Description:

The data contains information about how GTAO players interact with gameplay content, item purchasing, and general engagement with the online world.

Sample: 9,527 players with 3 months of gameplay data

The data is segmented into three datafiles:

1. General player statistics: **gen\_player\_stats.csv**

2. Item Spend: **item\_spend.csv**

3. Activities Played: **activity\_played.csv**

There datafiles are all comma delineated and the contents of each are described in more detail below. All three datasets can be joined to each other using the following columns in common: account\_id, platform\_id, and occur\_date.

Data Dictionary

**General Player Statistics**

This csv file is named **gen\_player\_stats.csv** and contains the following columns:

|  |  |  |
| --- | --- | --- |
| **Column Name** | **Data Type** | **Description** |
| account\_id | bigint | Unique account ID tied to platform |
| platform\_id | string | Platform indicator (PC, PS4, XBOX) |
| occur\_date | date | Date field in the format YYYY-MM-DD (day of occurrence) |
| ltd\_days\_played | bigint | Lifetime days played as of the date |
| first\_day\_played | timestamp | First login date for the account |
| evc\_balance | bigint | Earned (via in-game activities) GTA$ balance at the end of the day |
| pvc\_balance | bigint | Paid (with $USD) GTA$ balance at the end of the day |
| char\_rank | bigint | Main character rank |
| daily\_playtime | double | Playtime for the date (in hours) |

**Item Spend**

This csv file is named **item\_spend.csv** and contains the following columns:

|  |  |  |
| --- | --- | --- |
| **Column Name** | **Data Type** | **Description** |
| account\_id | bigint | Unique account ID tied to platform |
| platform\_id | string | Platform indicator (PC, PS4, XBOX) |
| occur\_date | date | Date field in the format YYYY-MM-DD (day of occurrence) |
| item | string | Item name (as seen in game) |
| item\_type | string | Item type descriptor (vehicle, property, weapon) |
| item\_sub\_type | string | Secondary item type descriptor (car, helicopter, garage, etc.) |
| money\_spent | bigint | GTA$ spent |

**Activity Played**

This csv file is named **activity\_played.csv** and contains the following columns:

|  |  |  |
| --- | --- | --- |
| **Column Name** | **Data Type** | **Description** |
| account\_id | bigint | Unique account ID tied to platform |
| platform\_id | string | Platform indicator (PC, PS4, XBOX) |
| occur\_date | date | Date field in the format YYYY-MM-DD (day of occurrence) |
| activity\_type | string | Broad activity category (Heist, Races, Biker Missions, etc.) |
| time\_spent | double | Time spent in activity (in hours) |
| kills | bigint | Number of kills during activity |
| deaths | bigint | Number of deaths during activity |
| suicides | bigint | Number of suicides during activity |
| money\_earned | bigint | GTA$ earned in activity |
| rp\_earned | bigint | RP (experience) earned in activity |
| success | tinyint | Indicator of a successful activity conclusion (0: Failure, 1: Success) |