





VizBG (Beta)

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PlayerUnknown's Battlegrounds

- 100 players
- The goal is to collect weapons/supplies, then kill
- Arena shrinks as time goes by
- The last one alive wins



Agenda

- About the data
- Project Goal
- Current Progress
- Next Step





About the Data

- Source: kaggle! Extracted from pubg.op.gg
 - Two datasets
1. Death.csv : each row is a death event of each game

Who kills who? Where? When? With what weapon?

2. Aggregate.csv: statistics and metadata of each player's death

Player damage? Distance moved? Solo, duo, squa?



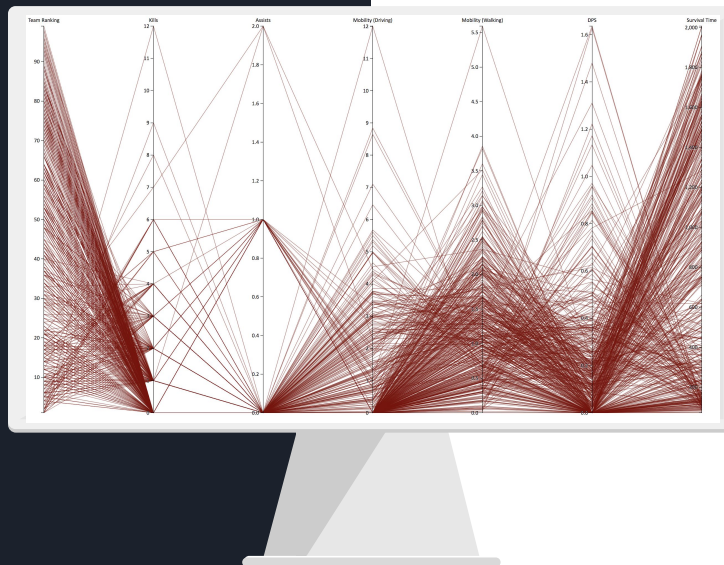
Project Goal - To Learn Gamers' Strategy

- 01 Understand the balance between kills and survive - whether higher ranked players tend to cause more damage or stay safe to stay longer.
- 02 Find the differences between single players and group players - whether better performed players are playing solo or squad mode.
- 03 See how the mobility distance and players' performance - if a player is more active to move around, if he has a higher chance of survival.

Current Progress

Viz 1:

Parallel
Coordinates



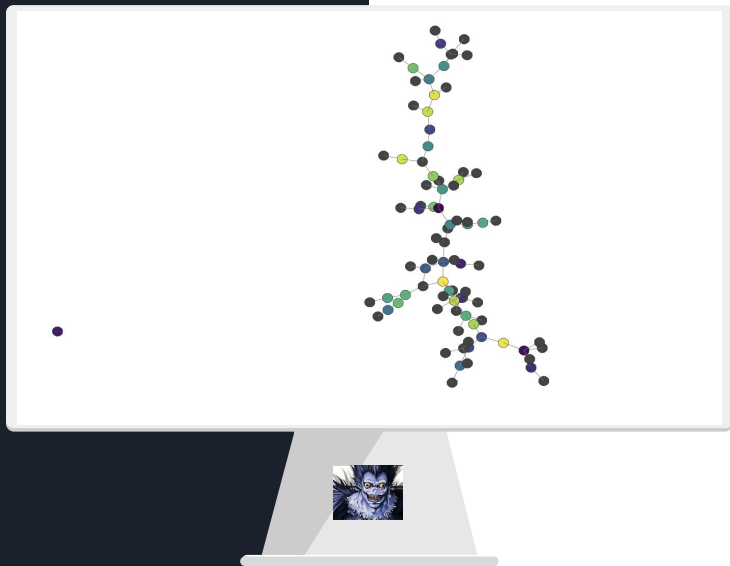
Telling the story of PUBG
gameplay

P.S: all the visualization output is html file
which can be found at:
<https://github.com/mathewjshaw/VizBG>

Current Progress

Viz 2:

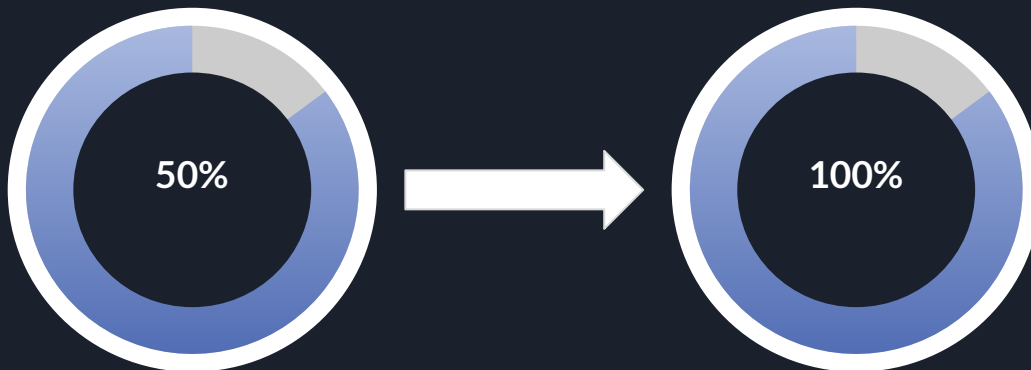
Network of **DEATH**



Who is Kira?



Next Step



1. EDA
2. 2 interactive viz(es)
3. Website template

1. Put viz online
2. Derive insights



Next Steps

What would you like to see?



Thank you!

