Main Focus: How to get "good" at COD MW 2019?

116.62
Average of GamesPlayed

425.64
Average of Timeplayed

Fun Facts & Clarification of Variables

- Competition: Not Competitive, Needs Improvement, and Competitive
- Type of Gamer: Casual, Invested, Demon
- KD: Kill / Death ratio
- Level of Precision: Inaccurate and Accurate
- Time played measured in hours
- Killstreak: Kills without Death
- XP = Experience (In game progress)

Average of KD Ratio by Competition
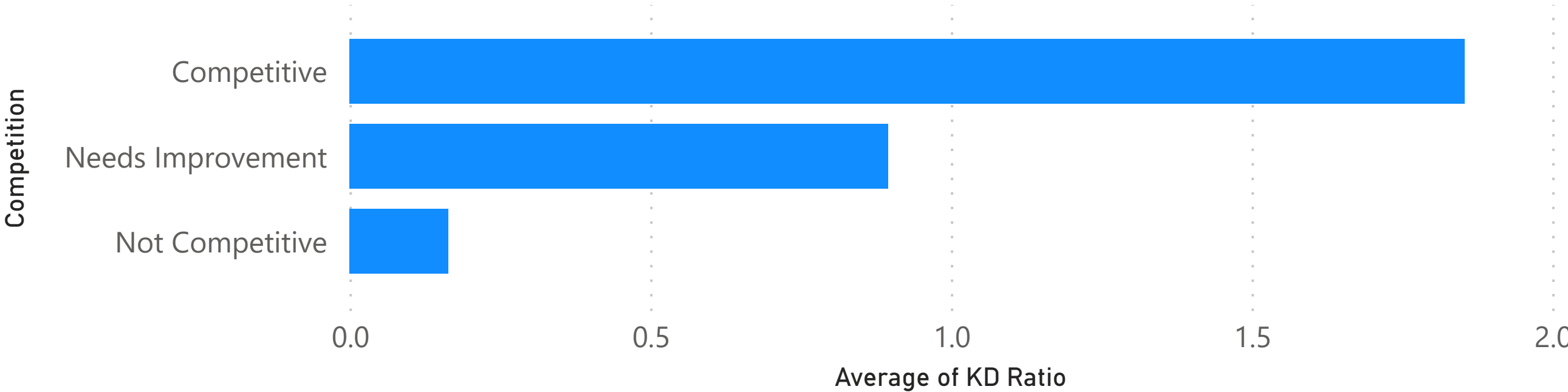
average KD ratio

average Wins

average XP

average killstreak

6.89
Average of Killstreak

Is this useful? 👍👎

0.64
Average of KD Ratio

Is this useful? 👍👎

152.90
Average of Wins

Is this useful? 👍👎

872.07K
Average of XP

Is this useful? 👍👎

Research Questions:

- Does more game time necessarily increase skill level?
- What is the most important factor that classifies a player as competitive?
- How can a player become a "demon" on COD?
- What factor is most correlated with Kills?
- How can a player increase their KD Ratio?
- How does a player know they are "tournament" ready?

SPM Binary

695

0   1390

Above Avg KD

788

0   1576
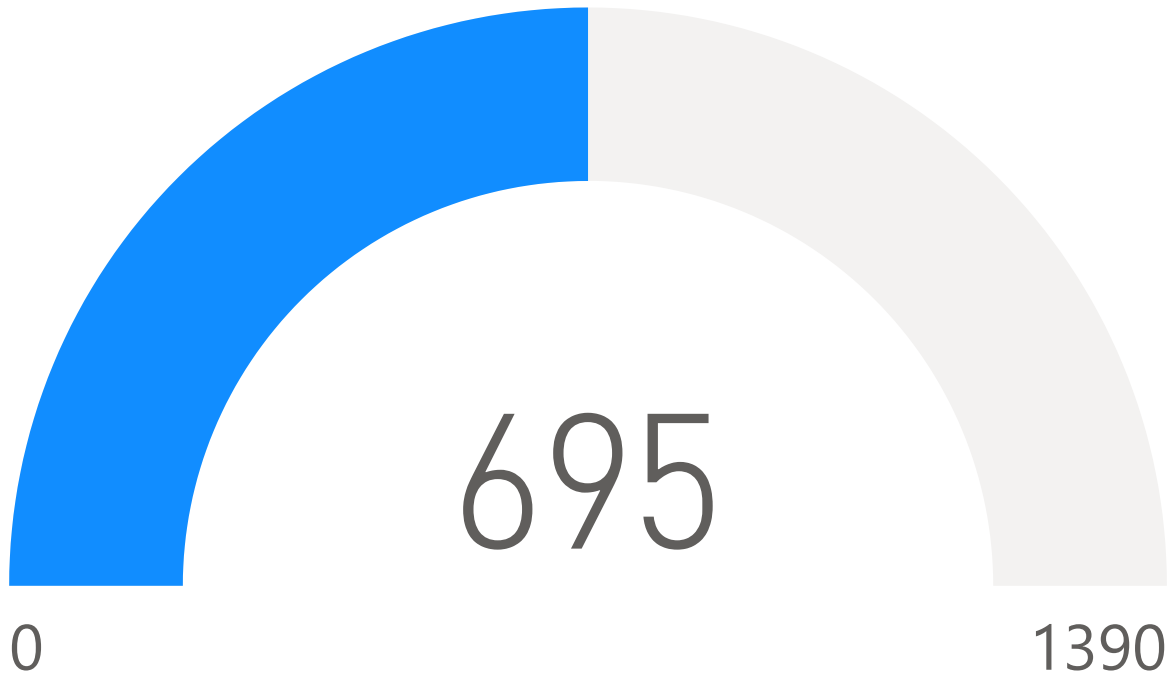
Breakdown: Average Time by Competition, Hits, and Skills
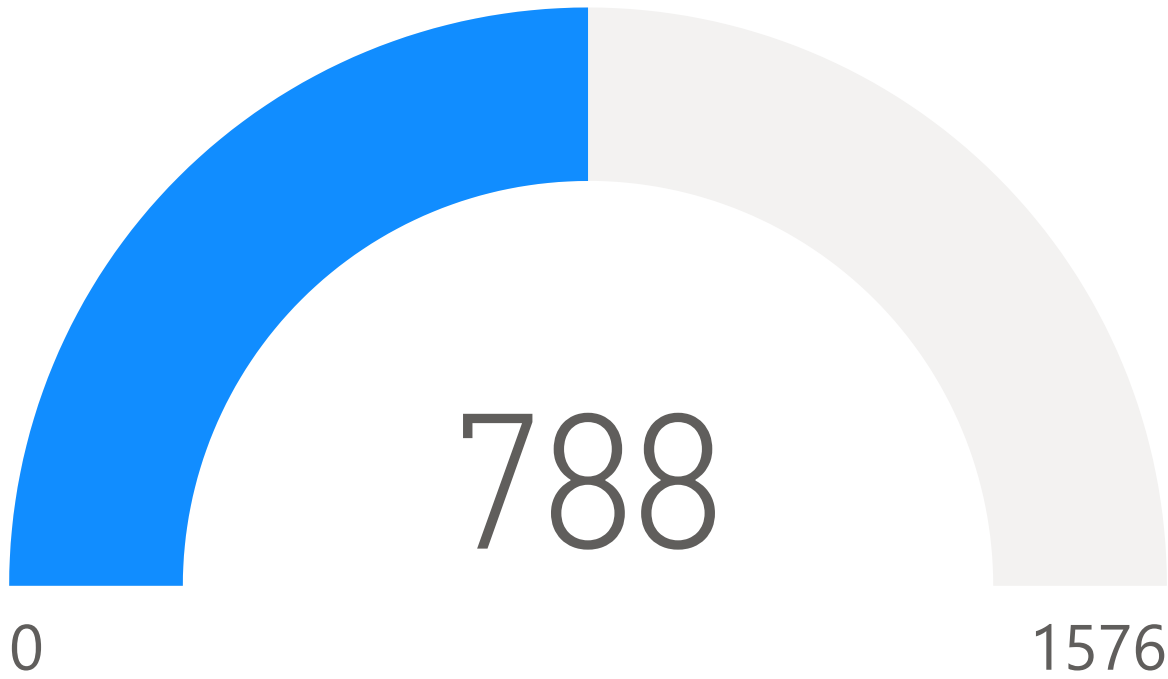
33,385.47 Sum of AvgTime	**16094436** Sum of Hits

Sum of AvgTime by Type of Gamer

- Casual: 18.6K
- Invested: 8.3K
- No Life: 6.5K

Sum of AvgTime by Skills

- Below Average: 27K
- Decent: 6K
- Demon: 0K

Sum of AvgTime by Competition

- Needs Im...: 26K
- Not Com...: 7K
- Competit...: 0K

Sum of Hits by Type of Gamer

- No Life: 11.3M
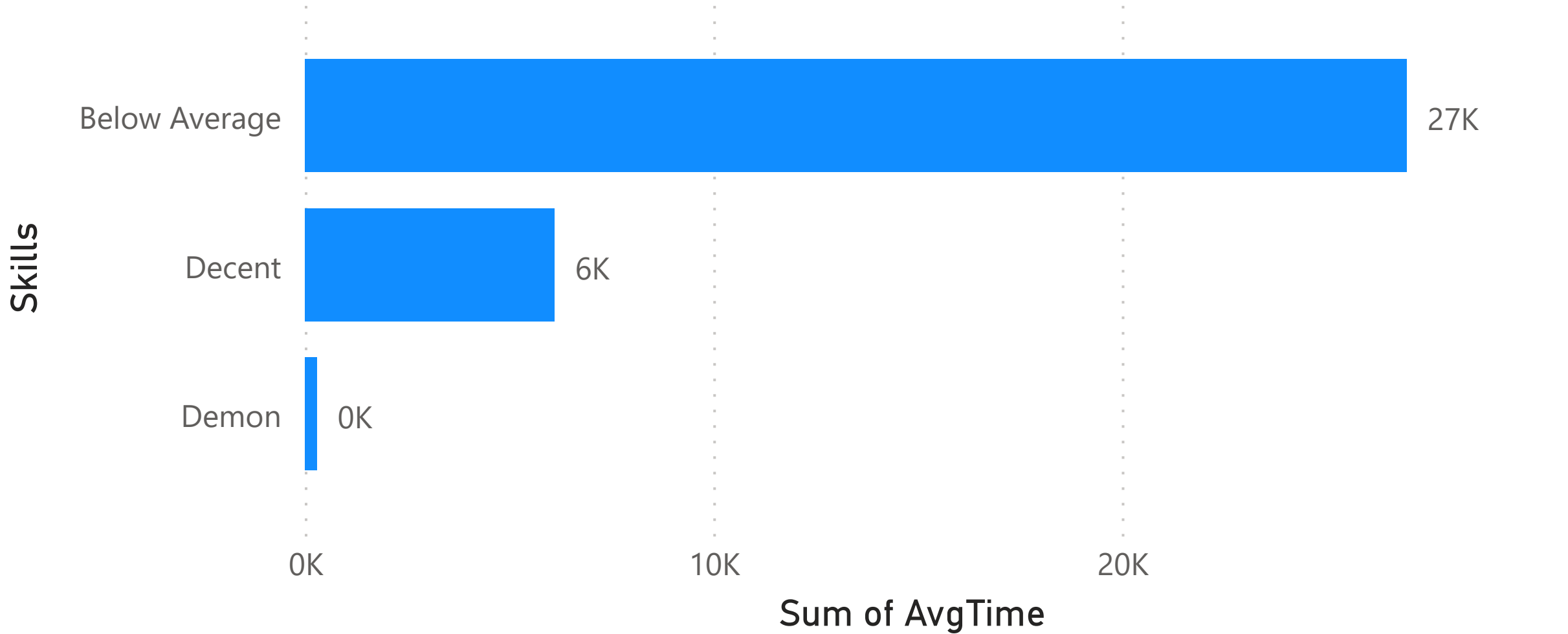- Invested: 3.1M
- Casual: 1.6M

