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| --- | --- | --- | --- |
| **Cause of Loss** | **Frequency** | **Percentage** | **Cumulative Percentage** |
| Poor Map Awareness | 45 | 33% | 33% |
| Weak Team Coordination | 30 | 22% | 55% |
| Low Accuracy | 25 | 18% | 73% |
| Poor Loadout Choice | 15 | 11% | 84% |
| Late Objective Push | 10 | 7% | 91% |
| Slow Reaction Time | 5 | 4% | 95% |

Figure 1: Pareto Chart of Causes of Loss in Call of Duty: Mobile

The Pareto chart shows that the majority of match losses in Call of Duty: Mobile are caused by a few key factors. Poor map awareness (33%), weak team coordination (22%), and low accuracy (18%) together account for approximately 73% of all losses. This indicates that focusing on improving players’ awareness of the battlefield, enhancing teamwork, and increasing shooting accuracy would address most of the problems encountered in matches. Meanwhile, other factors such as poor loadout choice, late objective pushes, and slow reaction time contribute less significantly to overall losses.