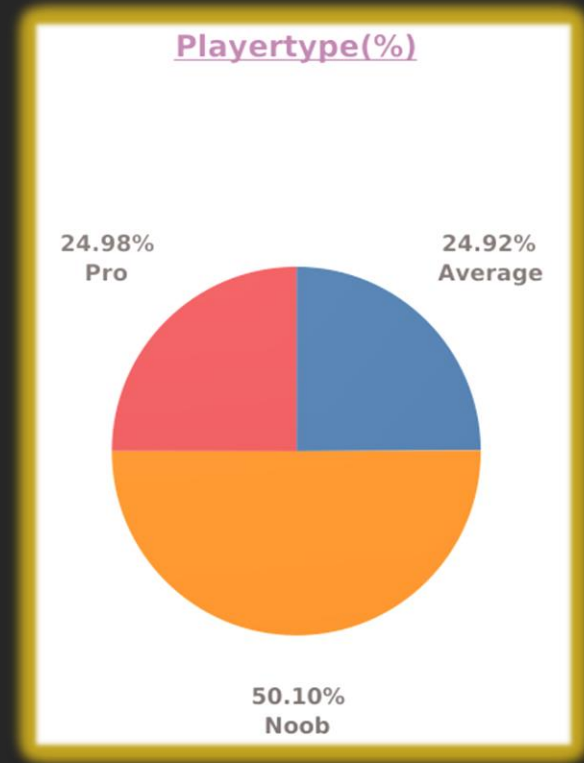
PUBG PLAYERS SEGMENTATION

Segmentation :

- **Noobs** : Damage (<85)
- **Average** : Damage (85-187)
- **Pro** : Damage(187+)

Insights :

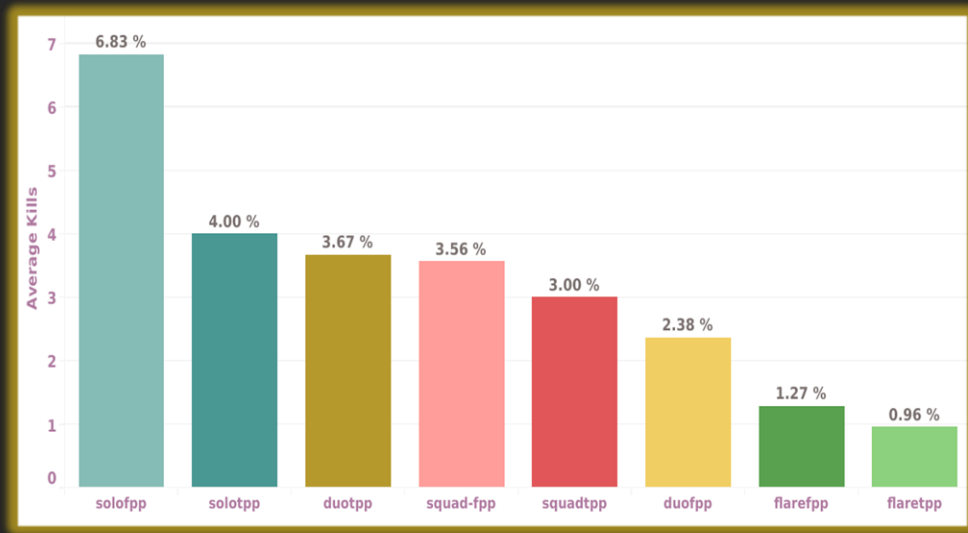
- Majority of players are **Noobs** : 50.10%
- **Average** players make up to 24.92%
- **Pro** players from 24.98% of total



BLUEPRINTS FOR CHICKEN DINNER

Insights :

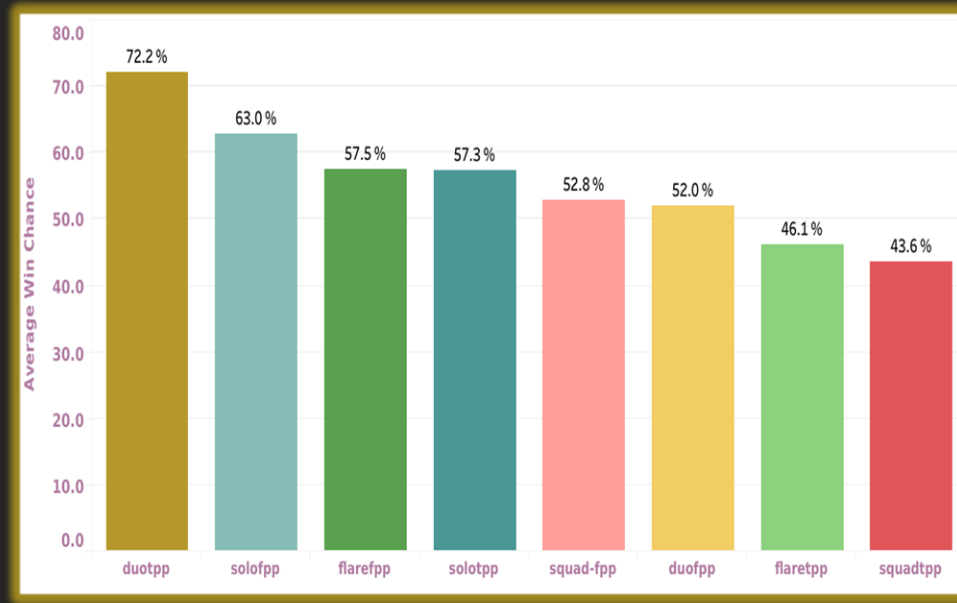
- **Solo FPP** is peak combat intensity (6.83 kills average).
- **Team modes** require less per-player combat (around 3.00 to 3.56 kills).
- **Flare modes** are the least competitive intensity (0.96 to 1.27 kills average).