At 18,580.91, Casual had the highest Sum of AvgTime and was 186.46% higher than No Life, which had the lowest Sum of AvgTime at 6,486.42.
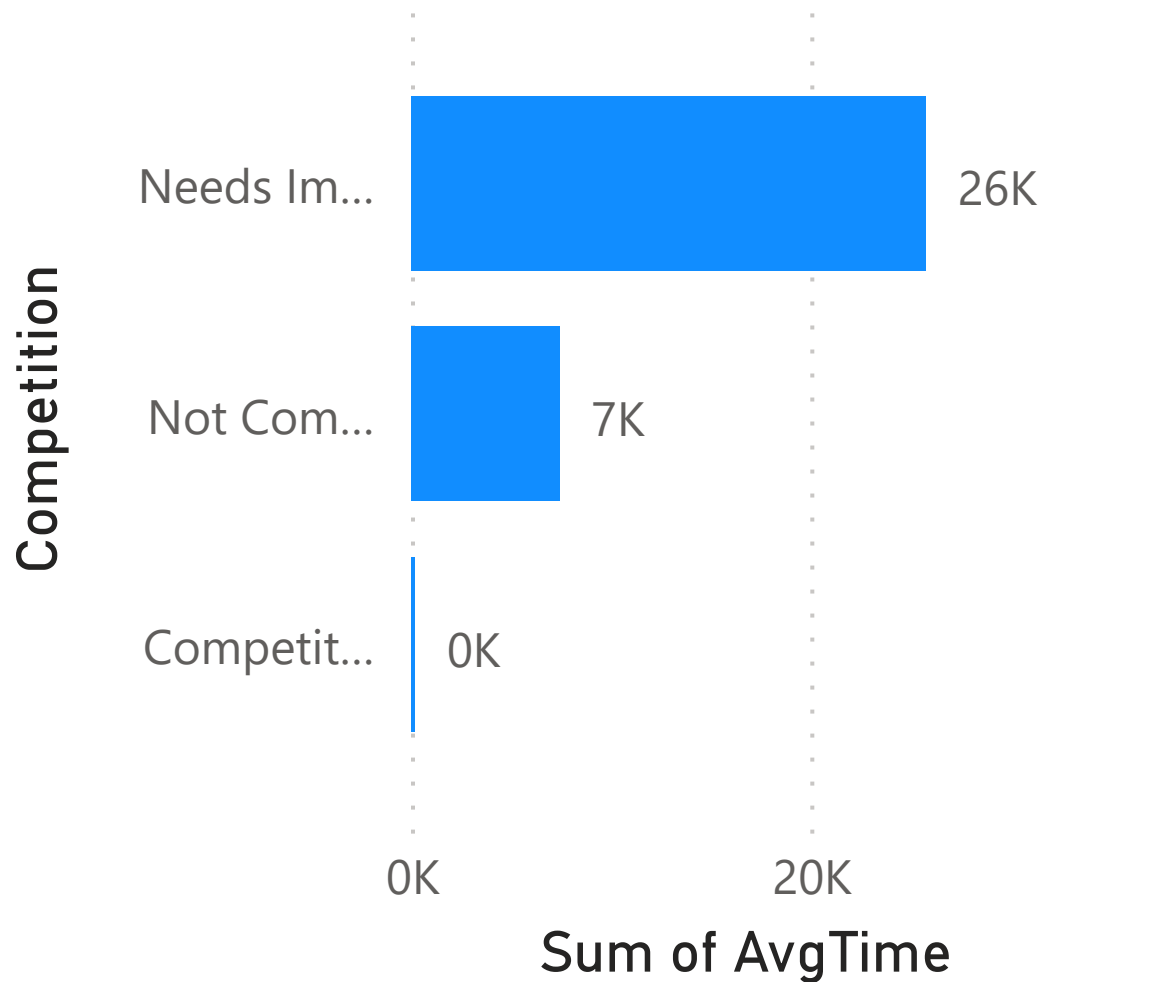
Casual had the highest Sum of AvgTime at 18,580.91, followed by Invested at 8,318.14 and No Life at 6,486.42.

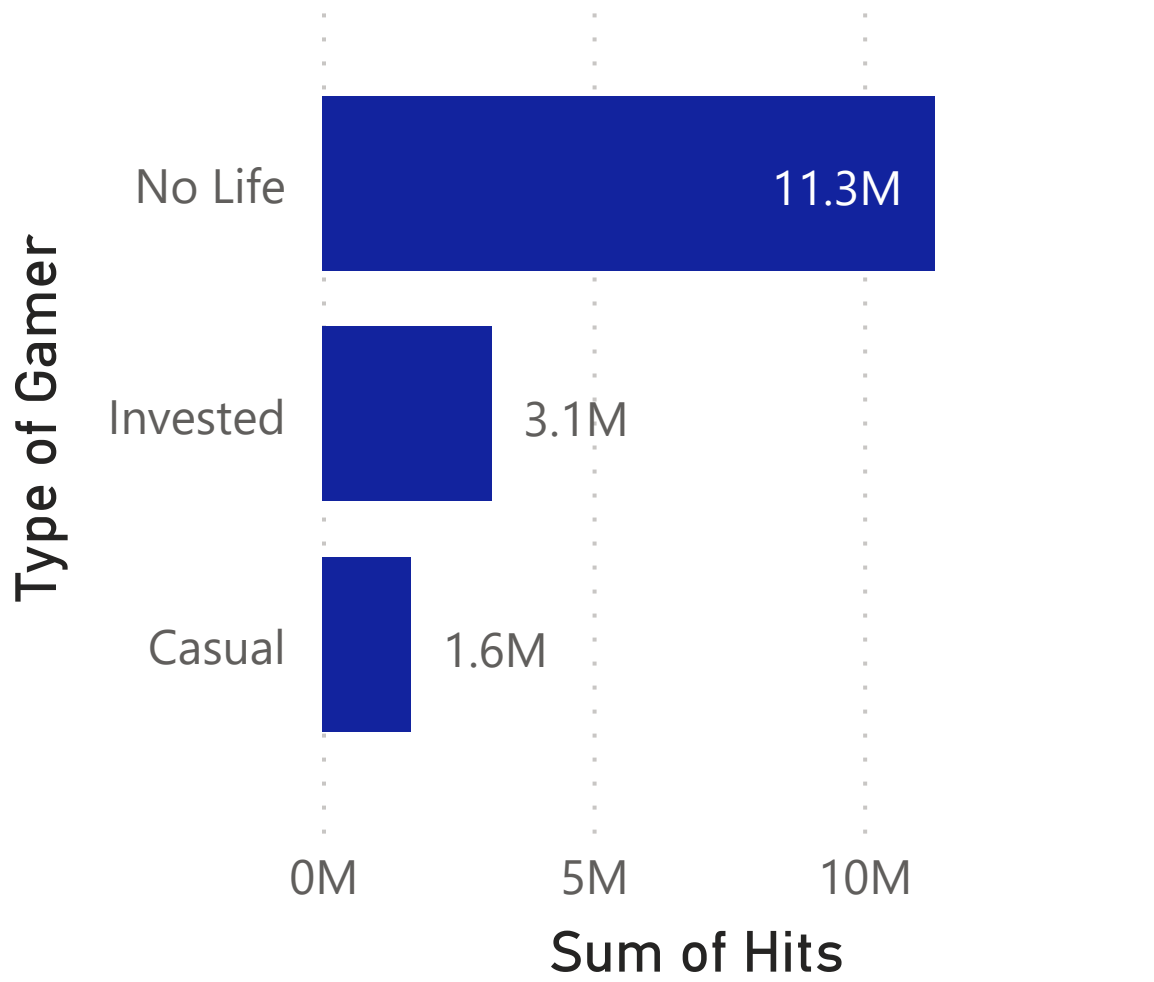Casual accounted for 55.66% of Sum of AvgTime.

Delving into Categorical Variables: How Do Players Stack Up Against One Another?

ID by Skills
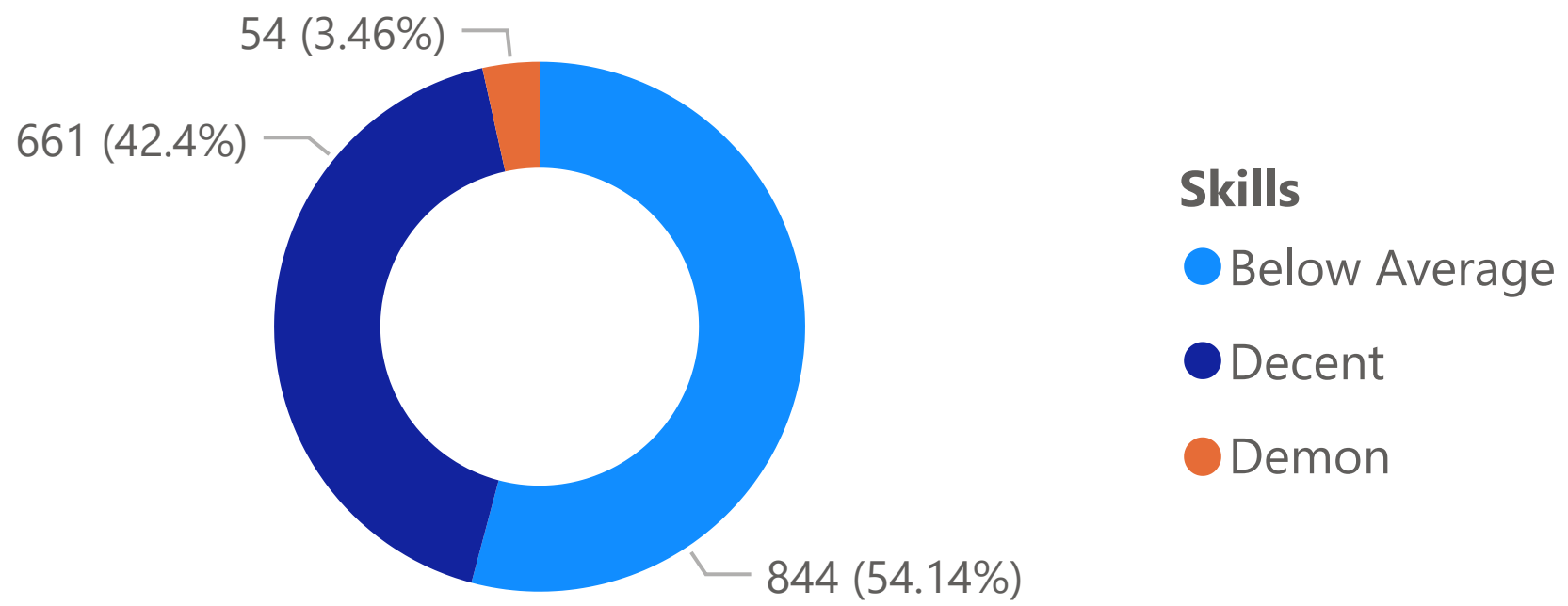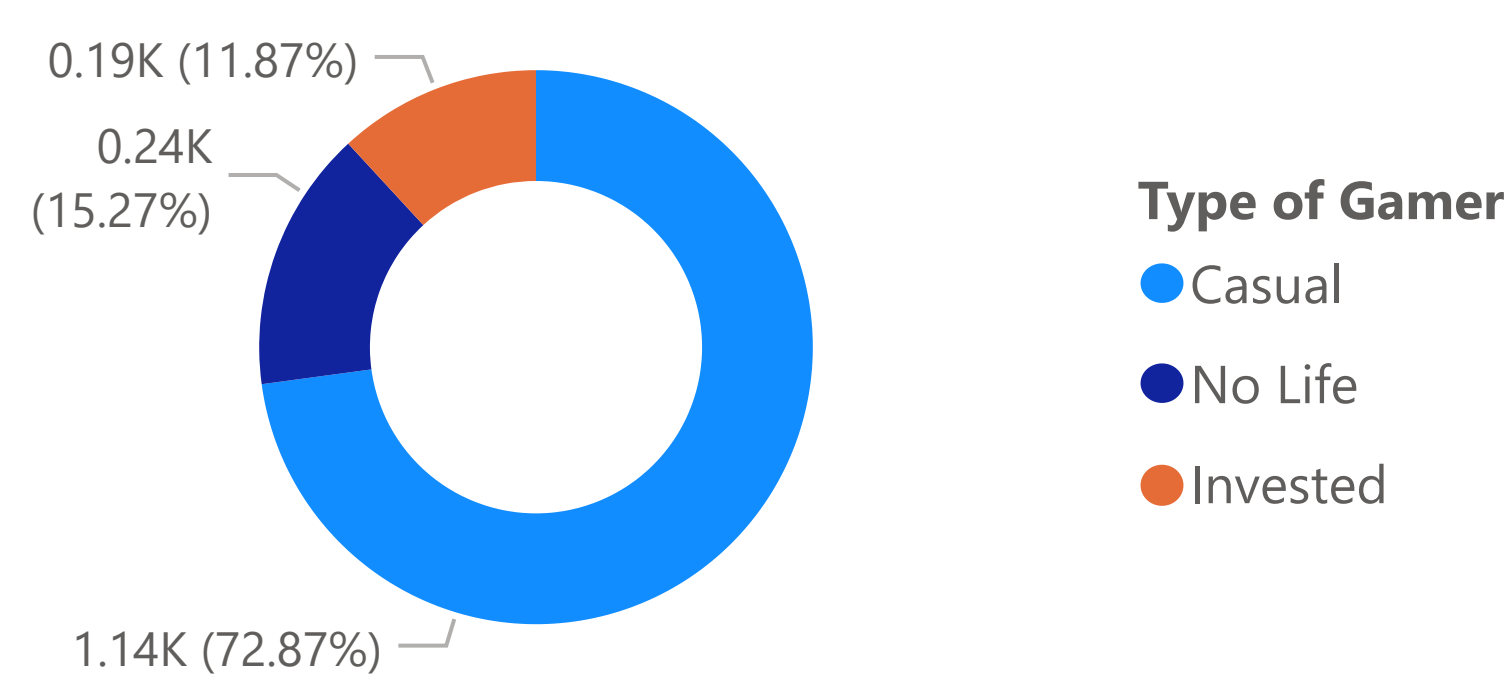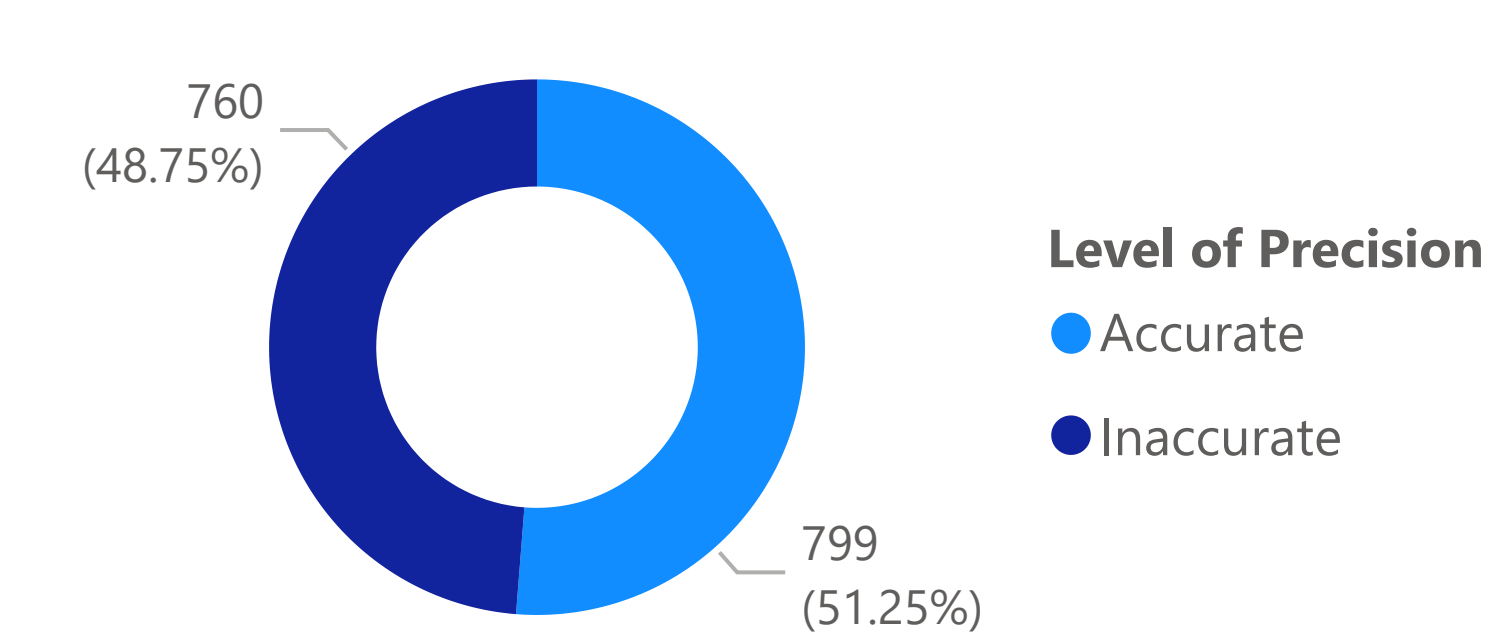
54 (3.46%)
661 (42.4%)
844 (54.14%)

