**EC\_FEEDBACK/Counterpoints**

By Kudles

**Getting the cat out of the bag**

This first section will address kind of the whole “idea” of parses as a whole. Also, it is quite possible this sort of metric is only “useful” or “wanted” in one type of WoW (retail/classic/maybe not both). Someone in the WCL WOTLK classic discord said “maybe it’s more suited for retail” and people in the retail rsham discord seemed to give the impression that it’s not “wanted” in retail either. And it’s possible this metric is stupid altogether. But I’ve been a healer a long time think using free globals to do damage is fun, but my first responsibility is securing the raid’s health so we can kill the boss. Other healers I have talked to say the same sort of thing. Maybe this metric isn’t the answer, but maybe it’s time to address the question of “can/should healer damage parses be considered with their healing?”

**Response from rsham disc:**

“Parses aren’t helpful for anybody, they’re just ego”

“adding a 3rd metric like this comes off as an invaluable way to stroke one’s own ego”

**Response from me:**

I agree. To reiterate, what really matters is having fun and actually killing bosses. Some may argue (and I would agree) that the *first* *few guilds* to kill a boss is generally something cool and something to strive for. ***Logs*** themselves are useful – when does boss cast ability, when did I press my button? When is a better time to press my button? Yes, this is all great but also somewhat intangible.

I agree, parses are not really helpful themselves. They are not useful in gauging how “amazing” a player is. However, people still use them to “stroke their ego”. And, so what, kind of. It’s a videogame. Ego stroking (epeen) has always been a thing. Look at RuneScape, there are highscores for the amount of XP people have in skills and once you reach a certain amount, you are there forever. That’s cool – that means those people dedicated time and effort to getting something done faster than others.

That, of course, is different than WoW, because in WoW, you have a boss with a finite amount of health, of which you can do a certain percentage (based on your class, gear, and mechanics received), so sometimes your “parse” may not be indicative of ***how well*** you played. Conversely, you can stack spells like PI or blessing of summer, etc. to “cheese” your parses and really “seem like” you are “better” than other people at a glance. I understand the issue with these things and how parses (rankings) affect the true nature of the scenarios.

However, I can still recognize the *fun of* looking at warcraftlog rankings and see “damn! I did the 45th most healing as a resto shaman fight this week… that feels pretty good”.

As with any log, an “educated” log reviewer will look at the context of each situation. You can look at a log and see “oh man this healer let the tank die”, but you can then look further and see “Oh that wasn’t what happened, the healer got a mechanic that prevented them from doing X, so it wasn’t their fault and we should do Y next time so it doesn’t happen again.”

But, in essence, yes, this metric is kind of ego stroking – and it doesn’t capture the true nature of fights. No log really does. But, I think healer players that want to play a healer (and respond to damage), while *doing* damage in their spare time, will appreciate this metric and can use it to compare themselves across other like-minded players.

**General Feedback/Counters that are 100% true**

**Responses from rsham disc:**

1. “This relies on caring about healing parses anyway which any respectable raider won’t”
2. “Healer dmg makes no difference on 90% of the fights, I would rather have my healers doing 90% healing and 0% dmg, than 50% healing and 99% dmg”
3. “guilds will continue to bring healers based on what they think they need based on raid abilitiy to avoid dmg or boss’ potential pinch points. Sometimes you add a healer or sometimes you subtract one and gain a DPS”
4. “This implies there is an objective, measurable way to play correctly across all potential situations”

**Response from me**:

These counters I agree with pretty much unequivocally and are absolutely a reason for “why EC shouldn’t be a thing”. I have no counter argument for them because I agree with these statements.

1. Nobody should really care about healing parses. If the boss dies that’s really all that matters.
2. That is true. Healer dmg is often insignificant. If it comes to the point where healers are doing too much dmg, perhaps you can forego a healer and bring another DPS.
3. See response #2. But also, yes. Generally each guild (or raid environment) needs to be handled through a lens of casuistry. Not every raid week within a guild is identical. And not every raid night between two similar raid comps is identical. Moreover, each of the 10/20/25 players are their own person with their own personality and goals.
4. This metric is not meant to imply that. The only way to measure playing “correctly” is by how much fun you have. Playing “correctly” to some, is getting world first. Playing “correctly” to some is completing each achievement one by one. But if you ask a player from a world first raid and an achievement hunter, they will probably say “yes I am having fun”.

