Description:

These datafiles contain information about how Grand Theft Auto Online players interact with gameplay content, purchase items, and generally engage with the online world.

Sample: 9,476 players with 3 months of gameplay data

The data is segmented into three datafiles:

1. General player statistics: **player\_statistics.csv**

2. Item Spend: **item\_spend.csv**

3. Activities Played: **player\_activity.csv**

The datafiles are all comma-delineated and the contents of each are described in more detail below. All three datasets can be joined together using the following columns: account\_id, platform\_id, and occur\_date.

Data Dictionary

**General Player Statistics**

This csv file is named **player\_statistics.csv** and contains the following columns:

|  |  |  |
| --- | --- | --- |
| **Column Name** | **Data Type** | **Description** |
| account\_id | bigint | Unique account ID tied to platform |
| platform\_id | string | Platform indicator (PC, PS4, XBOX) |
| occur\_date | date | Date field in the format YYYY-MM-DD (day of occurrence) |
| ltd\_days\_played | bigint | Lifetime days played as of the date |
| first\_day\_played | timestamp | First login date for the account |
| evc\_balance | bigint | Earned (via in-game activities) GTA$ balance at the end of the day |
| pvc\_balance | bigint | Paid (with $USD) GTA$ balance at the end of the day |
| char\_rank | bigint | Main character rank |
| daily\_playtime | double | Playtime for the date (in hours) |
| days\_since\_first | bigint | Days since first day played as of the date |

**Item Spend**

This csv file is named **item\_spend.csv** and contains the following columns:

|  |  |  |
| --- | --- | --- |
| **Column Name** | **Data Type** | **Description** |
| account\_id | bigint | Unique account ID tied to platform |
| platform\_id | string | Platform indicator (PC, PS4, XBOX) |
| occur\_date | date | Date field in the format YYYY-MM-DD (day of occurrence) |
| item | string | Item name (as seen in game) |
| item\_type | string | Item type descriptor (vehicle, property, weapon) |
| item\_sub\_type | string | Secondary item type descriptor (car, helicopter, garage, etc.) |
| money\_spent | bigint | GTA$ spent |

**Activity Played**

This csv file is named **player\_activity.csv** and contains the following columns:

|  |  |  |
| --- | --- | --- |
| **Column Name** | **Data Type** | **Description** |
| account\_id | bigint | Unique account ID tied to platform |
| platform\_id | string | Platform indicator (PC, PS4, XBOX) |
| occur\_date | date | Date field in the format YYYY-MM-DD (day of occurrence) |
| activity\_type | string | Broad activity category (Heist, Races, Biker Missions, etc.) |
| time\_spent | double | Time spent in activity (in hours) |
| kills | bigint | Number of kills during activity |
| deaths | bigint | Number of deaths during activity |
| suicides | bigint | Number of suicides during activity |
| money\_earned | bigint | GTA$ earned in activity |
| rp\_earned | bigint | RP (experience) earned in activity |
| success | tinyint | Indicator of a successful activity conclusion (0: Failure, 1: Success) |
| money\_vs\_time\_spent | double | (money\_earned + 1) / time\_spent |
| rp\_vs\_time\_spent | double | (rp\_earned + 1) / time\_spent |