Skills
- Below Average
- Decent
- Demon

ID by Type of Gamer

0.19K (11.87%)
0.24K (15.27%)
1.14K (72.87%)

Type of Gamer
- Casual
- No Life
- Invested

ID by Level of Precision

760 (48.75%)
799 (51.25%)

Level of Precision
- Accurate
- Inaccurate

Type of Gamer ✕	Competition ✕	Level of Precision ✕	Skills ✕
Invested	Needs Improvement	Inaccurate	

ID
1559

Casual
1136

No Life
238

Invested
185

Needs Improvement
180

Not Competitive
3

Competitive
2

Inaccurate
130

Accurate
50

Decent
117

Demon
7

Below Average
6
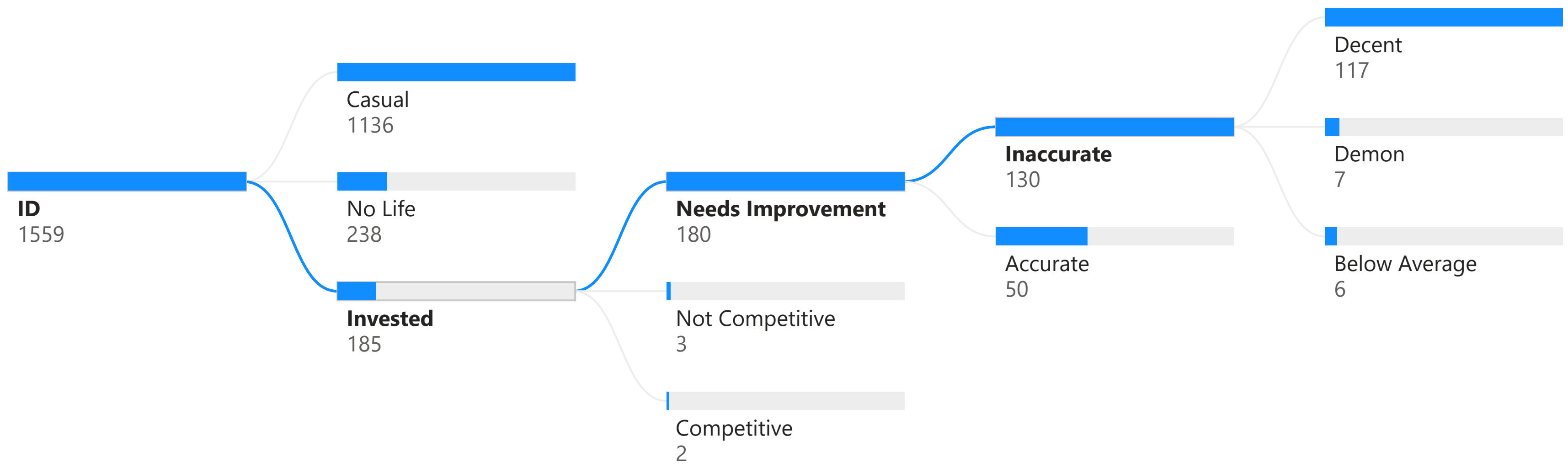
Analysis:

- Most No Life players need improvement; however, if they are accurate, there is a good chance that they are Decent players. Some could be considered Demons on COD MW 2019
- Casual players are either competitive or needs improvement. Players who are not competitive are Accurate but are Below Average.
- Invested players need improvement, but most are inaccurate and are still considered Decent.

Competition is a Categorical Variable. It was created by setting threshold on variable KD Ratio.

Max of KD Ratio by Competition

Average of Killstreak by Competition

0.67 (2.9%)

10.59 (45.68%)

11.92 (51.41%)

Competition
- Competitive
- Needs Improvement
- Not Competitive
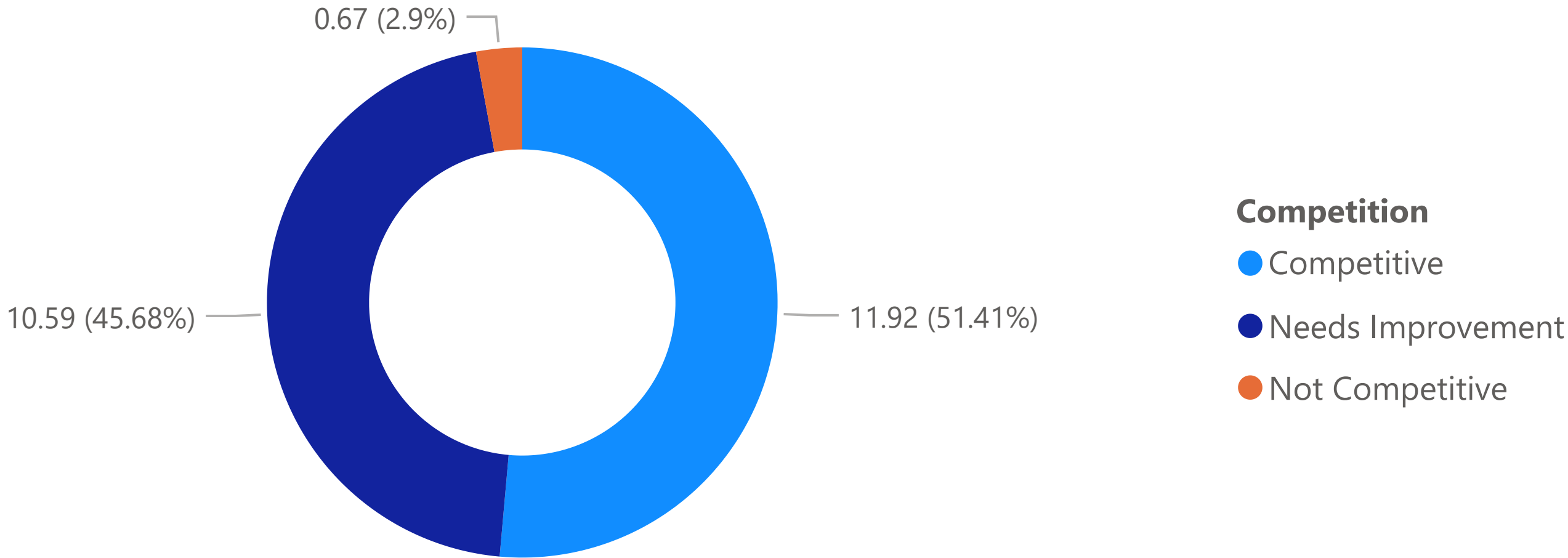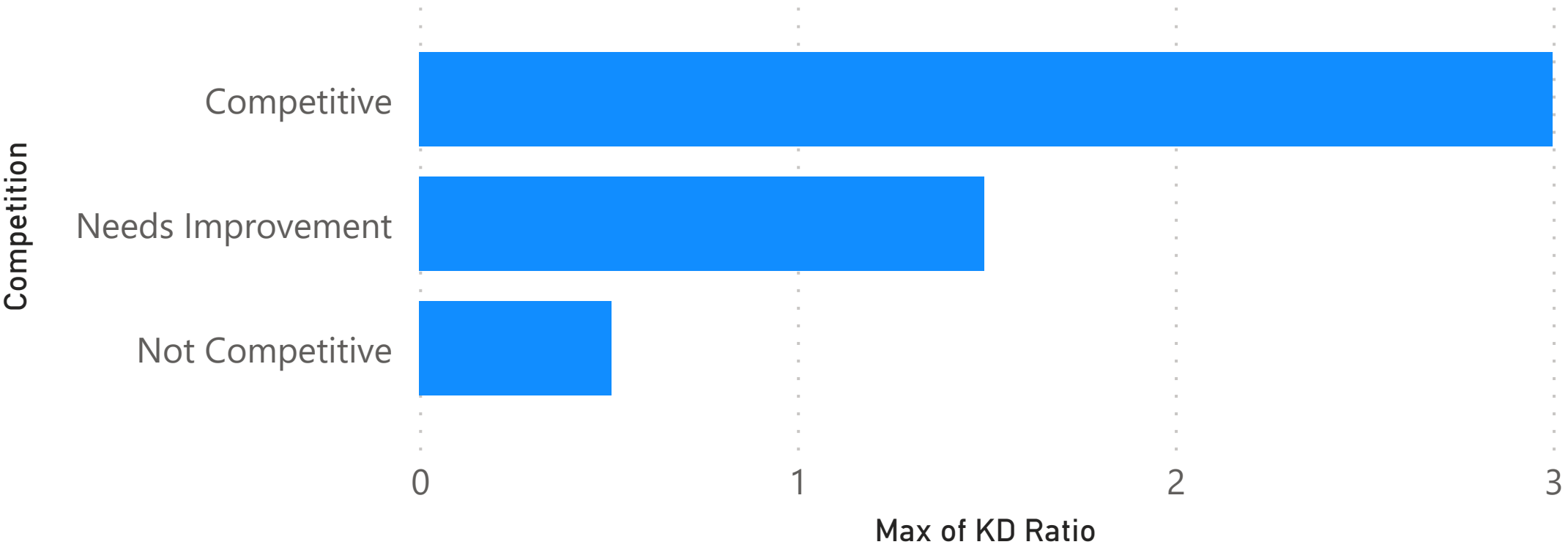
Average of Deaths by Competition
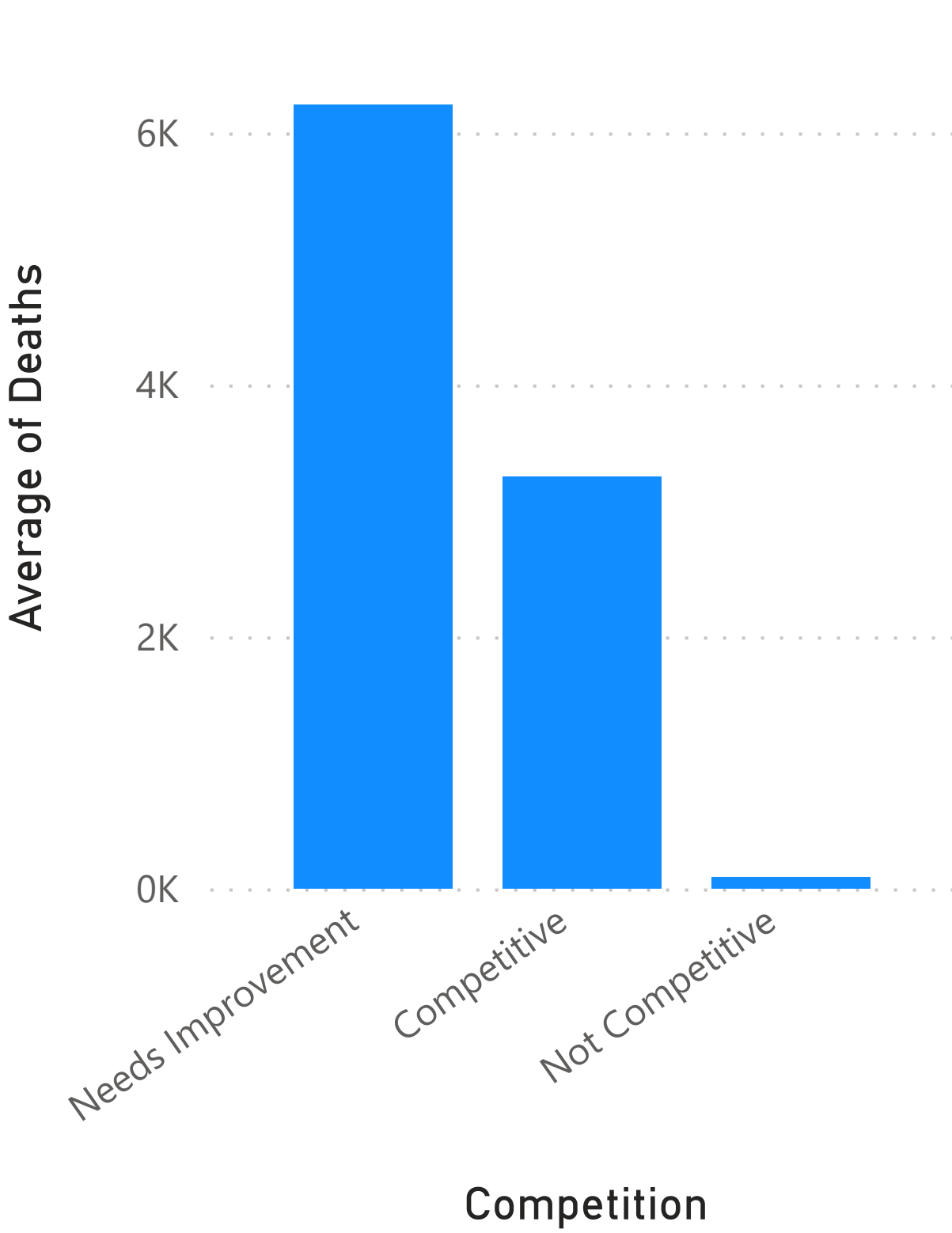
Average of Timeplayed by Competition

