





Data Visualization in Esports

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



Replay Parsing

With extraction tool or separate program, generate standard and digestable data format (ex. JSON)



Game Replay Collection

Use custom or existing open-source tool to extract replay data from chosen game



Storage of Parsed Data

Create and manage database using common API (ex. MongoDB)



Data separation based on visibility

Separate collected data based on team

Create public database for friendly events



3D Visualizations of in-game maps

Collect 3D render of maps from chosen game

Turn renders of maps into heatmap for teams to view



2D Graphical Visualizations

Create useful visualizations from collected data using existing library (ex. VegaLite, d3.js)

