

Is there something else you want to remark regarding overwatch

- Overwatch access should have been more exclusive; I want to say I had access to it at a high GN rank. There were several cases I reviewed where I did not have sufficient expertise to judge the suspect. I usually erred on the side of innocence, but others I was friends with at the time would vote to convict, even in cases where the evidence was not very compelling. The skins economy also made the cost of incorrect overwatch judgements very high. I can see why Valve would discontinue the program on that basis alone.
- I would have liked more transparency from the platform. I understand some cases require more in depth analysis to determine whether or not the person was cheating, but most of them were players that were clearly cheating and I have no idea how Valve determines how banning them works
- I believe overwatch inflated the apparent cheating numbers within the game, as most cases shown were of blatant cheaters, leading to an availability bias ingrained in many cs2 players who have used overwatch or have watched content related to reviewing overwatch cases.
- It was only really useful when there were obvious hacks involved, but to be honest those should be easy to detect through normal computer algorithms. Suspicious players take so much effort to review that Overwatch really wasn't sustainable. I understand why it is gone.
- Overwatch was great until it wasn't, when it was full of legit player being sent there by actual cheaters. Then valve fixed it and everybody was spammed with turbo spin botter. Then we went back to only legit player there and it became lame. Then it got removed
- A 'vac-store' such as in anomaly's april fools video could be a fun addition. Add a skinline in that store maybe called the 'Enforcer collection' or something like that, then people can redeem skins after doing overwatch cases accurately.
- the game isn't perfect. there will be cheaters in every game. its part of life. however, for a billion dollar company, i sure wish they figured out a way to fix the cheating problem.
- Its alright but doesn't fix the core issue, which is VAC and CS2 being F2P and bans being only on that one account (i.e. no hardware / IP bans).
- As valve makes millions from just cases monthly, perhaps they can hire dedicated overwatch team but that would not be in valves best interest
- It was not as productive as it might seem. Cheaters knew more about the overwatch system than legit players.
- The demo tick rate means it is very difficult to discern anything but the most obvious cheaters.
- Sounds good on paper, but it's not as effective as you would think. Also botting problem
- I probably reviewed close to 20 games and every single one was a blantant cheater haha
- Some cheaters are doing their best to hide evidences. It is not a perfect solution
- It was a great system in DoTA2 and I don't see why it would be terrible in CS2
- Overwatch was overused by cheaters to determine who should be banned or not.

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- I think they should bring it back but with higher rewards for the viewers
- It was stopped due to people abusing the system, but it is needed in Cs2
- No rewards given for trying to catch a cheater
- obvious spinbots should not be in overwatch
- It is not always possible to judge right
- At least it was something
- It isn't in cs2
- Good system