100%

Competitive — 683.92

Needs Improvement — 668.56

Not Competitive — 20.54

3%
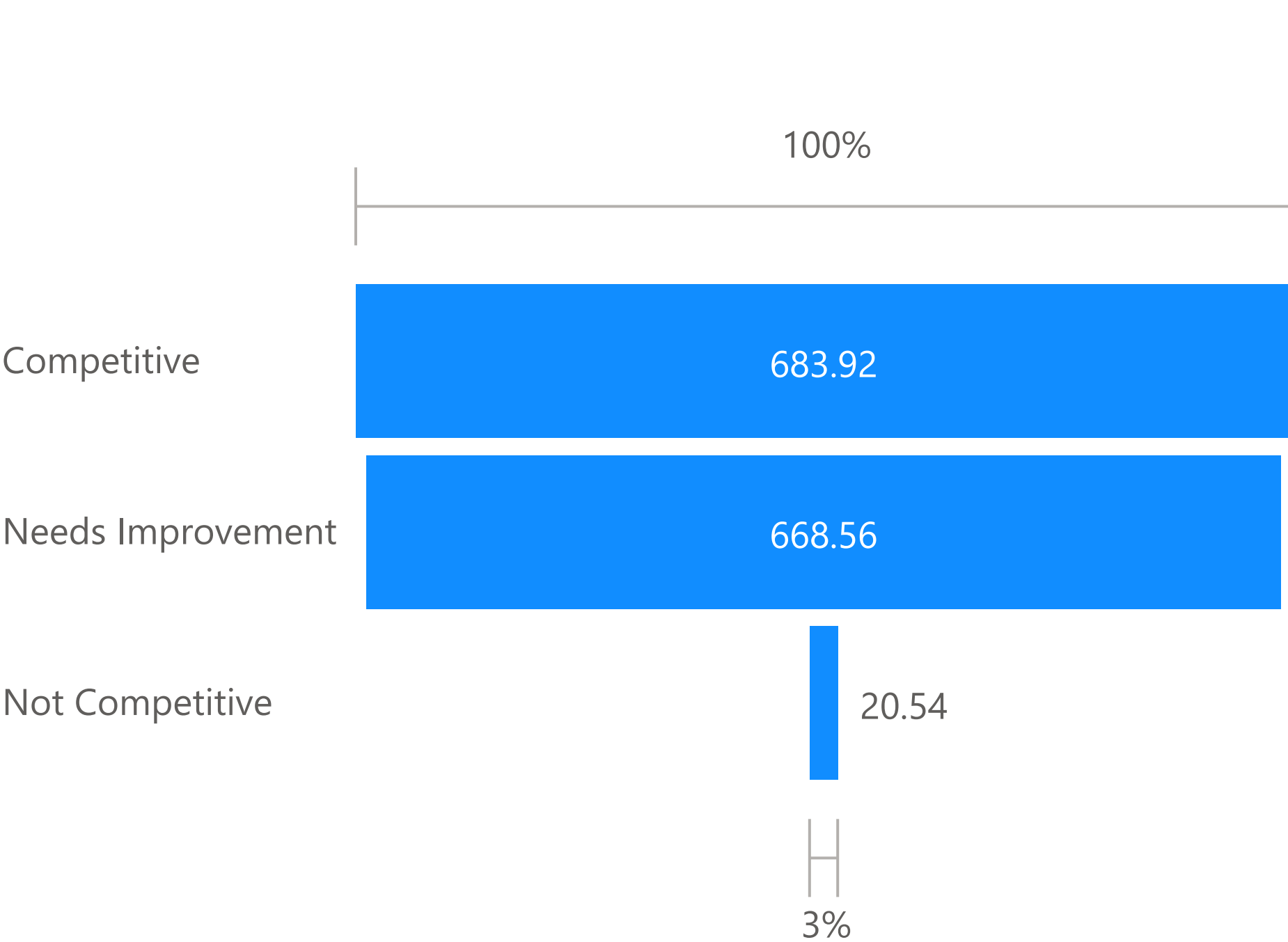
Average of ScorePermin by Competition

Key influencers   Top segments
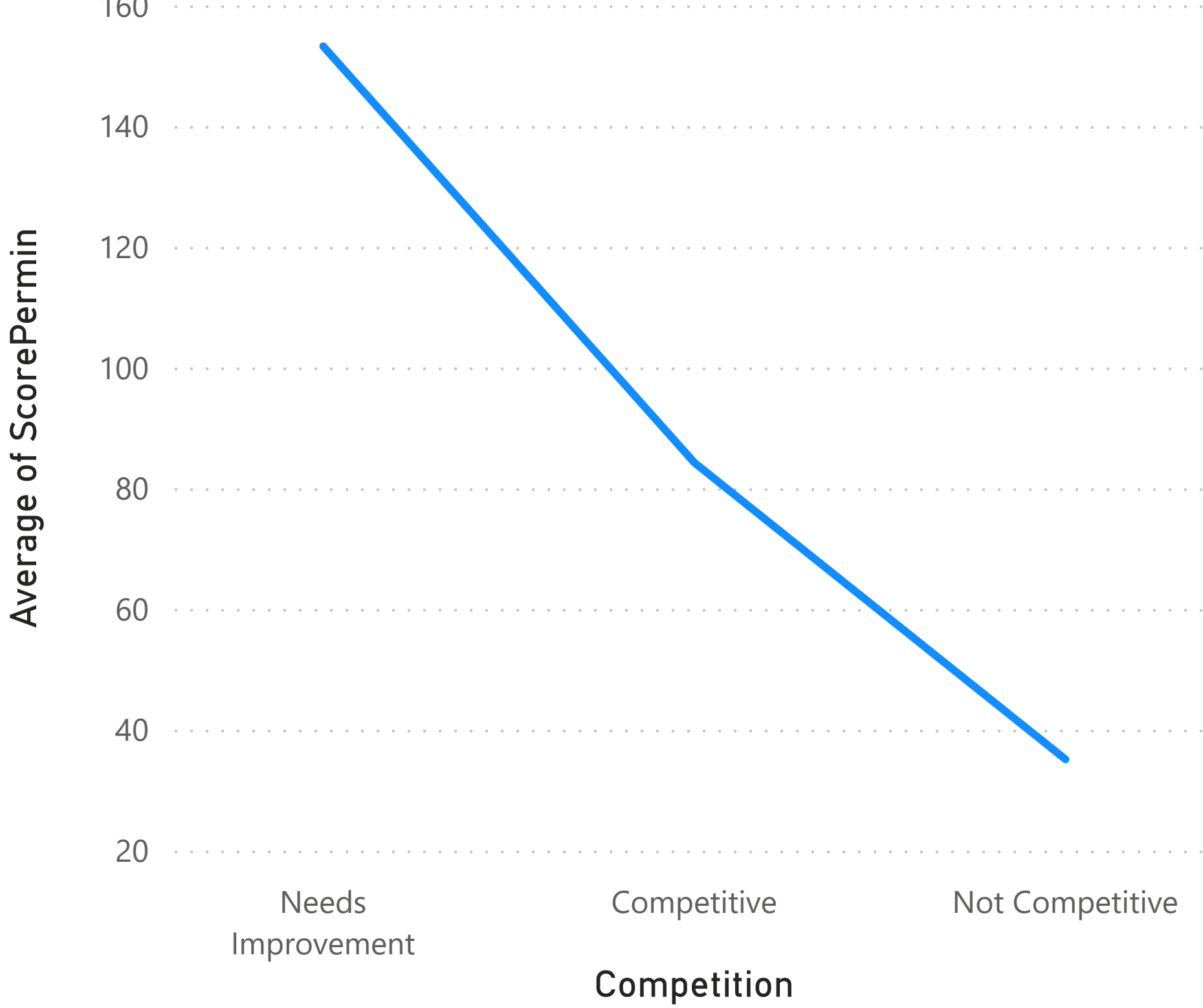
What influences KD Ratio to [Increase ⌄] ?

When...   ....the average of KD Ratio
                                 increases by

| Wins is 62 - 625 | ───────────────────────→ 0.42 |

Wins is 7 - 62 ──────→ 0.15

Level goes up 68.28 ──→ 0.11
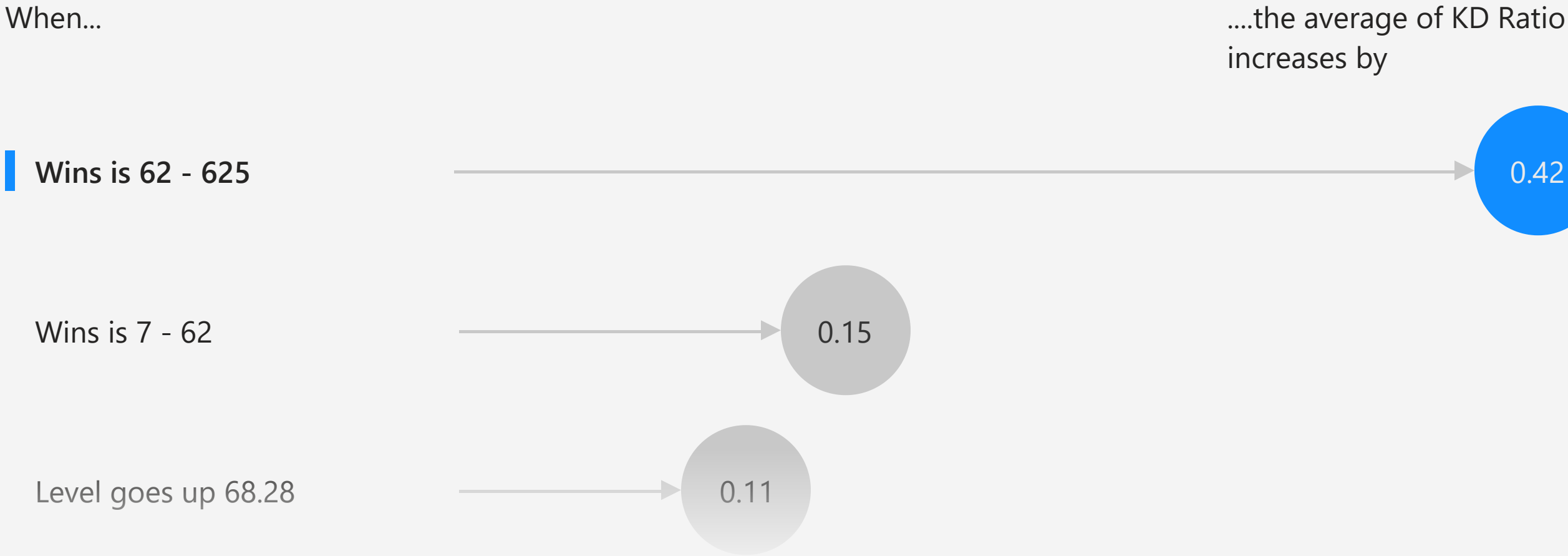
← KD Ratio is more likely to increase when Wins is 62 - 625 than otherwise (on average).

