

Tilt-proof

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predicting when player of a video game will continue to loss
if keep playing

Riot Game Developer API

developer.riotgames.com/

↓ python, Numpy

Machine-readable League of Legend
match history data per player

↓ pandas

personalized evaluation model based
on player's match history using Panda

↓

Evaluation of a most recent
game of that player

How the evaluation model is created:

Comparing the performance of the player's most recent game to his history average performance

Mean, std, ...

Main Challenges

Defining the goal of data analysis, and metrics of data evaluation

Finding reliable source of data and crapping relevant data from Riot Game developer API

...

↓ Numpy, pandas, **Scikit-learn**

personalized evaluation model based
on player's match history using Panda



Windows software that display
evaluation data for every game the
player just played

A better model, better prediction

A graphical, intuitive Windows software which the player can check their evaluation data for the game they just played at anytime

Potential applications:

Business model - investment decisions - game theory

Input? Output