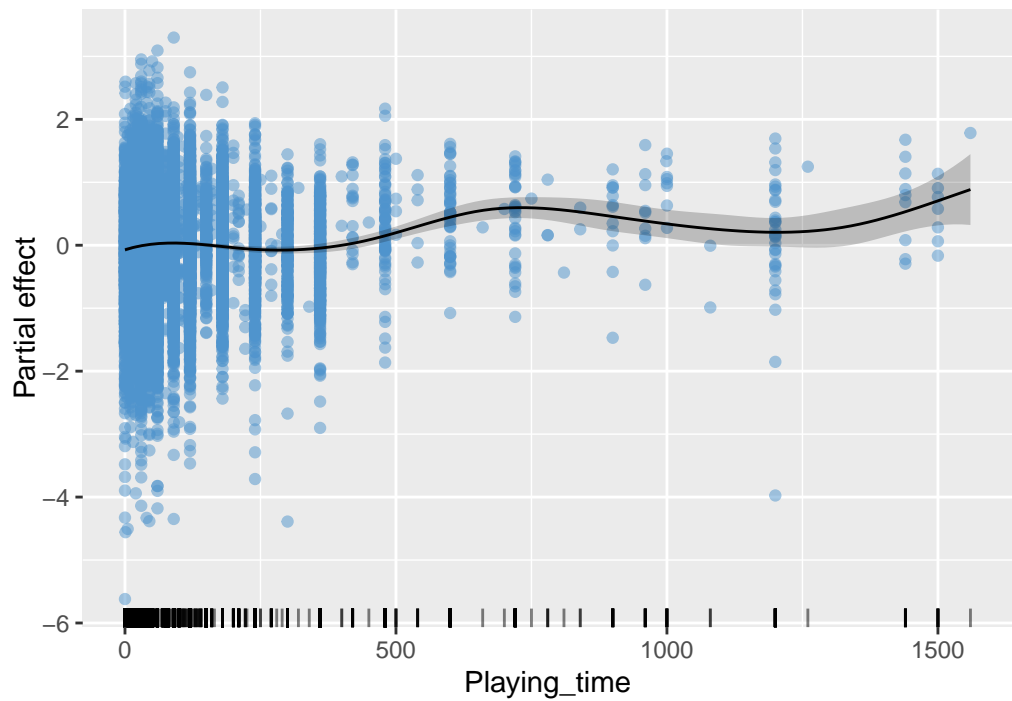
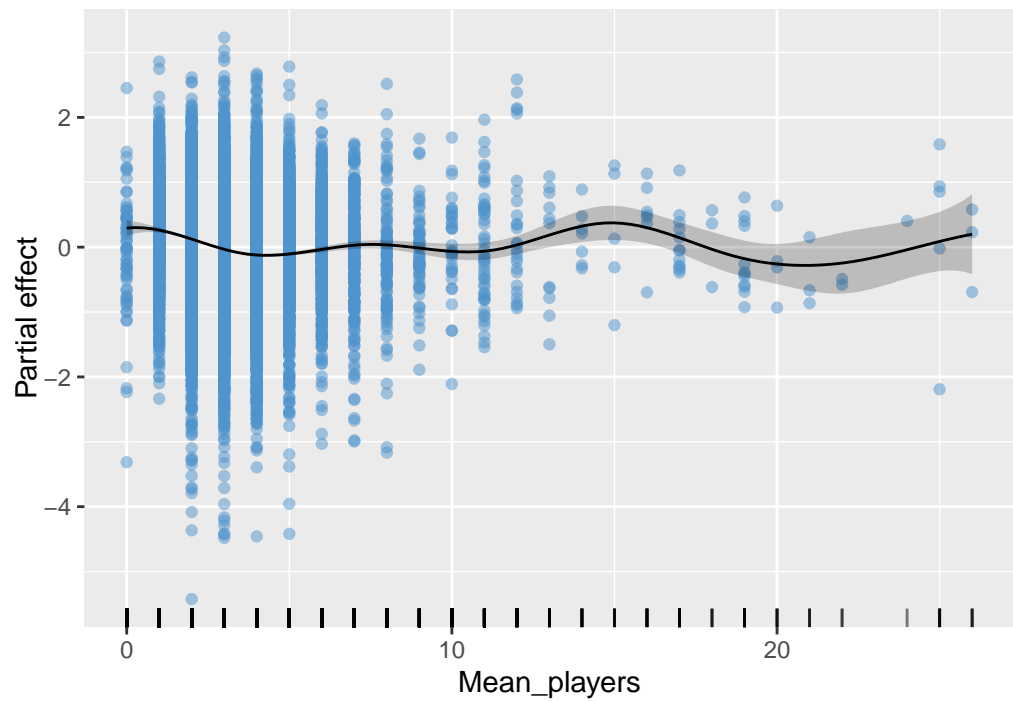


s(Playing\_time)



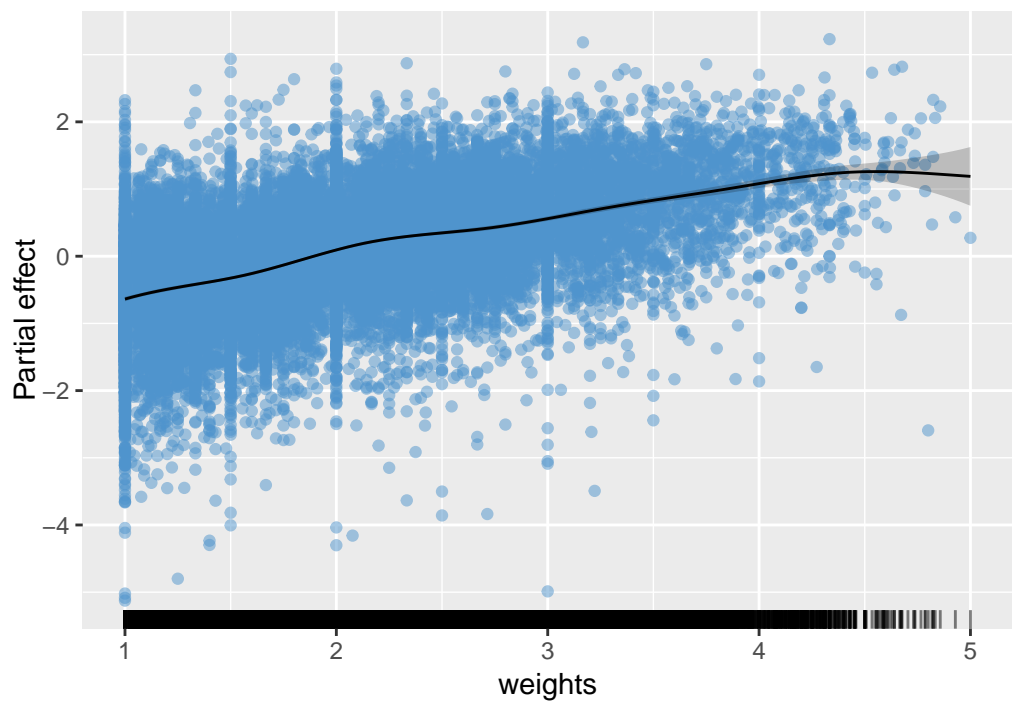
Basis: B spline

s(Mean\_players)



Basis: B spline

s(weights)



Basis: B spline