Average of ...

1.0

Average (excluding selected): 0.51

0.5

0.0

0 or less   0 - 7   7 - 62   62 - 625   more than 625

☐ Only show values that are influencers

Key influencers   Top segments
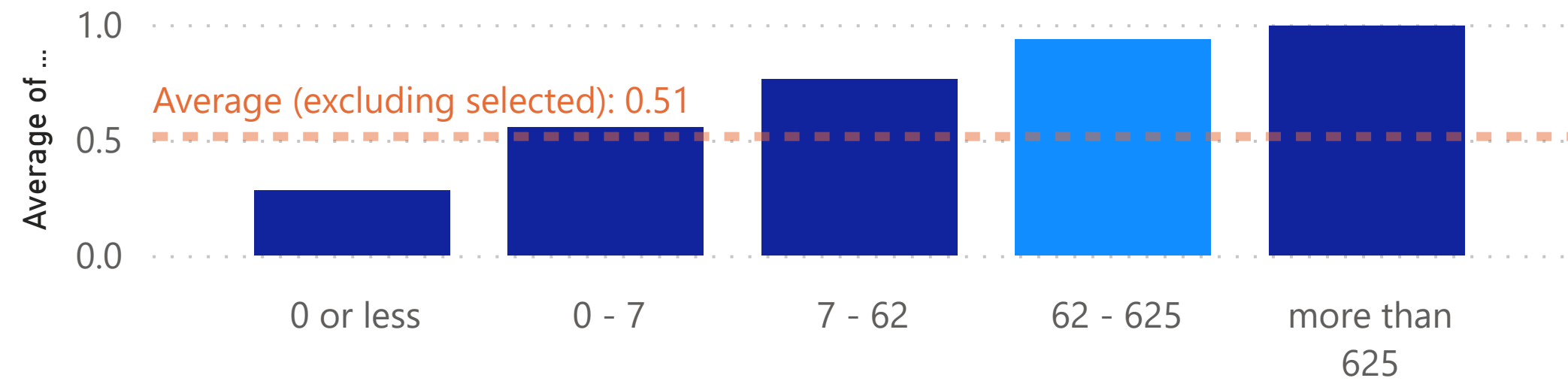
What influences KD Ratio to [Decrease ⌄] ?

When...   ....the average of KD Ratio
                                 decreases by

| XP is 875 or less | ───────────────────────→ 0.75 |

Misses is 112 or less ──────────→ 0.56

XP is 875 - 8720 ──────→ 0.21
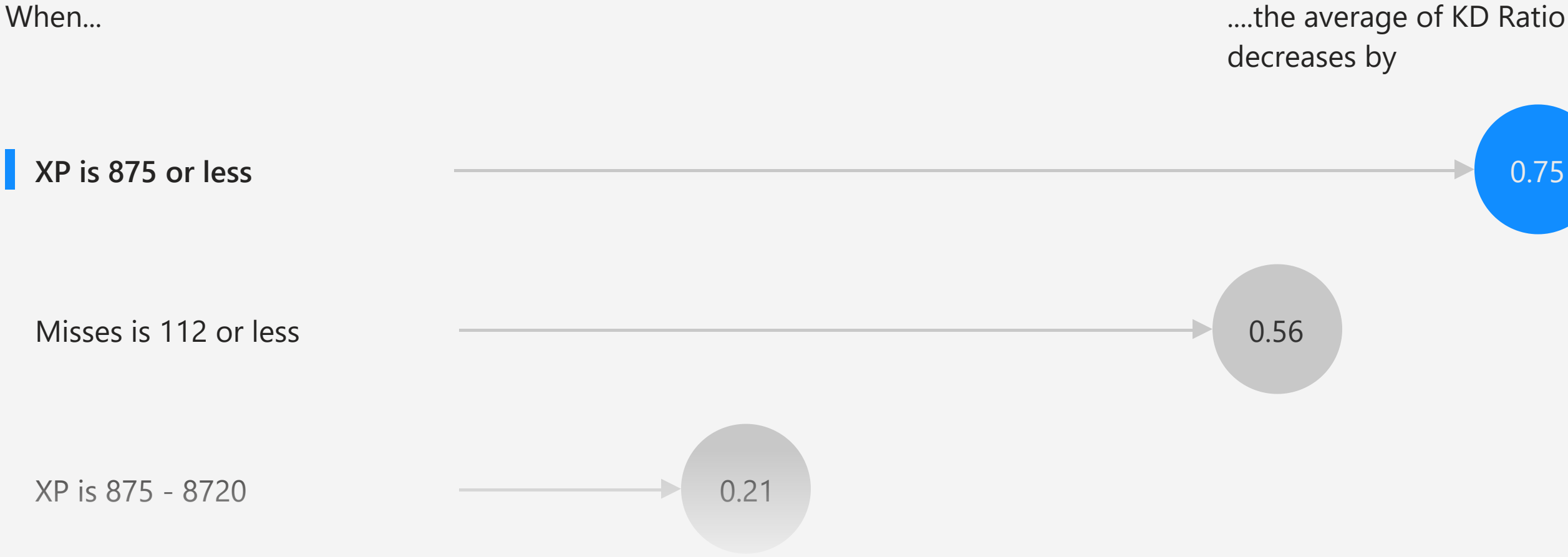
← KD Ratio is more likely to decrease when XP is 875 or less than otherwise (on average).

Average of ...

1.0

Average (excluding selected): 0.79

0.5

0.0

875 or less   875 - 8720   8720 - 42366   42366 - 426379   more than 426379
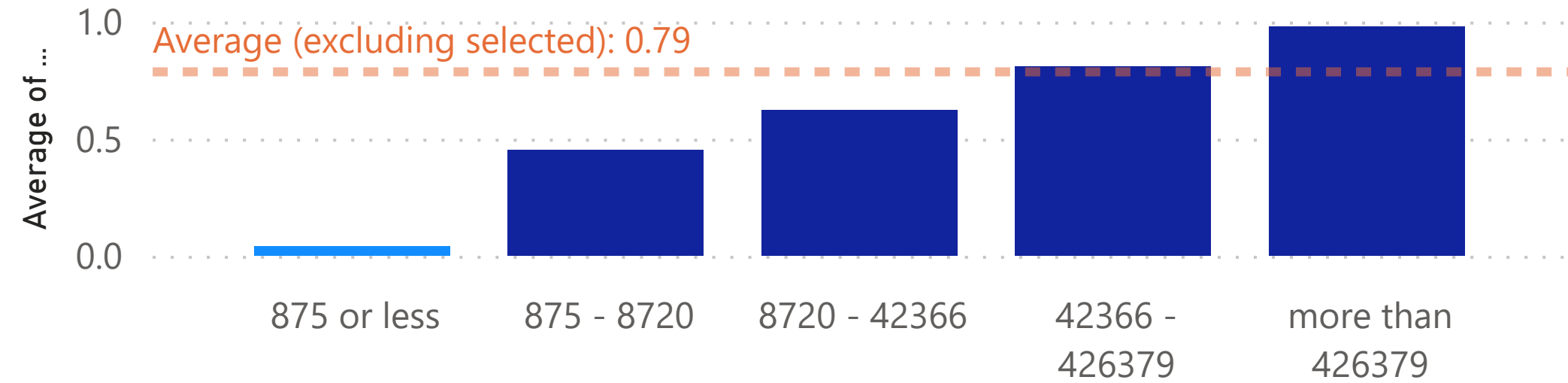
☐ Only show values that are influencers

Type of Gamer is based off of Time Played (hrs). It is created at certain thresholds that yields Casual, Invested, and No Life.

Max of Timeplayed by Type of Gamer
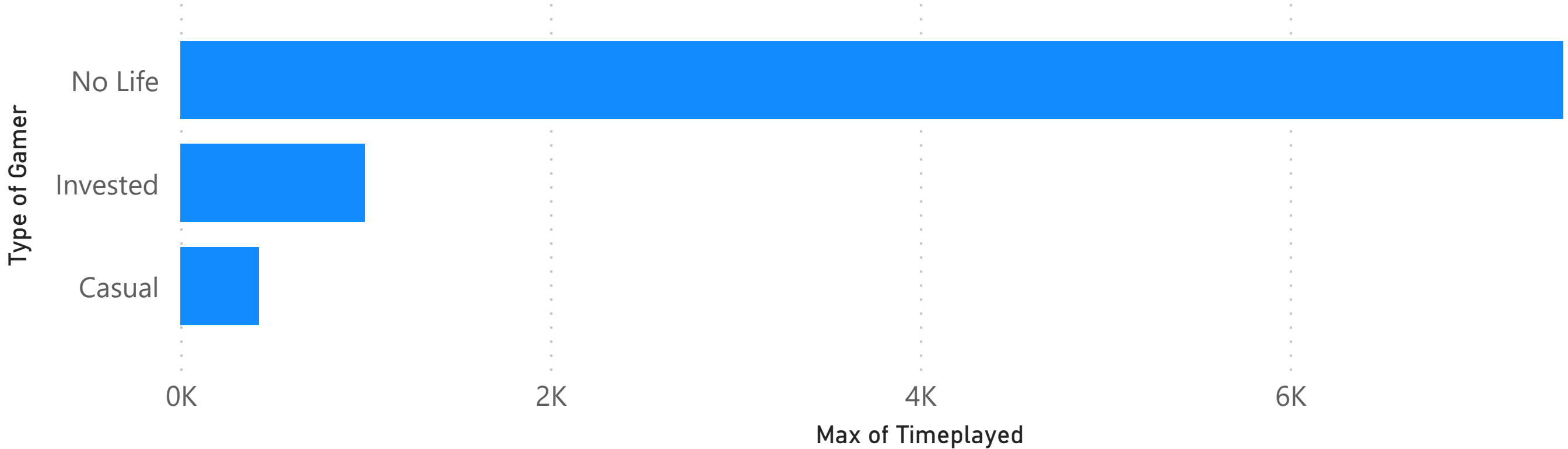
Headshots by Type of Gamer
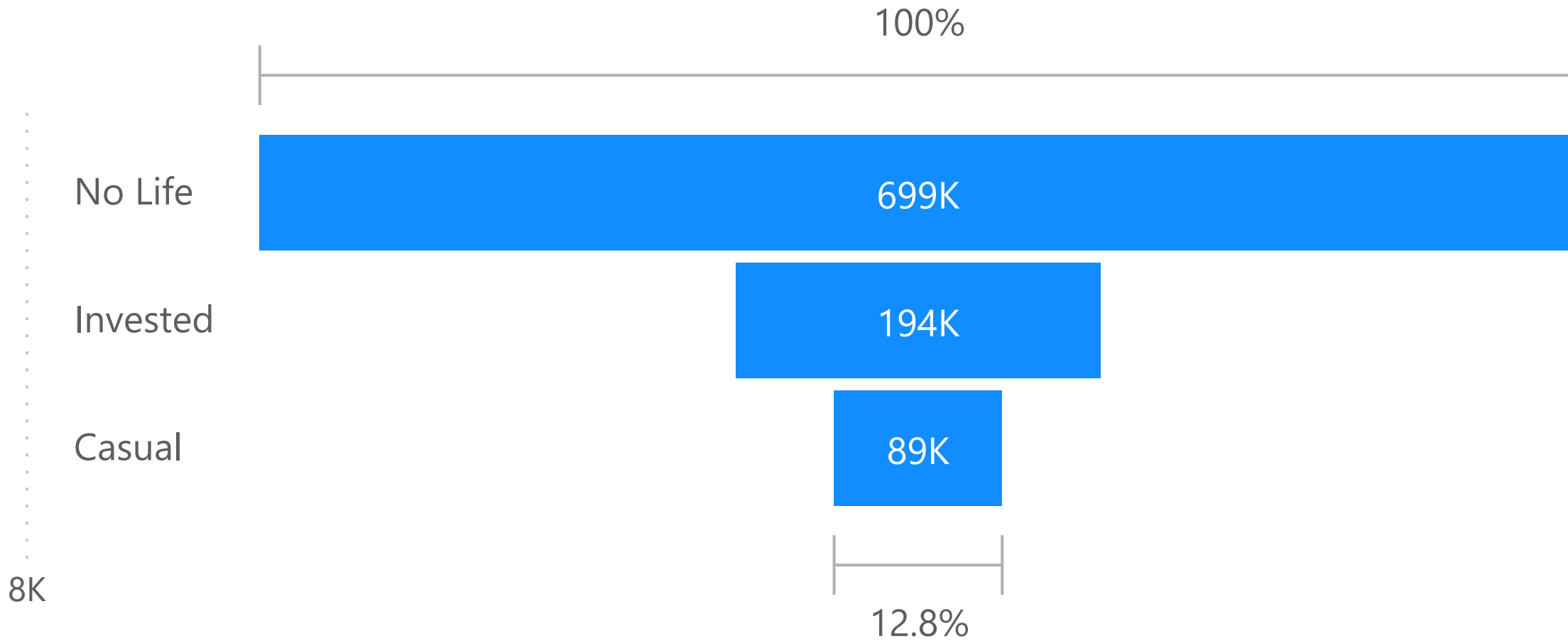
Average of Killstreak by Type of Gamer