**What is the utility of EC?**

**Responses from rsham disc:**

1. “what is better compared to the existence of two separate parses”?
2. “I would not be easy to compare. It is less informative”
3. “I like the idea of weighing both damage and healing”
4. “The metrics on their own are valuable enough, combining them is not useful.”
5. “On a fight with no need for healer damage, you’re still weighing damage as equal in this metric but it doesn’t represent how the healer should play”

**Responses from me:**

1. There is currently no way to “rank” players that want to see how “well” they did when they ask the question “I did a lot of healing but also did a lot of damage. I wonder how that compares to other healers that did the same amount of healing/damage as me?”
   1. Currently, if you think “wow I did a lot of damage for my class and also still healed a bunch, let me see how I did”,
      1. you have to look at healer damage for your class. Then you find that person and see they did zero effective healing. So you wonder “well, ok, they were just doing damage and not healing at all… not a fair comparison”
      2. This is fine in a pinch, but I am sure many people would be curious about their “ranking” in terms of damage-to-healing ratio.
2. I disagree about it being not easy to compare. Compare to what? Other people of the same class? The theoretical max of this metric is 5. How close you get to 5 is converted to a percent. 100 would be 5 and equal to a 100 dmg and 100 heal parse.
   1. I do agree about it being “less informative” as a whole, but on its own, it can tell you if a healer (given their raid circumstance) is being “effective” with their time in raid. (i.e. doing damage when able, or healing when able).
3. Me too!
4. It depends on what you mean by “useful”. It could be argued that parses themselves (for just damage or just healing) are also not useful due to the reasons listed above in “**Getting the cat out of the bag**” section.
5. That is true, but this metric is not meant to be a measure of “the right way to play”. It is meant to be a metric for healers (who care about doing damage while still healing) can compare themselves to other healers with the same sort of gameplay mindset. Again, each individual’s and guild’s goals will be different.

***Is the metric even looking at the right stuff?***

**Random comments from rsham discord**

1. “it is an interesting idea but too subjective”
2. “Sometimes you shouldn’t have a balance between damage and healing”

**Response from me:**

1. Subjective how? By the weights I gave to damage and not to healing? I can agree to that. It is possible the arbitrary numbers I gave to the metrics are not the ‘best’ way to do it.
2. I agree. Sometimes you should focus strictly on healing as a healer – the damage output is so insane if you are wasting globals on dmg you are trolling. A counter point to this would be:
   1. On fights recognized as insane damage output fights, a healer with an EC that would indicate doing dmg may point to them wasting globals on damage rather than healing.
      1. But wait!!! Didn’t you say that this metric is only meant to stroke the ego of healers “with a certain mindset” ??
         1. I did say that, but I think that there *is still some* utility that can be pulled from comparing these metrics. (Assuming that the person looking at the logs is actually looking through the logs and not just looking at the number itself and thinking “bigger number better”)

**Can’t I just do this now anyway?**

1. “If you wanted to understand the result, you need to look at separate parses anyway”
2. “It doesn’t add anything that flicking between DPS and HPS doesn’t already do, instead adds a convoluted third setting”
3. “It’s worse to look at a combined metric because it obfuscates the information you’re looking for”

**Response from me:**

1. Yes this is actually a very good point. It is somewhat addressed in the above sections. We have already stated that parses themselves are not a good metric. A good log reviewer will look at all surrounding context. A guild recruiter should not see “bigger number, yes invite” and also look at preventable deaths by a prospective recruit, etc. Therefore, someone (who cares) should look at the context of the “high EC logs” and see how someone obtained this “high score”.
   1. Additionally, rankings of damage and healing are still relevant (ego boost) to some players. This additional metric can provide more of such things.
2. Same sort of thing as above – I agree it is a potential drawback but I also think some people would still be interested in the metric *as an option.*
3. That is fair. It does kind of obfuscate things on a deeper level (the information you’re looking for). But the information this metric tries to convey is this:
   1. On a surface level, how much damage did this player do **and** how much healing did they do? **BUT**, they have to do at least a certain amount of healing to be considered – so it prevents people from just absolutely sending damage and not doing any healing. (more on this later)

**QUESTION (**I asked this question to the rsham disc)

**“Wouldn’t you rather have a healer on your roster that can do both 100 heal parse AND 100 dmg parse?”**

**Responses from disc**

1. “Yes but you can already look at those numbers”
2. “healing parses are cringe”

**Responses to those responses from me:**

1. Yes you can, but again, it has to be done individually (click on healing done. Click on damage done… how does it compare to others… etc.)
2. Yes agreed. So are damage parses. But again, this is pretty much for ego stroking. (It’s fun to be rank 1)

**Statement from rsham disc that I will address**

* “I don’t look at healing parse I look at my dmg parse. If the raid survived and I used my CDs well, dmg parse is all I care about”

