

# Comparative Research on Predictive Models Based on MOBA Game Data Set

Yumin Xu, Michael Vigil, Logan Decker  
New Mexico Institute of Mining and Technology  
Fall 2021 - CSE-589-Predictive Data Analytics  
Socorro, New Mexico  
yumin.xu@student.nmt.edu  
michael.vigil@student.nmt.edu  
logan.decker@student.nmt.edu

## ABSTRACT

## KEYWORDS

## 1 INTRODUCTION

## 2 TRAINING MODEL

### 2.1 Decision Tree

2.1.1 *Dota 2 Data Set* .

2.1.2 *LoL Data Set*.

### 2.2 K-NN

2.2.1 *Dota 2 Data Set* .

2.2.2 *LoL Data Set*.

### 2.3 Naive Bayes

2.3.1 *Dota 2 Data Set* .

2.3.2 *LoL Data Set*.

## 3 EVALUATING MODEL

### 3.1 Decision Tree

3.1.1 *Dota 2 Data Set* .

3.1.2 *LoL Data Set*.

### 3.2 K-NN

3.2.1 *Dota 2 Data Set* .

3.2.2 *LoL Data Set*.

### 3.3 Naive Bayes

3.3.1 *Dota 2 Data Set* .

3.3.2 *LoL Data Set*.

## 4 COMPARING

### 4.1 Horizontal comparison

4.1.1 *Decision Tree* .

4.1.2 *K-NN*.

4.1.3 *Naive Bayes*.

### 4.2 Longitudinal comparison

4.2.1 *Dota 2 Data Set* .

4.2.2 *LoL Data Set*.

## 5 CONCLUSION

## REFERENCES

- [1]
- [2]
- [3]
- [4]
- [5]
- [6]
- [7]
- [8]
- [9]
- [10]
- [11]
- [12]