Kills by Type of Gamer
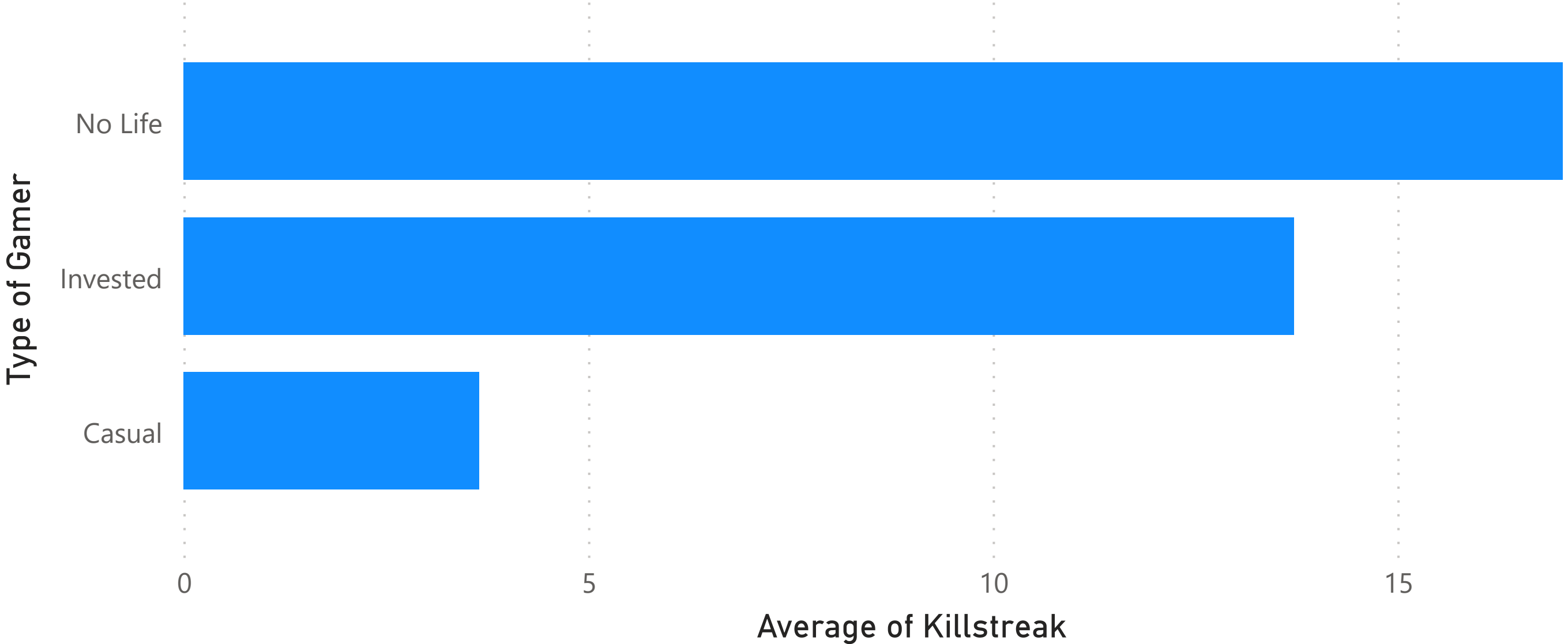
Type of Gamer
- No Life
- Invested
- Casual
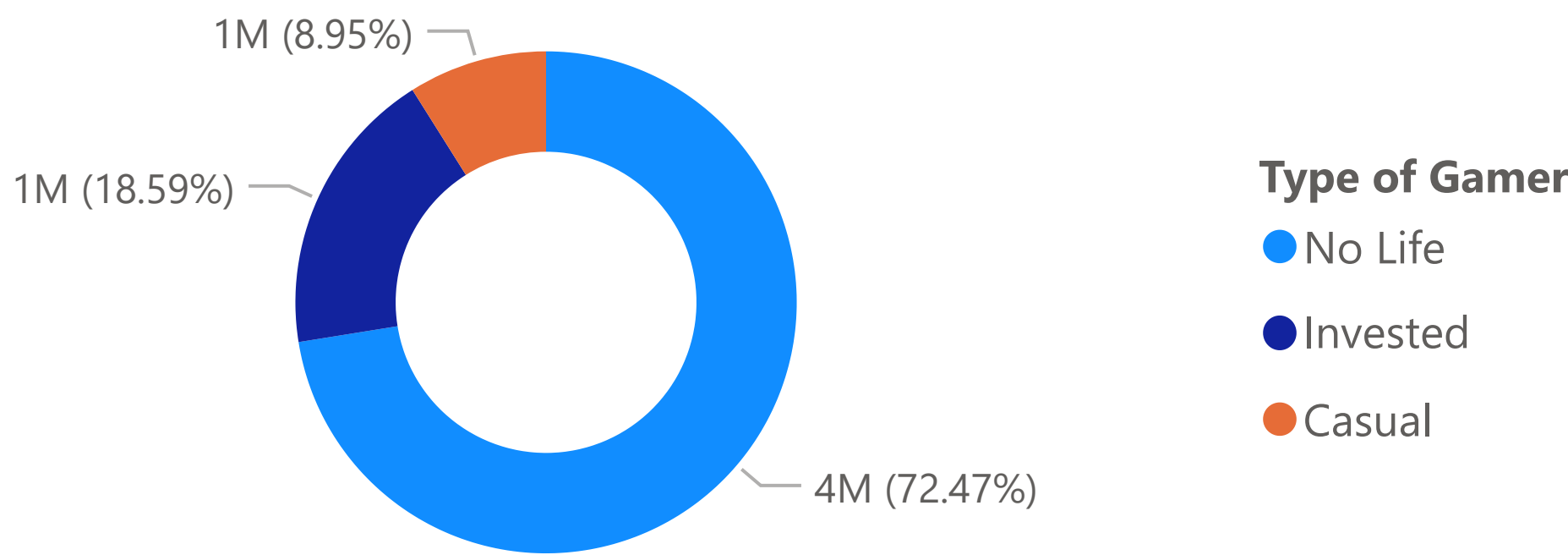
Wins by Type of Gamer
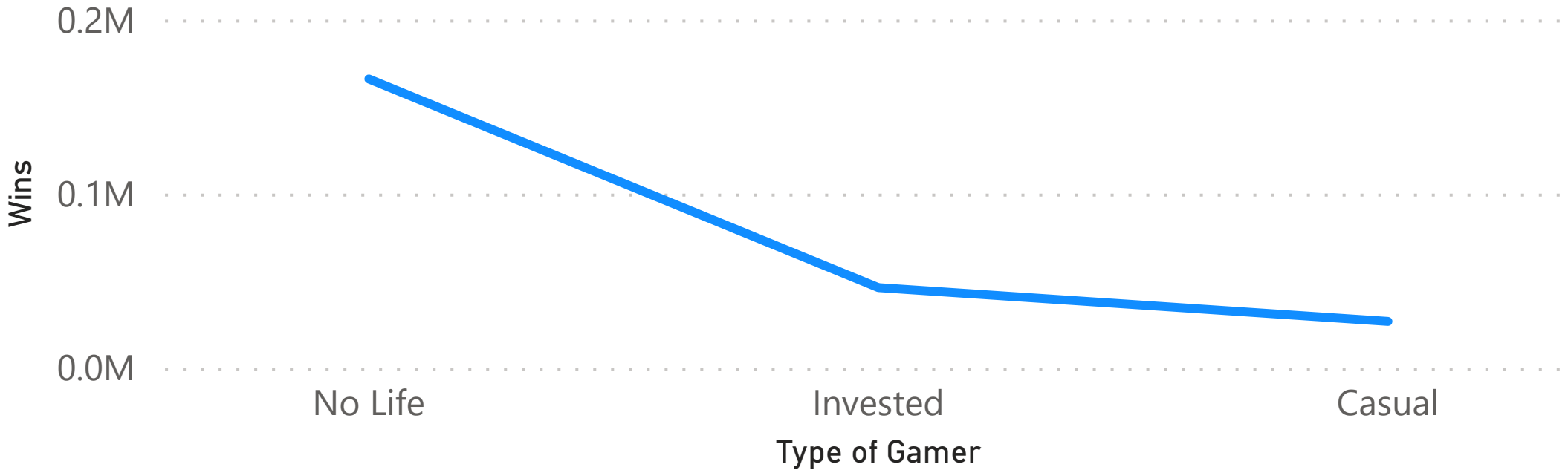
Type of Gamer	Average of Deaths	Average of Kills	Average of KD Ratio	Average of XP	Average of Killstreak
Casual	523.25	460.44	0.51	103454.50	3.65
Invested	6207.22	5874.58	0.93	1210783.59	13.72
No Life	18046.75	17803.86	0.99	4277494.56	17.04
Total	**3872.91**	**3750.59**	**0.64**	**872073.75**	**6.89**

Key influencers   Top segments

What influences Timeplayed to [Increase ⌄] ?

When...   ....the average of
                                                 Timeplayed increases by

| Kills goes up 7925.18 ──────────────────────→ (693)

On average when Kills increases, Timeplayed also increases.
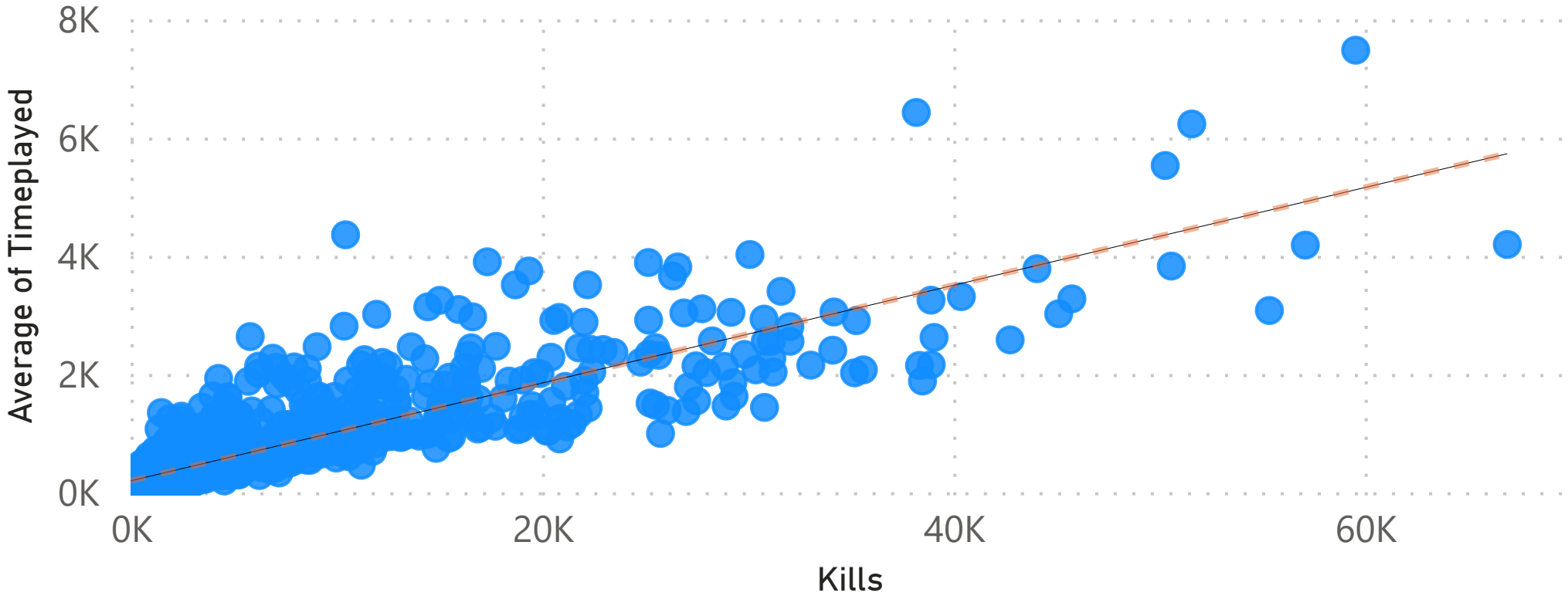
425.64
Average of Timeplayed

Type of Gamer ✕   Skills ✕   Level of Precision ✕   Type of Gamer ✕
No Life   Inaccurate

