

Is Dota Plus a Pay-to-Win service?

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What is DOTA?

- Dota is a Multiplayer Online Battle Arena Game
- Developed and published by Valve corp.
- Played in matches between two teams of 5 players
- Each player controls a ‘Hero’
- All heroes have different abilities and differing styles of play
- Players collect experience points and items
- A team wins by destroying the opposite team’s ancient



What is DOTA Plus?

- It is a premium Monthly Subscription service for DOTA 2
- It comes with many features like the Plus Assistant

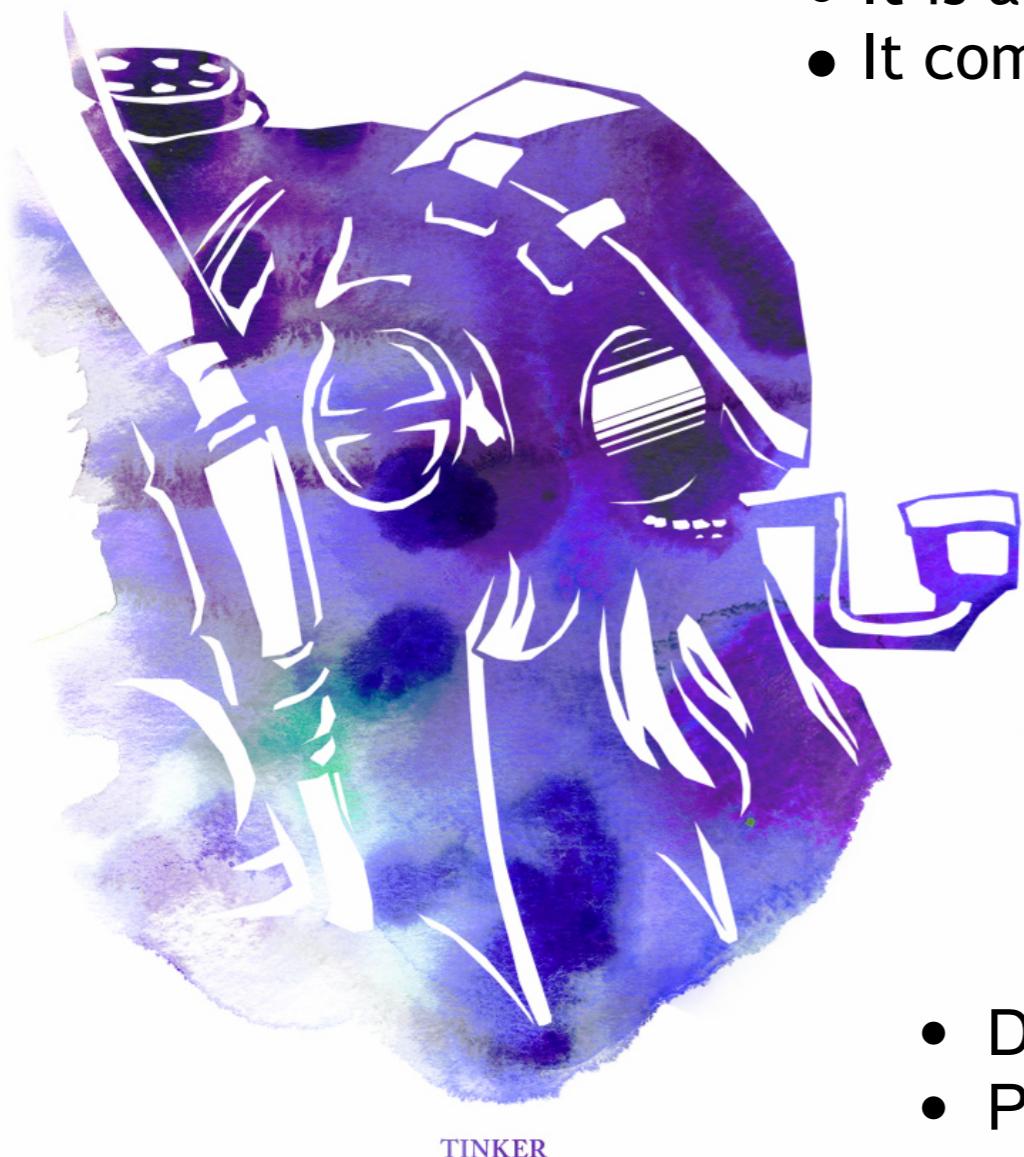
Plus Assistant

A variety of in game suggestions is available to dota plus subscribers based on in-game events and overall analytics

- Hero pick suggestions
- Ability build suggestions
- Lane strategy suggestions

Statistics

- Death Summary
- Post game analytics
- Real time analytic comparisons
- Hero trends: pick rate, win rate, ban rate, global trends



IS DOTA 2 BECOMING PAY-TO-WIN WITH DOTA PLUS?

