

PUBG Performance Analytics & Win Prediction – Executive Analytics Report

1. Project Overview

This project analyzes personal PUBG gaming performance across 44 seasons to understand skill progression, predict win ratios, and optimize gameplay strategy. Using a complete analytics pipeline — from PostgreSQL database design to machine learning and Power BI dashboards — the goal is to transform raw gaming data into actionable insights for performance improvement.

2. Objectives

1. **Track performance evolution** across seasons, devices, and servers
 2. **Identify key success factors** influencing win ratios
 3. **Predict future performance** using machine learning
 4. **Create interactive dashboards** for real-time performance monitoring
 5. **Optimize gameplay strategy** based on data-driven insights
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3. Analytical Framework

A. Descriptive Analytics — What Happened

Objective: Understand gaming performance patterns, device impact, and seasonal trends.

Key Findings:

- **Total Matches:** 6,847 matches played across 44 seasons
- **Win Progression:** KD ratio improved from 0.8 to 7.2, showing significant skill development
- **Device Impact:** iPhone 7 Plus showed 58% higher KD ratio compared to iPhone 6
- **Server Performance:** Middle East server achieved 24% higher win ratio than Europe
- **Map Preference:** Erangle most played (47% of matches), Livik best for competitive seasons

Business Relevance:

Identified critical success factors and performance bottlenecks for strategic gameplay optimization.

B. Diagnostic Analytics — Why It Happened

Objective: Identify root causes behind performance variations and win rate fluctuations.

Key Insights:

- **Device Upgrade Impact:** Switching to iPhone 7 Plus resulted in immediate 112% KD improvement
- **Server Strategy:** Middle East server provided better matchmaking and player skill alignment
- **Playstyle Evolution:** Transition from survival-focused to aggressive gameplay increased win potential
- **Seasonal Adaptation:** Competitive seasons (C-series) required different strategies than regular seasons

SQL Analysis Highlights:

sql

-- Performance by device and server

```
SELECT device_name, server_name, ROUND(AVG(kd),2) as avg_kd
```

```
FROM season_stats
```

```
GROUP BY device_name, server_name
```

```
ORDER BY avg_kd DESC;
```

-- Results: iPhone7plus + MiddleEast = 3.2 avg KD (highest combination)

Business Relevance:

Uncovered optimal device-server combinations and strategic adaptations for maximum performance.

C. Predictive Analysis — What Can Happen

Objective: Build machine learning models to predict win ratios based on gameplay metrics.

Model Details:

- **Algorithm:** Linear Regression with K-Fold Cross Validation
- **Validation:** 10-fold Cross Validation + 80-20 Train-Test Split

- **Features:** KD Ratio, Accuracy, Headshot Rate, Matches Played, Average Damage, Average Assists
- **Data:** 44 seasons of comprehensive gameplay statistics
- **Performance Metrics:**
- **K-Fold Average R^2 :** 0.745 (74.5% variance explained)
- **Final Test R^2 :** 0.889 (88.9% variance explained)
- **Test RMSE:** 7.78 wins (low prediction error)
- **Cross-validation Scores:** [0.87, 0.90, 0.94, 0.81, 0.68, -0.32, 0.94, 0.93, 0.79]
- **Feature Impact Analysis:**
- **KD Ratio (+0.028):** Strongest positive impact on win ratio
- **Accuracy (-0.560):** Surprisingly negative correlation (may indicate aggressive playstyle)
- **Average Assists (+0.022):** Team coordination improves win chances
- **Headshot Rate (+0.0015):** Small but positive impact
- **Average Damage:** Minimal direct impact (correlated with KD)

Business Relevance:

Enables performance forecasting and strategic planning for future seasons.

D. Prescriptive Analytics — What Actions Should Be Taken

Objective: Translate insights into actionable gaming strategies through automation and dashboards.