BLUEPRINTS FOR CHICKEN DINNER

Insights :

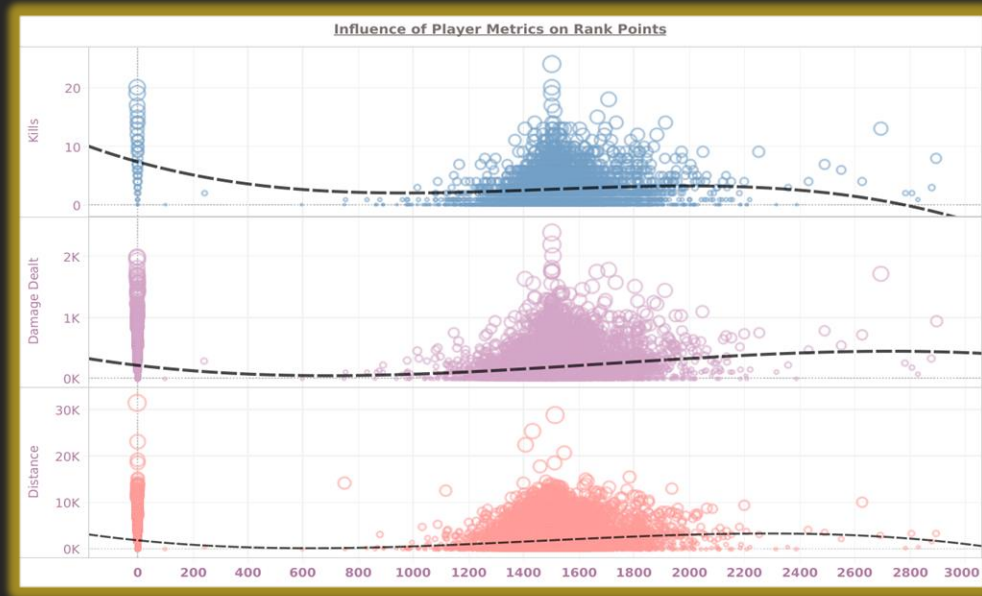
- **Duo TPP** offers the best win potential (72.2%).
- **SOLO FPP** is the top solo win mode (63.0%).
- **SQUAD TPP** has the lowest win chance (43.6%)
- **TPP** generally yields better win probability than FPP.



INFLUENCE OF MATRICES ON RANK POINTS

Insights :

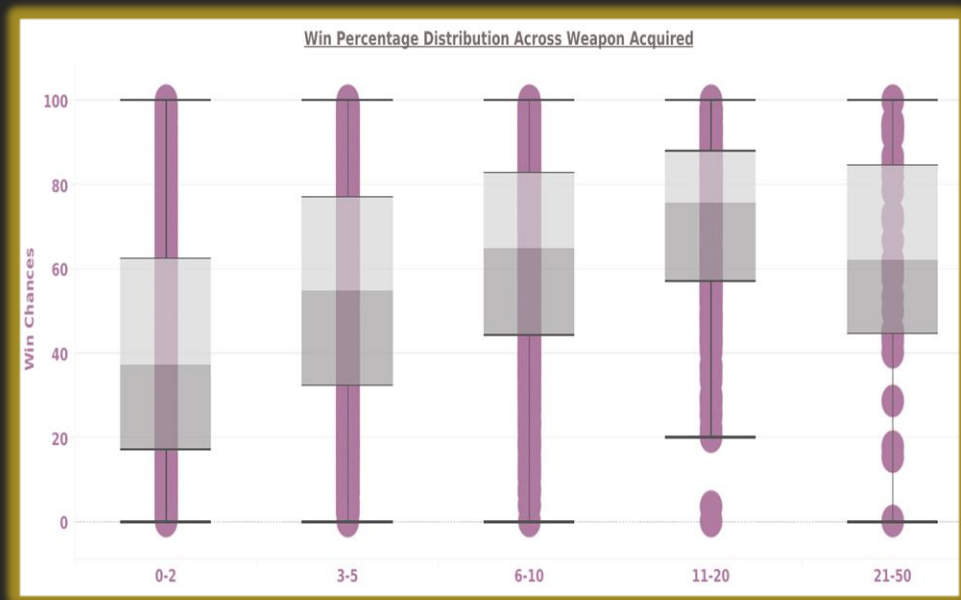
- Rank is not driven by combat performance metrics.
- Kills, Damage, Distance show negligible correlation with Rank.
- Survival and placement are the true scoring factors.
- Most player activity clusters strongly in mid-to-high ranks.