VINCENZO "SKULZ" MILELLA

Dota Plus: Pay to Win or Not?

Dota 2's new subscription service offers an unfair advantage to paying players

OPENAI'S DOTA 2 DEFEAT IS STILL A WIN FOR ARTIFICIAL INTELLIGENCE

Machines, like humans, learn best when they're beaten

Is Dota 2 Pay to Win Now Thanks to Dota Plus? A Primer on Valve's New Subscription Service

Dota Plus offers some new tools, but they're hardly kingmakers.



Elon Musk

@elonmusk



OpenAI first ever to defeat world's best players in competitive eSport. Vastly more complex than traditional board games like chess & Go.

38.1K 7:15 PM - Aug 11, 2017



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Article by Matt Kim, 03/14/2018.

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The world's best Dota 2 players just got destroyed by a killer AI from Elon Musk's startup

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GAMING ENTERTAINMENT ESSAY

Valve is letting money spoil the fun of Dota 2

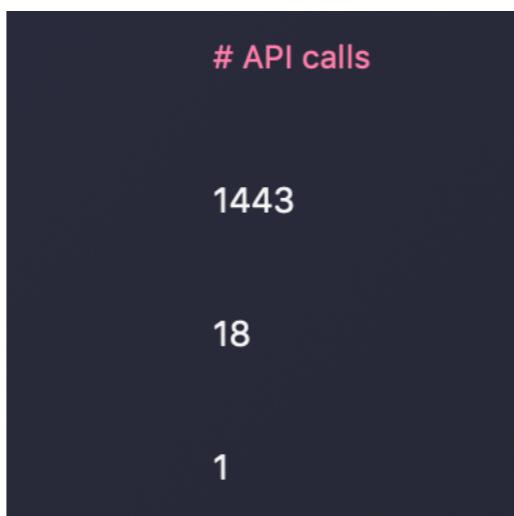
The free-to-play game now has a pay-to-win element

Objective

- How effective is Dota Plus?
- Advantages a subscriber has over a nonsubscriber.
- Does a dota plus subscriber have a better win rate?
- How helpful is dota plus at different skill levels?

Data:

- All the data has been collected from OpenDota API
- Total number of API calls : 1450

