PUBG Placement Prediction

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Topic 6: *Participation in an international evaluation* using Kaggle

Context

- Kaggle:
  - Data Science Competition Platform
  - PUBG and Kaggle has given over 65,000 games worth of players data
  - Predict the final placement from in-game stats and initial player ratings.

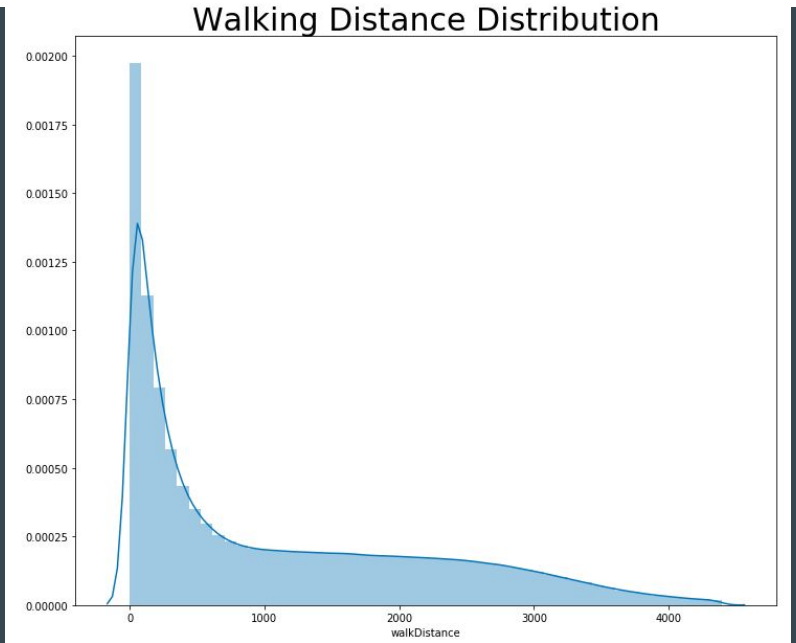
Tools and frameworks used: Python, Jupyter Notebooks, Pandas, scikit-learn, keras, tensorflow, seaborn, matplotlib

What is PUBG?

- Battle-royale style video game for PC, Xbox One and Mobile devices
- one of the best-selling of all time, with over fifty million sold

Exploratory Data Analysis (EDA)

- 29 features
- 4 446 966 records

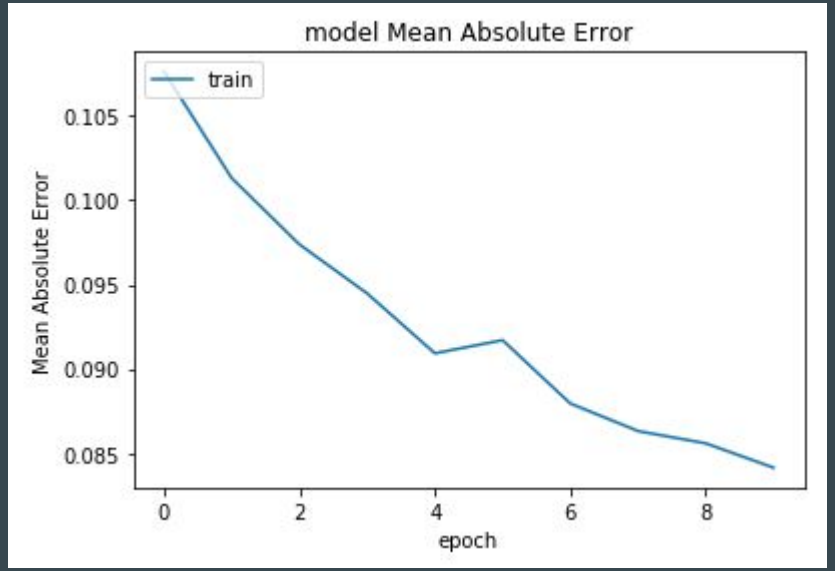


High correlational features:

- Walk distance
- Weapons acquired
- Boosts
- Kills

Our Predictions

- Goal: create a model which predicts players' finishing placement based on their final stats, on a scale from 1 (first place) to 0 (last place) evaluated on Mean Absolute Error between your predicted winPlacePerc and the observed winPlacePerc.



- Feature Engineering
  - Outlier detection (cheaters)
  - normalization
- Our Model

Future work

- More feature engineering
- Optimizing the model
- Trying new models
- More computing power

Why this should be included in future versions of the course?

Thank You!