IEEE CIS | Projection, Project [One]

Project Description

This project will be quite fun. You will be working with *PUBG Finish Placement Prediction competition* dataset.

Battle Royale-style video games have taken the world by storm. 100 players are dropped onto an island empty-handed and must explore, scavenge, and eliminate other players until only one is left standing, all while the play zone continues to shrink. You are given over 65,000 games' worth of anonymized PlayerUnknown's BattleGrounds (PUBG) player data. <u>You are asked to complete the tasks specified in the objectives section below</u>.

Dataset

PUBG Finish Placement Prediction (Kernels Only) competition on Kaggle.

Objectives

You are asked to complete the following tasks:

1. Predict final placement from final in-game stats and initial player ratings as asked in the problem. Get yourself ANY result (make a submission).
2. Do a simple EDA on the available data, and specify the meaningful attributes contained.
3. Extract the correlation matrix and articulate what did you conclude from it about the data.
4. Extract 5 additional features you can get from available data and explain why you picked them and their correlation with the target.
5. Identify outliers.
6. Identify hackers and explain your method.
7. Spot Away From Keyboard (AFK) players and explain your method.

Submission Guidelines

Submit a Python Notebook (.ipynb) file containing all of your tasks' codes and explanations. Please take into consideration the readability of your code and the organization of your file, and make sure to explain each step thoroughly.

Where to submit? Enter the Google Classroom provided in this link.

Deadline

Submissions are due Thursday, 4.5.2023, 9:59 PM.

Notes

- Be creative, the tasks above are open, shine through and do what you find awesome.
- The students with the most insightful and elegant solutions on singular tasks will have a chance to present their solution idea to fellow colleagues.
- The student with the overall most comprehensive submission will be awarded with a little surprise prize :)
- Feel free to utilize online resources to enhance your solution, but never copy other people's work. Take other people's work into consideration to learn NOT to win. Always remember that we are here to learn.
- If you need help solving a problem when you absolutely couldn't find a solution anywhere online, please refer to the Google Classroom group chat or the Facebook Messenger group chat.
- Remember that this is a place to share and advance knowledge, not to gatekeep, so be generous.
- Commitment is a must, not showing commitment will get you expelled from the team.
- Start thriving, and good luck!