No Life   Decent   Inaccurate   Casual
4237318   3334280   7913   3217

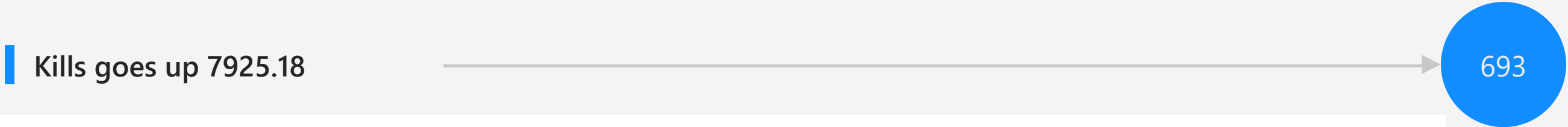Kills   Killstreak   No Life
5847177   10743   3012
                         Invested   Accurate
                         1086797   2830
                                                                             Invested
                                                                             1684
Casual   Demon
523062   884832

                         Below Average
                         18206

ID by Level of Precision

760 (48.75%)   799 (51.25%)
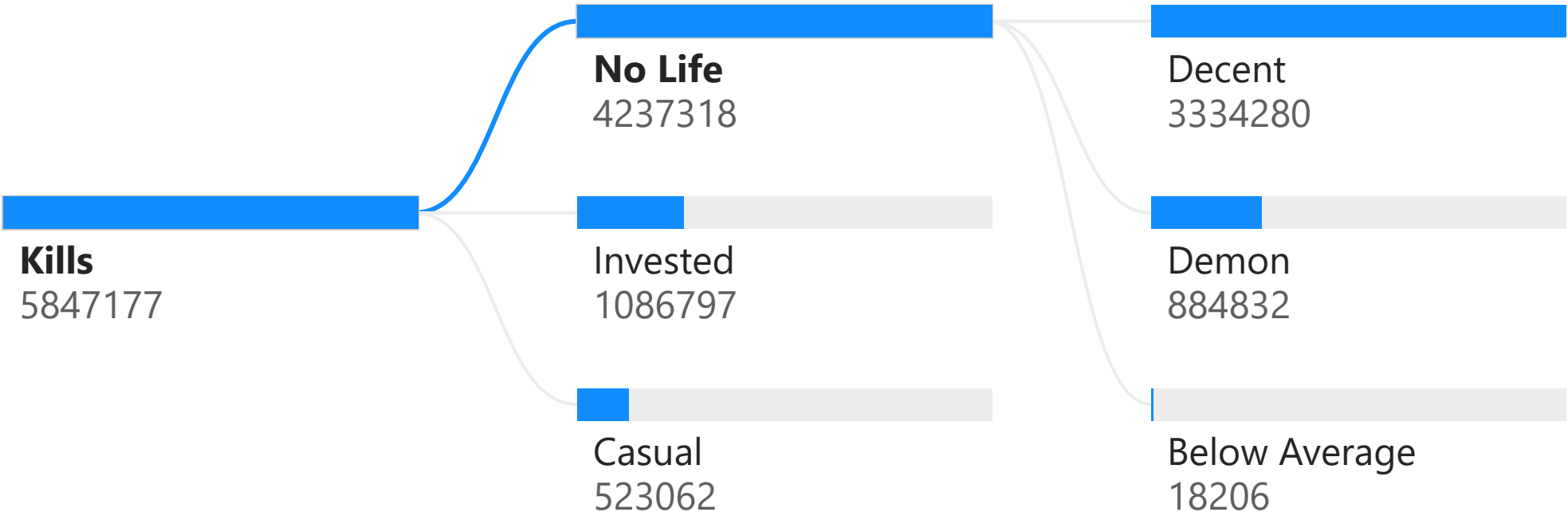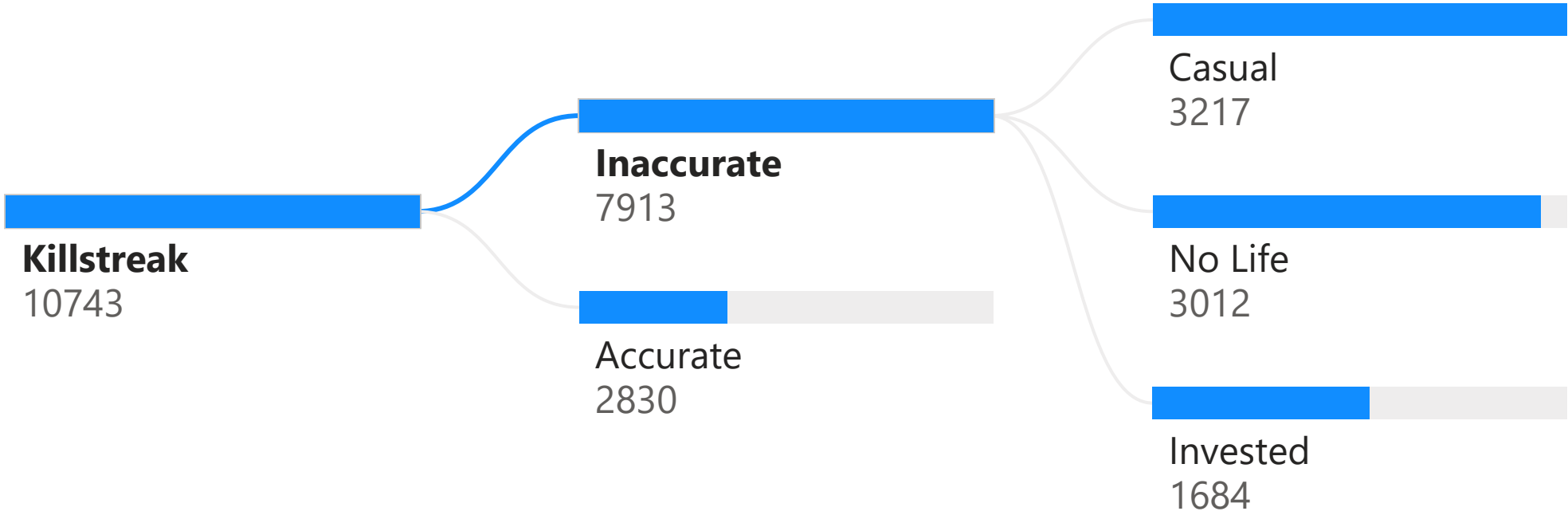
Level of Precision
- ● Accurate
- ● Inaccurate
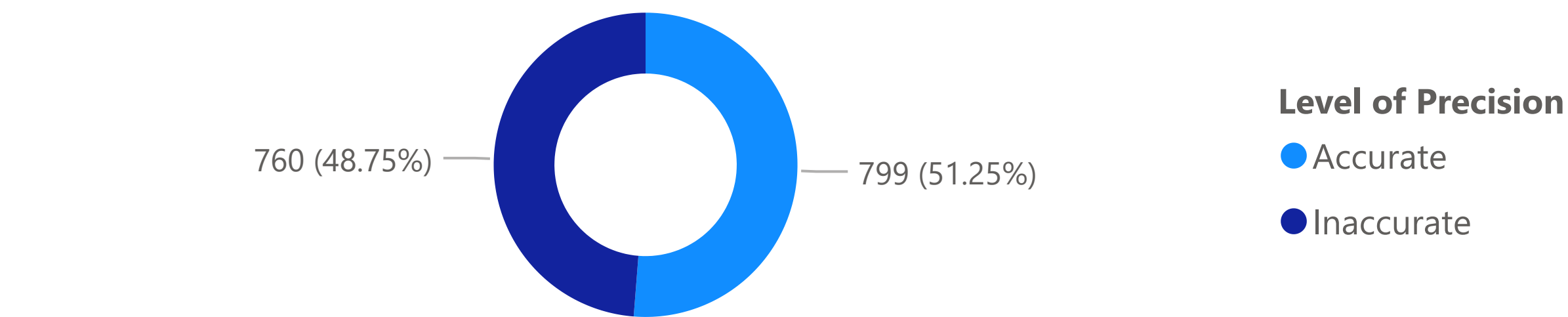
Inaccurate

5447.01	10.41	235.50
Average of Kills	Average of Killstreak	Average of Wins

Accurate

2136.99	3.54	74.34
Average of Kills	Average of Killstreak	Average of Wins

Losses by Level of Precision

2K (28.64%)   6K (71.36%)

Level of Precision
- ● Inaccurate
- ● Accurate
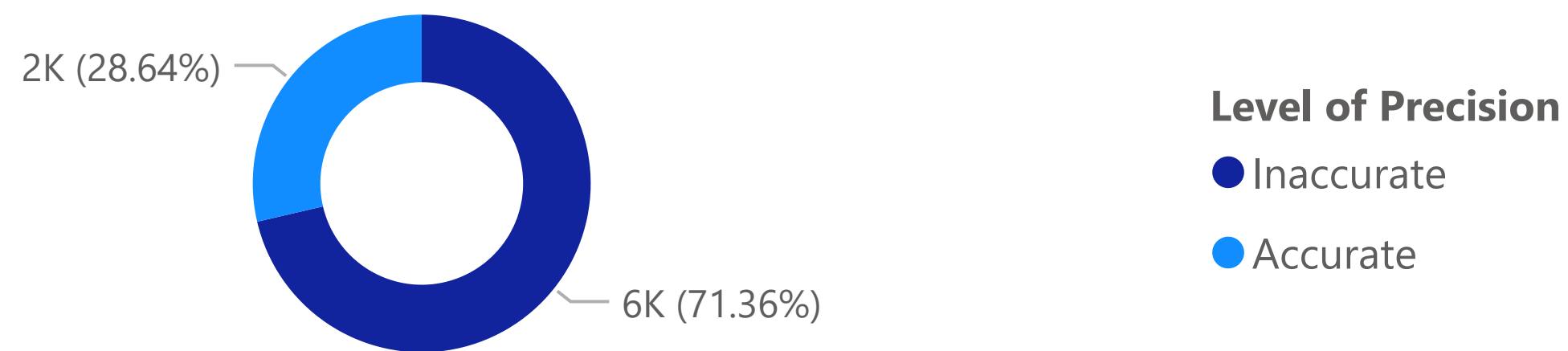
ScorePermin by Level of Precision

100%

Inaccurate	131.56K
Accurate	36.50K

27.7%
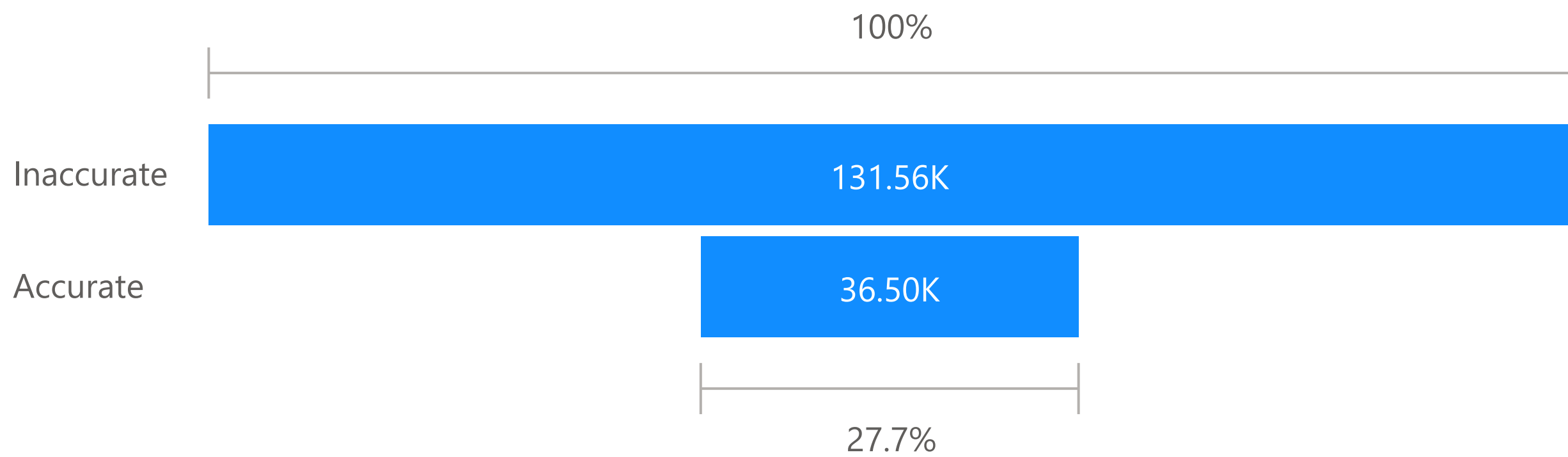
Key influencers   Top segments

👍 👎

What influences Level of Precision to be [Inaccurate ▾] ?

When...   ....the likelihood of Level of Precision being Inaccurate increases by

Level of Precision is more likely to be Inaccurate when Wins is more than 0 than otherwise (on average).

