Tilt-proof

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predicting when player of a video game is burned-out, and 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

If the player is burned-out, then his/her performance will be significantly lower than his/her average level of performance

Mean, std, …

Main Challenges

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

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

Future plan

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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