

A deep look at the statistics behind CS:GO's be

Color Palette



Experience & Performance

What this graph represents

This scatter plot shows the possible correlation between professional experience against performance. The motivation behind this was to try and decipher if a player with higher experience performed better (has a higher kill to death ratio). In a sense, this visualization monitors the effectiveness of a player in correspondance ot their personal experience. As a result of the data seenthrought he visualization, experience seems to have little to no correlation with a player's K/D ratio, and this visualization can help team managers or player scouts identify individual talent, or most effective players. The provided tooltip allows users to look at the statistics of individual players, good for identifying outstanding players and acquiring their alias names

Color Scheme

The colors chosen in this graph were blue and yellow with grey axes to fit my 5 color color scheme. In addition, these colors were chosen so that they have minimal overlapping when it comes to users with color blindness. Refering to the chart above, these two colors can be seen as easily distinguishable for al types of color blindness. Combined with the small circular points and overlapping of circles, yellow as a default color would be hard to see in general, which is why I choose to only use yellow in this visualization as highlighting for my tooltip.

Marks & Channels

- Marks: Points
- Channels: Vertical and Horizontal positions

Top Ratings

What this graph represents

This visualization finds the top 50 players according to their rating, provided by HLTV, which denotes their performance with respect to the average, 1 being average. The two sorting options allow the user to easily look at the best performing players and worst performing players out fo the top 50 best players in the world. In addition, the tooltip allows users to look at individual statistics down to the fine grain without guessing based on an axis. Finally, the bottom axis also denotes player's alias names for ease of searching or access for users.

Color Scheme

Similar to the previous visualization, the colors were chosen tomatch the color scheme for my website. As the colors are the same as the last visualizationit should be provided that any user with color blindness will have no trouble viewing the visualization. The only difference I made was switching the highlight color with the default color of the bars. (Default: Blue, Highlight: Yellow to Default: Yellow, Highlight: Blue) I made this decision not only to give some variance in styling but only because the bars were easily