

# SNACE

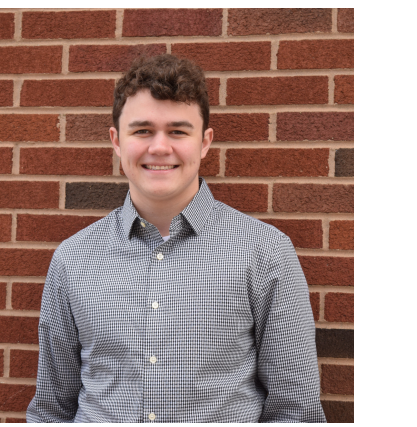
## Super Neat Analytics for Collegiate Esports

Advisor: Dr. Jillian Aurisano

### Tools Used



Colin Conn  
CS



Noah Shremshock  
CompE



### Project Purpose

Drive improvement of play for  
collegiate esports players  
based on data-driven insights

### Goal Statement

Providing a UX-focused  
tool for game data  
visualization and analysis

### Research

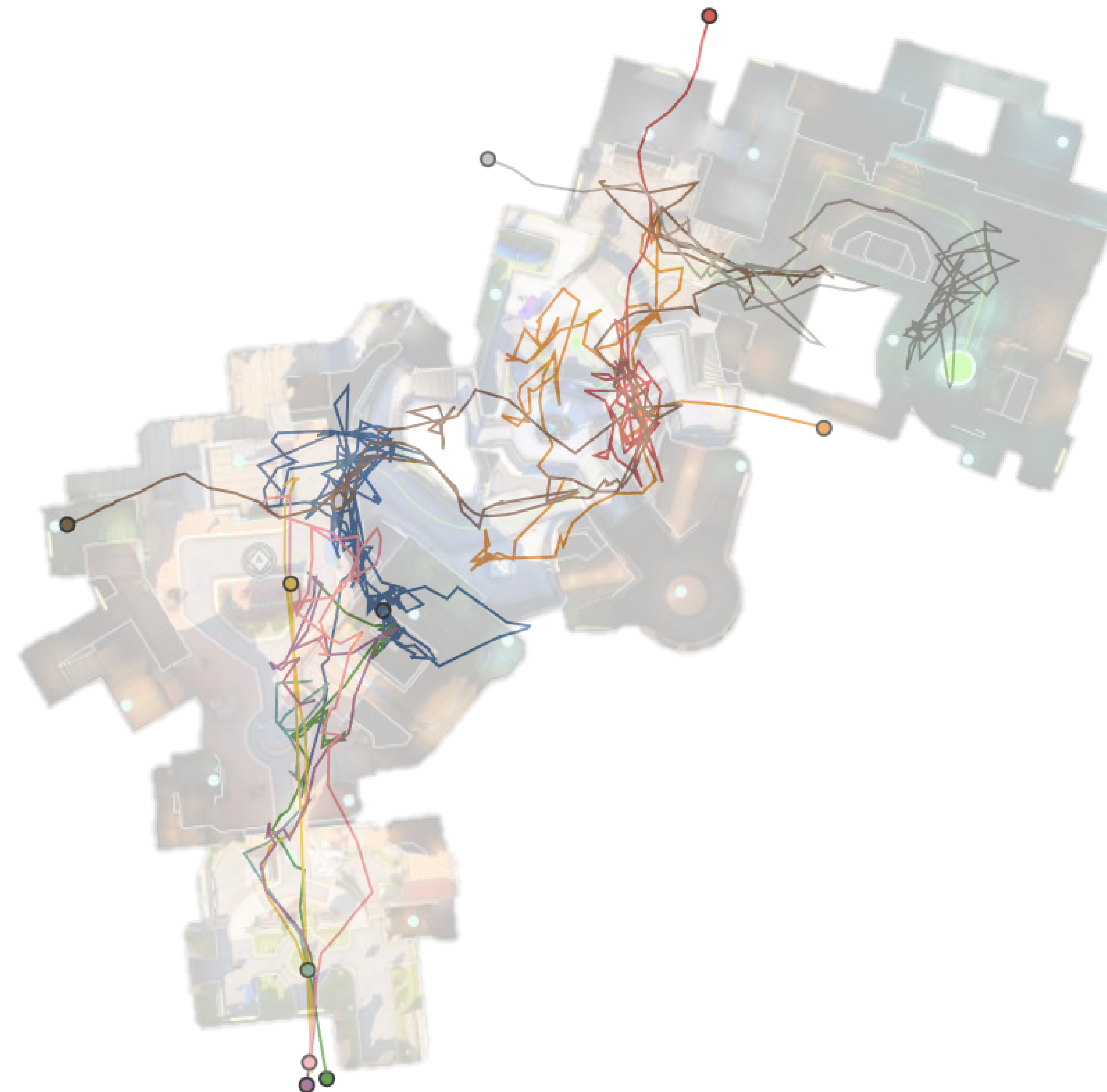
A survey was sent to Collegiate  
Overwatch players both at UC  
and other universities across the  
country to learn what statistics  
players value

