VizBG - Final Presentation

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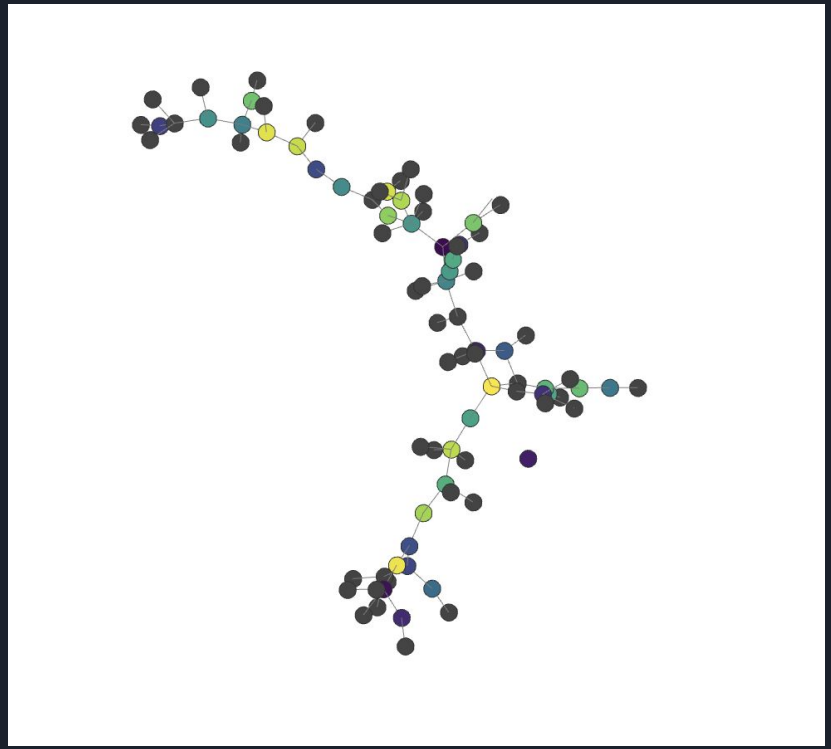
Link: https://mathewjshaw.github.io/VizBG

Agenda

- Current progress
- Website demo
- Insights

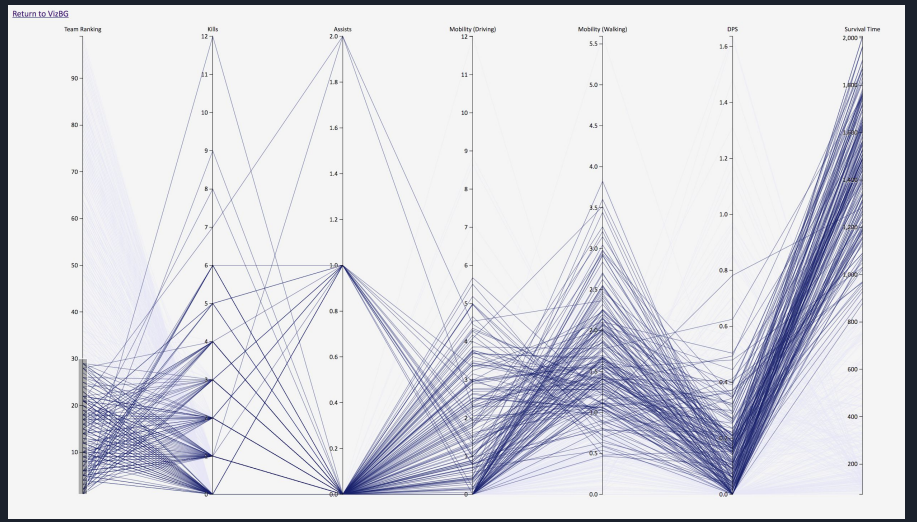
3D Death Network

- Randomly selected one game
- Node: killers / victims
- Color: the rank in the game



Parallel Coordinates

- From 500 games
- Interactive with brushing
- Columns: rank, kills, assists, mobility, damage per second, survival time



Website Demo

Link

Insights

Finding the right balance

- Higher ranked players tend to either stay alone or kill around
- If you play staying alone, don’t fat finger!

Thank you!

TheLastPuppy
Winner Winner Chicken Dinner!!
#1 /100
Classic Duo
Your Grade
A+
Survive
100.0
Damage
35.7
Kills
71.4
Support
1.0
Supplies
88.6
Player
Kills
Damage
Survival Time
Health Restored
Revive
Rating
Gunslinger
2
MVP
TheLastMogwai
8
571
27.9m
4
0
88.8
TheLastPuppy
3
228
30.5m
10
0
70.4
PLAYERUNKNOWN'S
BATTLEGROUNDS
MOBILE
Main Menu(91s)
Share Stats
Share Ranking