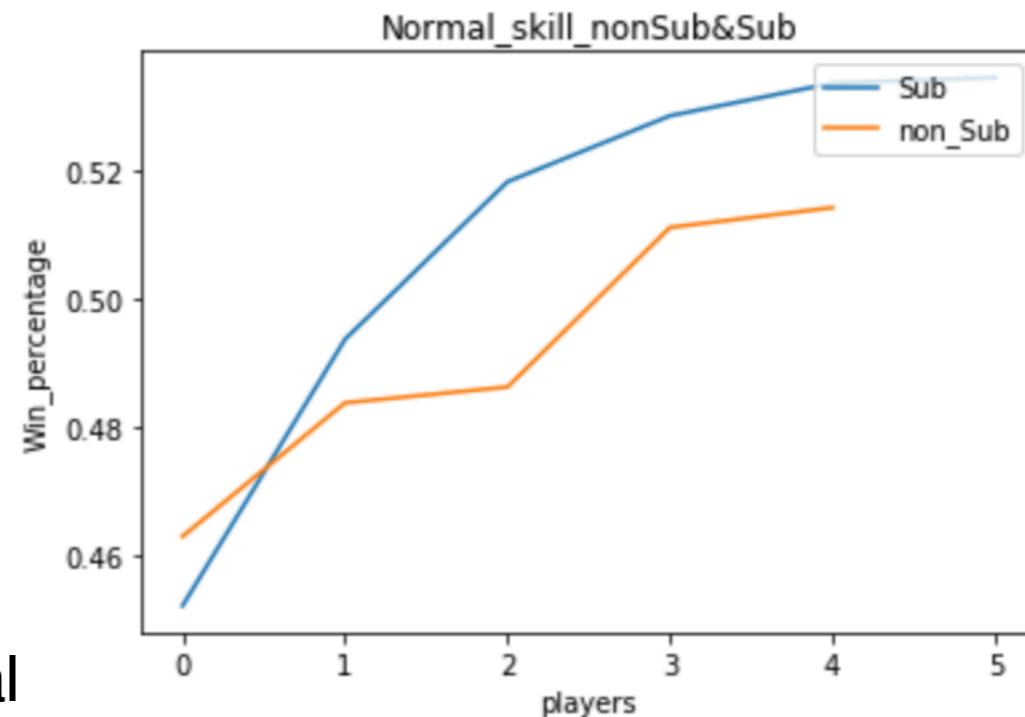


Where does skill come in?



Win/loss : Subscriber vs Non-Subscriber

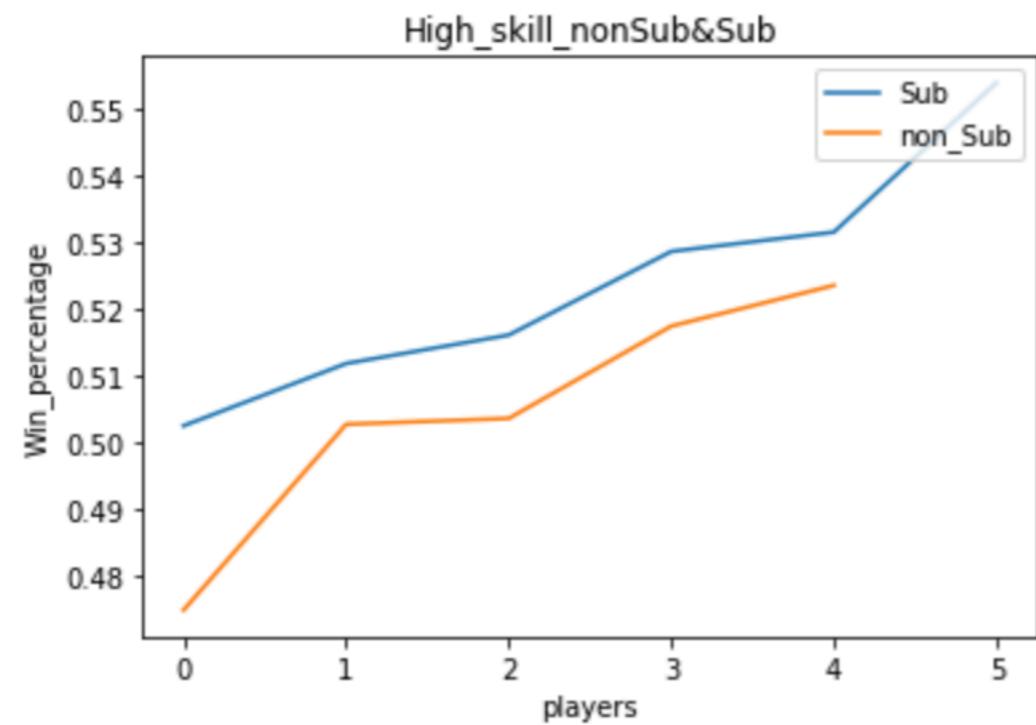
Overall win rate of data plus subscribers and non subscribers belonging to the normal skill level bracket



Though all the players belong to the normal Skill bracket, subscribers have a better win rate compared to Non subscribers



Win rate of dota plus subscribers and non subscribers of players belonging to the very high skill level bracket

