

PUBG DATA ROYALE

Thomas Alder, Federico Aragon,
Matthew Davenport, Haotain Dong

A dark blue diagonal gradient bar that starts from the bottom left and extends towards the top right, covering the lower half of the slide.

Questions Sought

- Where should you land?
- What locations should you avoid?
- What are the best weapons to pick up?
- How far away should I be before engaging in a fight?
- How big should our squad be?
- Should I drive a vehicle or walk when going to a new location?

Data Preparation

- Mainly occurred during building the data warehouse.
- Data was loaded into MySQL backend with same schema as csvs.
- Allowed for queries while reorganizing data for the warehouse.

Tools Used

- We primarily used python3.6 when developing our analyses of the data, including cleaning, classification, and for producing our visuals
- We also used MySQL for loading and storing our Data Warehouse
- Python Cubes for our OLAP Cubes



python™



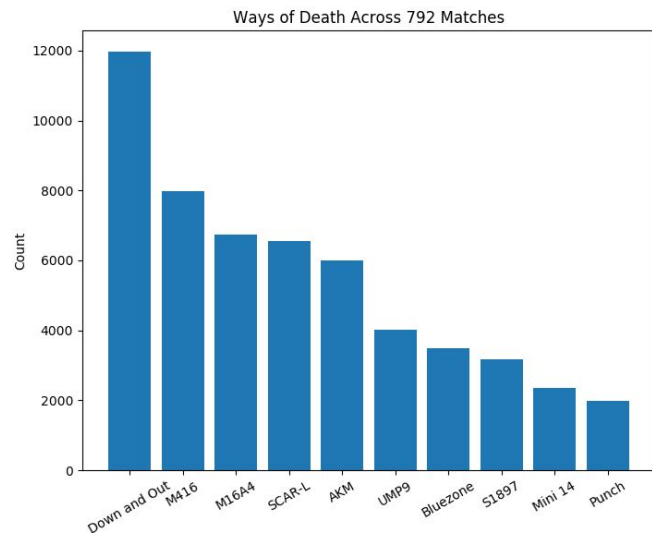
Classification

- Bayesian Network classification model for predicting if an individual will win a particular match
- Attributes used in the model: **Party Size, Assists, Knock Downs, Kills, Distance Ridden in a Vehicle, Distance Walked, Damage to Other Players, and Survival Time.**
- about 93% performance using a Bernoulli Naive Bayes Model

Knowledge Gained

Best Weapons:

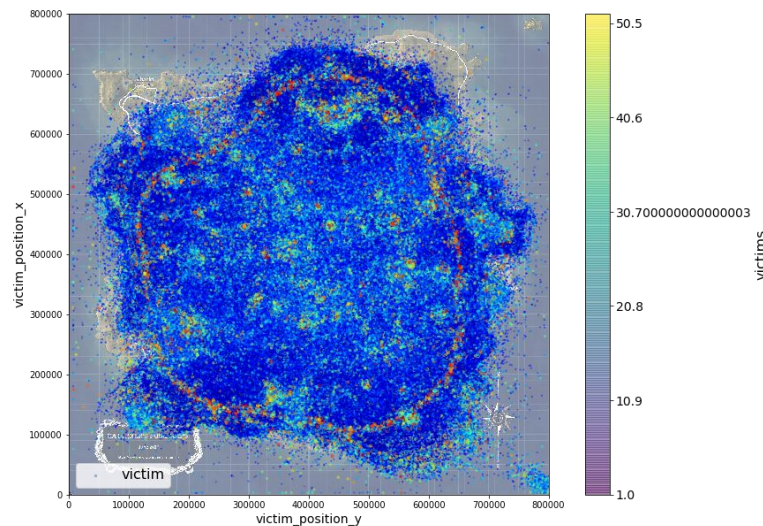
- M416
- M16A4
- SCAR-L



Knowledge Gained

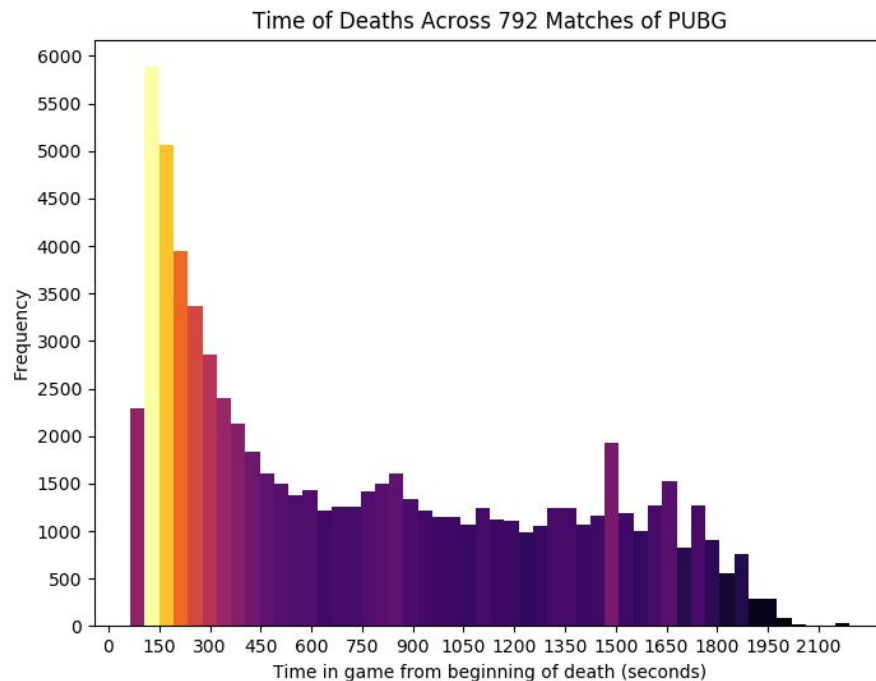
Places to Avoid:

- any named location on the map, or areas where there are a lot of buildings



Knowledge Gained

Survival time indicates success:



Applications

When applied correctly this knowledge can help players develop a winning strategy.

Our suggestions:

1. Get an assault rifle as soon as you can
2. Avoid any named locations and large buildings on the map (this will hopefully increase your survival time which directly correlates to team placement)