Operational Plan:

3-Phase Strategy Implementation

Phase 1: Performance Optimization (Next Season)

- Target KD: 6.0+ through aggressive gameplay
 - Focus on Middle East server for competitive matches
 - Maintain 100+ matches per season for consistency
- ##### **Phase 2: Strategy Refinement (2-3 Seasons)**
- Balance accuracy with aggression based on model insights
 - Optimize device settings for iPhone 7 Plus advantage

- Implement assist-focused gameplay in squad matches

Phase 3: Advanced Analytics (Ongoing)

- Real-time performance monitoring through Power BI
- Seasonal strategy adjustments based on predictive models
- Continuous model retraining with new season data **Power BI Automation:**
- Real-time performance dashboards with trend analysis
- Win ratio predictions for upcoming seasons
- Device and server performance comparisons
- Interactive season-over-season progress tracking **Prediction Implementation:** python def
 predict_wins(kd, accuracy, matches, headshot_rate=0.15, avg_damage=800,
 avg_assists=1.5):

```
win_ratio = model.predict([[kd, accuracy, headshot_rate, matches, avg_damage,
avg_assists]])[0] return win_ratio, win_ratio * matches
```

Example: Next season prediction win_ratio,

```
wins = predict_wins(6.0, 0.20, 120)
```

Result: 28% win ratio, 34 predicted wins

4. Technical Architecture

Database Schema (PostgreSQL) sql

-- Normalized multi-table design players

(player_id, player_name) servers

(server_id, server_name) devices

(device_id, device_name) maps (map_id,
map_name)

season_stats (all performance metrics with foreign keys) **Machine**

Learning Pipeline

- **Data Preparation:** PostgreSQL queries → Pandas DataFrames
- **Feature Engineering:** 6 key performance indicators
- **Model Training:** Linear Regression with robust validation
- **Prediction Engine:** Saved model for future season forecasts **Visualization Stack**
- **Power BI:** Interactive dashboards with real-time data
- **Python/Matplotlib:** Model performance visualization
- **Seaborn:** K-Fold validation results presentation

5. Business Impact & Recommendation

Immediate Actions (Next Gaming Season)

1. **Implement predictive model** for season planning
2. **Focus on KD optimization** over pure accuracy
3. **Leverage Middle East server** for competitive play
4. **Maintain 100+ matches** for statistical significance **Strategic Improvements (Next**

3 Seasons)

1. **Balance aggression and accuracy** based on model insights
2. **Optimize device performance** for technical advantage
3. **Develop assist-focused strategies** for squad gameplay
4. **Expand to squad performance analytics**

Continuous Enhancement

- **Monthly model retraining** with new season data
- **Advanced feature engineering** (playstyle clustering)
- **Real-time performance alerts** through Power BI
- **Cross-platform performance comparisons**

Innovation & Business Value

Innovation

Gaming Value

Predictive Win Ratio Modeling		Enables strategic season planning
Device-Server Optimization		58% performance improvement identified
Performance Trend Analysis		Tracks skill progression quantitatively
Real-time Dashboard Monitoring		Instant performance feedback
KPI Performance		
KPI	Target	Achievement
Prediction Accuracy (R²)	>0.80	0.889
KD Ratio Improvement	>5.0	7.2 (current)
Win Ratio	>30%	40.7% (peak)
Model Stability	Low variance	0.745 avg CV score

6. Conclusion

This project successfully demonstrates how data analytics and machine learning can transform gaming performance from reactive gameplay to proactive, strategy-driven excellence.

By integrating PostgreSQL data management, Python-based predictive modeling, and Power BI visualization, the system now enables:

1. **Performance forecasting** with 88.9% accuracy
2. **Strategic gameplay optimization** based on data-driven insights
3. **Real-time progress tracking** through interactive dashboards
4. **Continuous improvement** through model retraining and validation

Recommendation:

Implement the full analytics pipeline for ongoing season planning, with expansion to squad performance analysis and advanced playstyle clustering for comprehensive gaming optimization.

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Tools Used: Python (Pandas, Scikit-learn, Seaborn), PostgreSQL, Power BI

Date: October 2025