### Challenges and Limitations

1. Overwatch 2 was not released until  
partway through the fall semester
2. Forced to use workarounds to  
gather data until in-game  
workshop was added
3. Limited to the data collection  
available in the in-game workshop

### Future Iterations

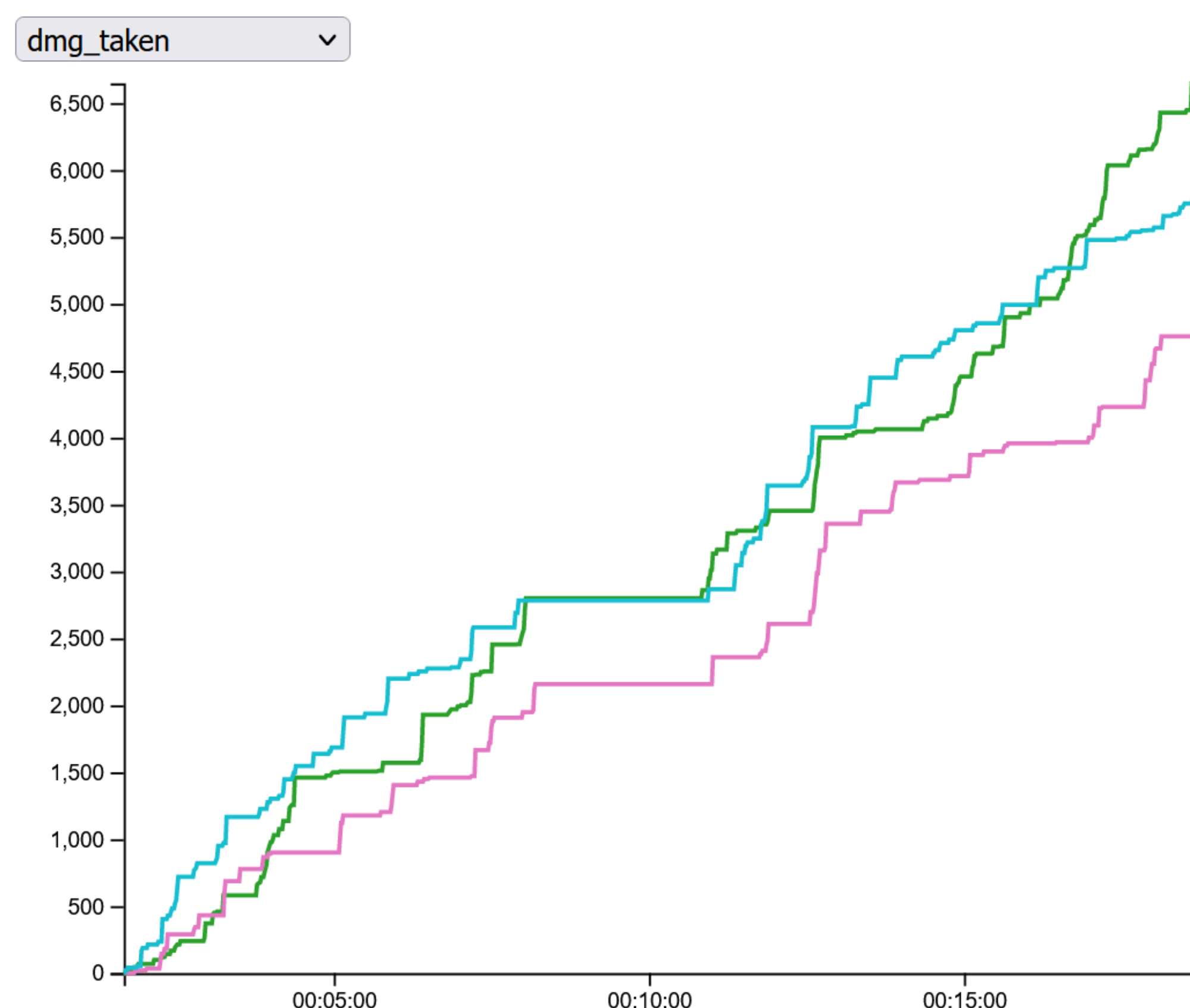
- Allow users to upload their own  
practice data
- Utilize a database so users can  
view several games
- Create 3D visualizations of maps
- Provide tool to UC's Overwatch  
teams to receive feedback
- Use data analysis tools to  
determine the beginning and end  
of whole-team interactions
- Enable user to add annotations to  
charts to save areas of interest



*Chart of UC Overwatch player Mitchell "Reginald" Post's movement  
throughout the map Blizzard World.*

### Results

Visualizing in-game data collected for all players in an Overwatch match,  
including damage statistics, ability usage, and positional data, allows for  
insights beyond what can be obtained from simple video review. Allowing  
players, coaches, and analysts to explore game data in new and interesting  
ways can speed up improvement and lead to more creative play.



*Chart of Damage Taken over Time  
for 3 different players*