STARCRAFT PLAYER RANK PREDICTION MODEL

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DATA ANALYZED

Data from "starcraft_player_data.csv" is uploaded & formatted

Data is split into training data (To train model) & testing data (used to test the trained model)

MODELS CREATED

Important data attributes are selected & extracted

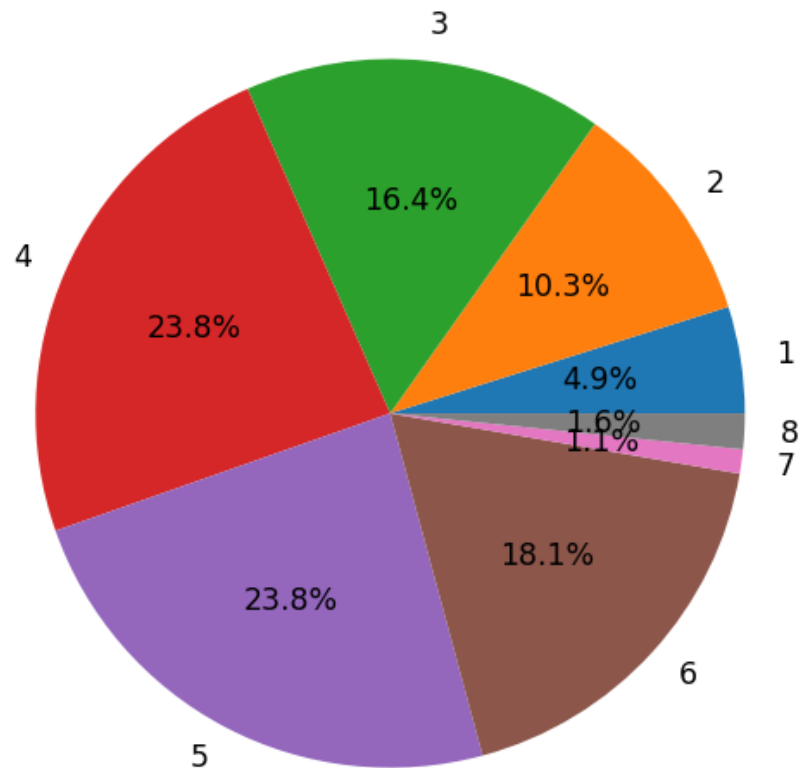3 models developed (KMeans Clustering, BIRCH Clustering, Decision Tree Classification)

RESULTS

Highest Accurate Model (BIRCH Clustering) can predict exact player rank with an accuracy of 37%.

This model can predict the player ranking within ±1 ranking with an accuracy of 80%.

FUTURE IMPROVEMENTS

Test additional models (DBSCAN, Bisecting Kmeans, NN etc)

Gather additional data

MODEL OVERVIEW

CURRENT DATA DISTRIBUTION

1. Bronze   2. Silver   3. Gold

4. Platinum   5. Diamond   6. Master

7. GrandMaster   8. Professional League

ADDITIONAL DATA RECOMMENDATION

COLLECT MORE DATA FROM UNDER-REPRESENTED RANKS

If possible, collect more data from Bronze, GrandMaster, & Professional League players.

COLLECT MORE USER DATA

Current data has less than 4000 users. More data may reveal more patterns that may help improve the accuracy of the model

COLLECT SAME USER DATA OVER TIME

It may be useful to collect/track the same user data over a specific time period. This may be useful in seeing any variety or range in user metrics.

THANK YOU

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PS: This was a super fun project. Even if I don't get the internship, If you are able to send me anymore "assessment projects" for me to practice & learn on my own time. I would greatly appreciate it. Thank you!