**Response from me:**

* Low key, I think this is kind of subconsciously supporting the idea of the metric. You stated you *do care* about your damage parse. And you also care about the raid surviving. Yes raid survival is often CD usage – but it’s also a function of healing throughput. If you can put out a good amount of healing throughput (raid survived and you used CDs well) and a good amount of damage, you would perhaps appreciate looking at this metric and comparing yourself to others to see how you ‘did’. (even if it doesn’t ***really*** matter)

**Discussion about data**

1. “Weighing dps at 1.5 ratio is an odd choice”
2. “why?”
3. “It obfuscates data with arbitrary breakpoints and multipliers”
4. “There is no reasonable way to weight the two variables so no way for the metric to be useful”

**Response from me:**

**1,2,3,4**: It was kind of arbitrary. I wanted there to be a “theoretical max” value that was attainable, since the *source data* is just the parse percentiles.

**Equation:**

So say you did “the best” you did **the most** healing for your class and **the most** damage for your class. You’re insane! That means you have:

However, there’s a problem – if you only do damage (and no healing) you would have something like this:

A value of 4.05 when the max is 5 is pretty good (81%). But the healer *only* did damage. That’s not what I want – I want to reward doing damage, but only give them the reward if they achieve a certain healing threshold.

So I used these conditions:

IF heal parse > 0.30, then DMG\_multiplier (1.5) = true

Else,

EC = 1.0 + DMG parse (max value of 2)

(If threshold not met, multiplier not applied, and healing contribution not counted).

So, if you have a healer that does a bunch of damage, but only a 20% healing parse, their EC is maxed out at 2. Here is some example data:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | dmg | heal | EC\_raw | EC percentile |
| High dmg, respectable heal | 1.97 | 1.62 | 4.58 | 91.50 |
| high dmg, low heal | 1.95 | 1.25 | 1.95 | 39.00 |
| high dmg, high heal | 1.95 | 1.95 | 4.88 | 97.50 |
| mid/high dmg, low mid heal | 1.75 | 1.42 | 4.05 | 80.90 |
| HIGHEST dmg, no heal | 2.00 | 1.00 | 2.00 | 40.00 |
| no dmg, HIGHEST heal | 1.00 | 2.00 | 3.50 | 70.00 |

**Figure 1: Example parses for both healing and damage and the resulting EC\_raw and EC\_percentile calculation.**

You can see that a healer that does MORE healing but NO damage is rewarded MORE than a healer that does MORE damage and NO healing. (70 vs 40). EC percentile is the EC\_raw divided by the theoretical max of EC (5).

Caveat: it is possible the threshold of 20% is too high, and should be lowered.

**FEEDBACK: “It obfuscates data”**

**Response**: I kind of agree with this, but I think the above figure helps to clear it up a bit. That said, you would still have to dig through the logs to get a good idea of what “really was going on” (as with any log)

**FEEDBACK: “There is no reasonable way to weight the two variables so no way for the metric to be useful”**

**Response:** Potentially, I agree. Again, perhaps this is useless, but I tried taking a stab at trying to make such a metric. My weighting of the different values may be completely off base. My values of 1.5, 5, etc are *arbitrary*, but I just did that for a starting point. I will potentially continue to work on this. It is possible that people might want to see more weight toward healing and less toward dmg. Or get rid of the threshold requirements. Etc. That said, I think this metric accomplishes my goal (or at least begins to)

**Final feedback responding to:**

1. “Your goal and method are unrelated to each other”
2. “Different fights have different needs for damage and healing amounts”
3. “Just aim for like 95% in both damage and healing if you truly do care, if you play well you’ll get both”

**Response from me:**

1. My goal is this:
   1. Develop a figure of merit that can be used to rank healer players on their ability to contribute damage while still contributing “meaningful” (based on amount healed in relation to other players of same spec, i.e., parse) healing.
   2. I think I was able to accomplish this. Players with high dmg and high healing have a higher EC than players with low dmg and low healing (**Fig. 1**).
2. Yes I agree completely. Again, this metric is not entirely meant to be used for something for raid leaders to utilize. It is more-so a simple, effective way to measure the goal of ranking these types of healers (see above) while using data already available via warcraftlogs.
3. Yes, exactly!!! This metric will measure exactly that (**Fig 1**).

I received some more feedback/suggestions but some of it devolved into saying how I wasn’t responding the feedback I was being given. You are right—I wasn’t, and I am sorry for that. But it was a lot of feedback in a short (20 min) time frame while I was waiting for some things at work. So I couldn’t give such a response as this. Therefore, I made this to try and attempt to address it all. You can maybe still hate it, that’s fine. But I at least wanted to make a somewhat formulated “response” to the feedback/criticism/etc.