- Wins is more than 0 → **29.60x**
- Prestige is more than 111 → 1.95x
- Prestige is 0 - 111 → 1.88x
- Average of Killstreak goes up 10.18 → 1.01x

%Level of Precision is Inaccurate

80%

60%

40%

20%

0%

Average (excluding selected): 2.45%

0 or less   more than 0

Wins (bins)
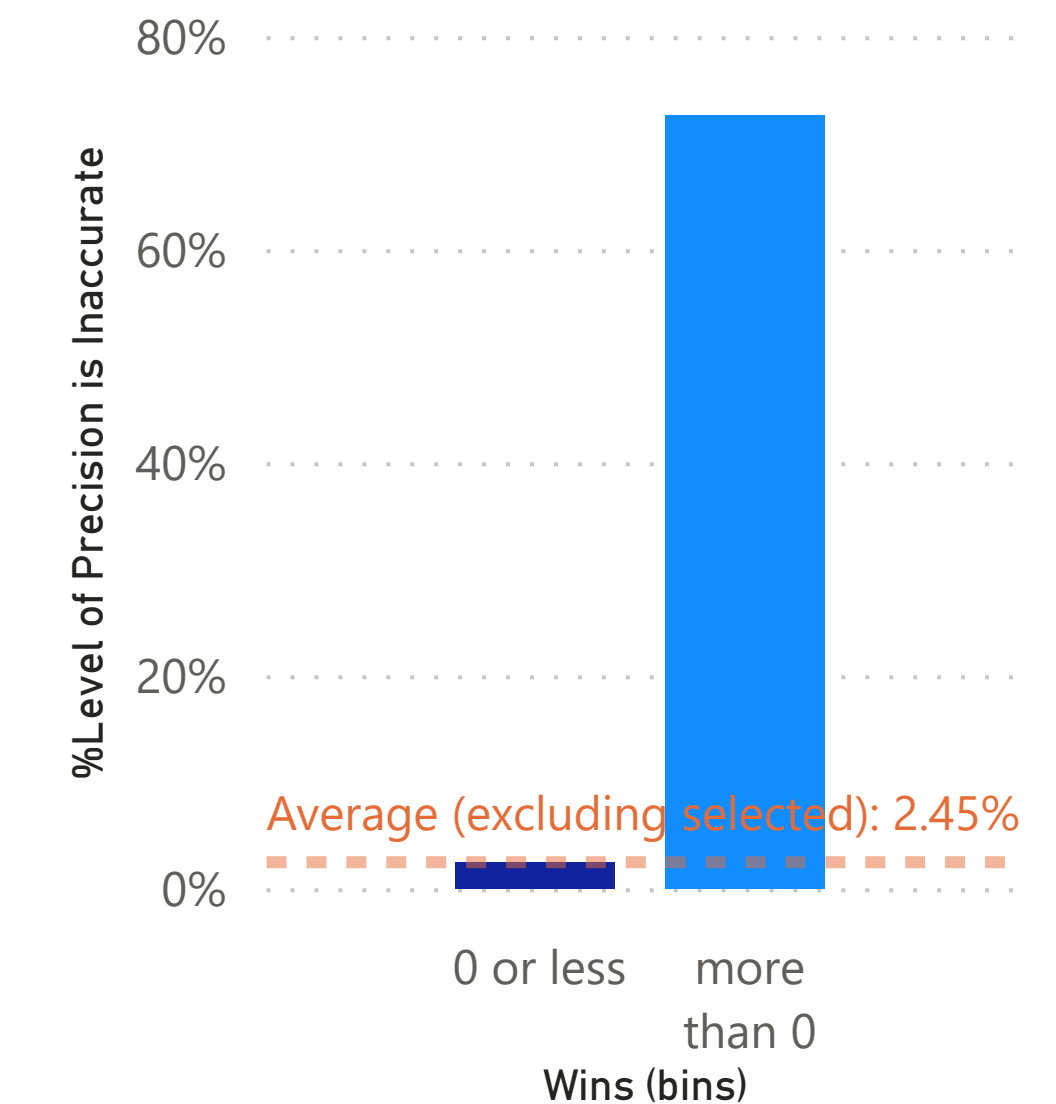
☐ Only show values that are influencers

Deaths and Kills by Level of Precision

- ● Deaths ● Kills

| Inaccurate | |
| Accurate | |

0M   2M   4M   6M   8M

Deaths and Kills
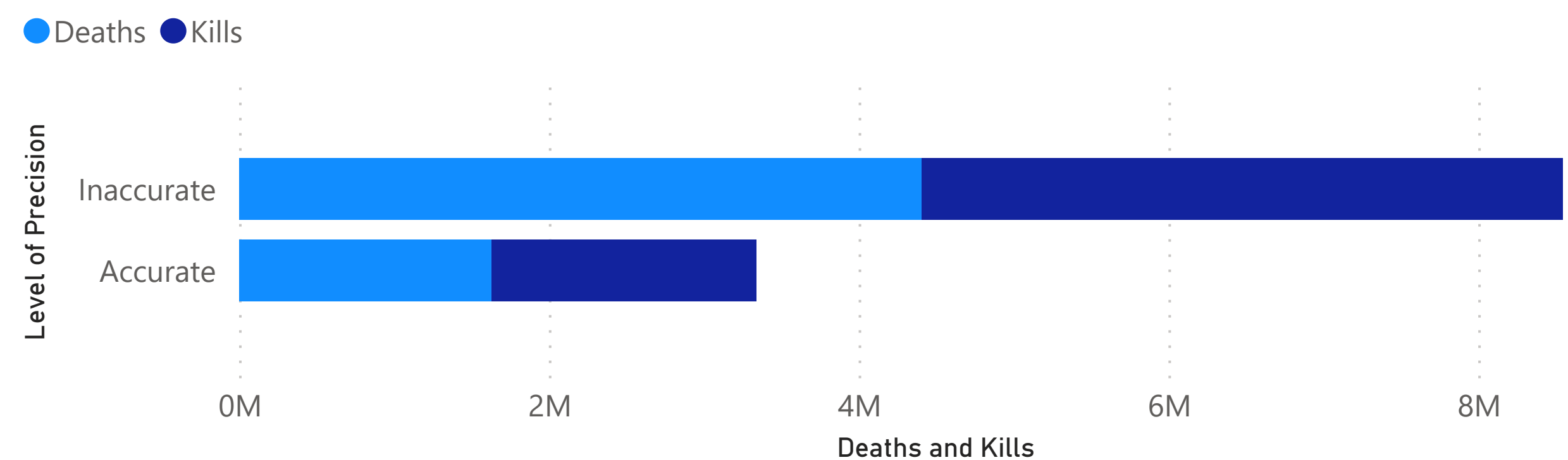
Conclusion (Keys to Take Away): Becoming a Demon on COD MW 2019

Competition ✕	Type of Gamer ✕	Level of Precision ✕	Skills ✕
Competitive	No Life	Accurate	

Average of Killstreak
6.89

Competitive
11.92

Needs Improvement
10.59

Not Competitive
0.67

No Life
24.63

Invested
19.50

Casual
4.13

Accurate
33.67

Inaccurate
19.20

Demon
41.00

Decent
19.00

Average of Killstreak by Competition

0.67 (2.9%)

10.59 (45.68%)

11.92 (51.41%)
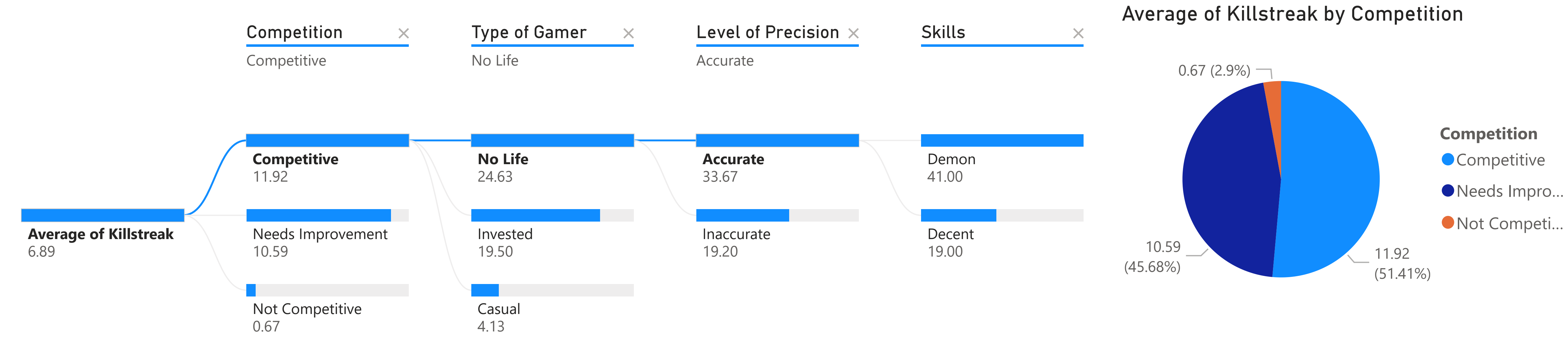
Competition
- Competitive
- Needs Impro...
- Not Competi...
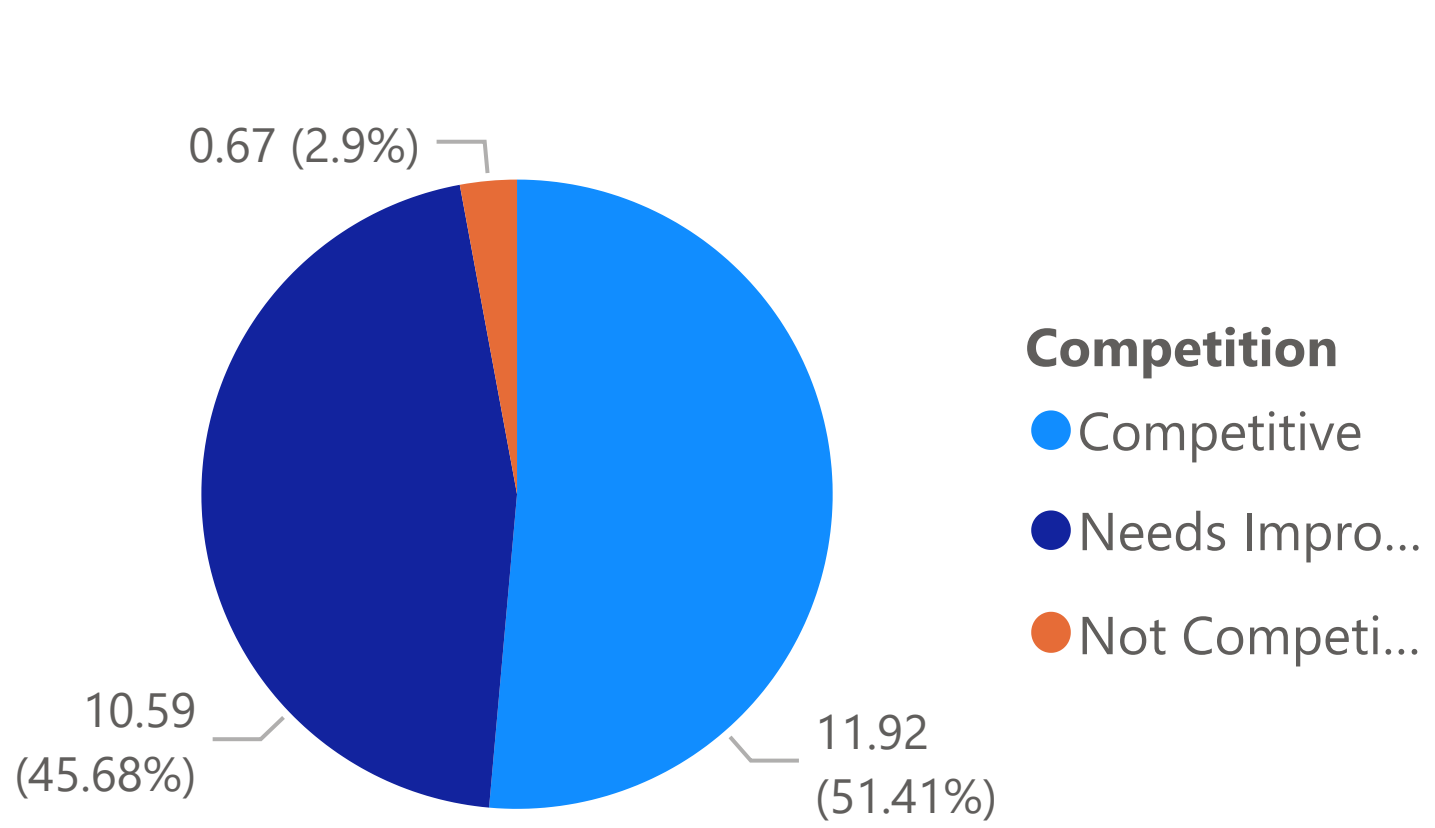
Classifying a Player as a Demon

- If a player has an average Killstreak of 6, then there is a good chance that player is either Competitive or Needs Improvement

- If Competitive, then that player could be either have too many hours played or is above average hours played.

- If Accurate, then the player is is most likely a "Demon"

Kills and Deaths by Competition

● Kills ● Deaths

Kills and Deaths

100%

50%

0%

Needs Improvement | Competitive | Not Competitive

Competition