The 11-20 Weapon Advantage

Insights :

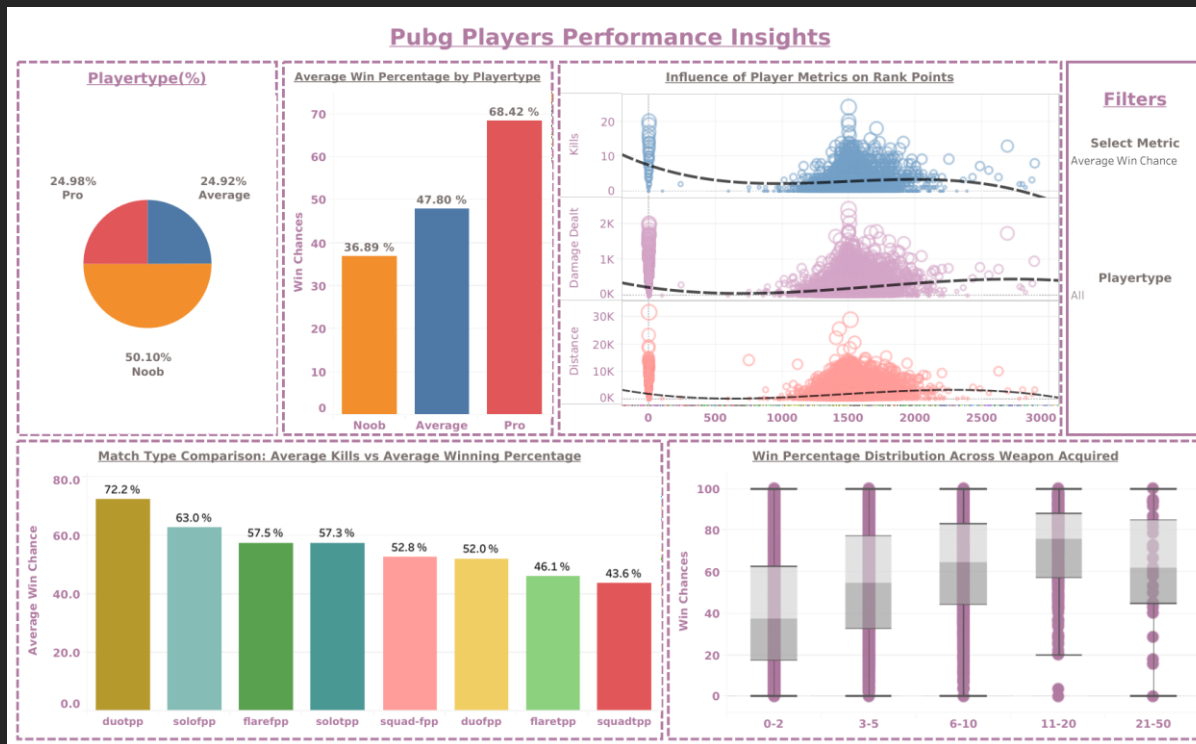
- Acquiring **11-20 weapons** yields the **highest median win chance**
- **Above range** balances **looting time** with **fighting capability**
- Collecting **21-50 weapons** sees a **slight drop** in **win consistency**
- Players with **0-2 weapons** have the **lowest median win chance**



RECOMMENDATIONS

- **Prioritize Survival for Rank :** Focus efforts on **high placement and consistency** as Kills/Damage show negligible correlation with Rank Points
- **Optimize Looting Time :** Acquire **11–20 weapons** quickly, as this range yields the highest median win chance; stop over-looting
- **Target the Average Tier :** Implement strategies to **push players** past **187 damage** to join the **Pro Tier**, which boasts a 68.42% win rate
- **Mode Strategy :** Choose **Duo TPP** (72.2% win chance) **for maximizing wins**, but use **Solo FPP (6.83 avg kills) for combat practice**

DASHBOARD



THANK YOU!

PUBG