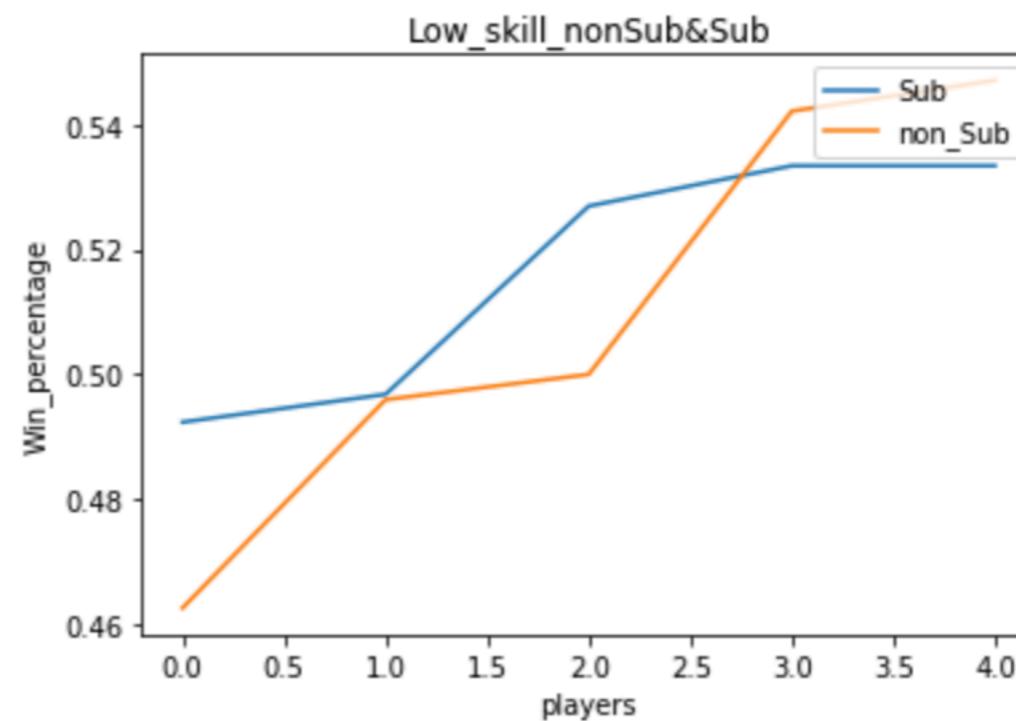


At the very high skill level, the subscribers are able to fully make use of the in game analytics and features and have a better Win rate than non subscribers.



NIGHT STALKER

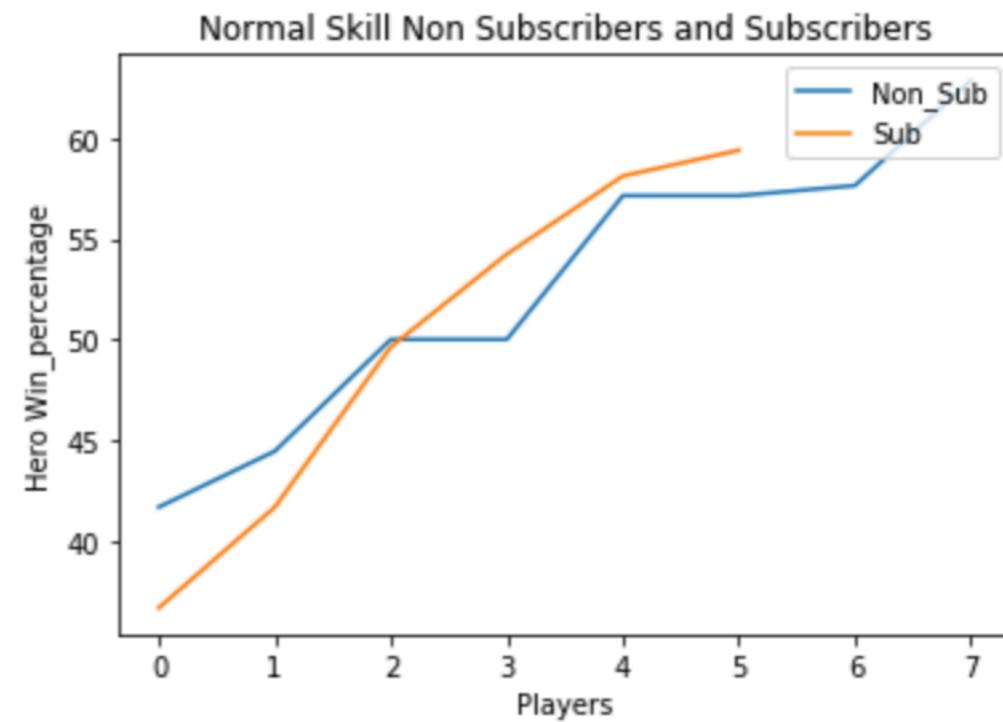
Win rate of dota plus subscribers and non subscribers of players belonging to the very low skill level bracket



Dota Plus doesn't have a huge impact on low skill level players but we can argue that there is a steady increase in the win percentage

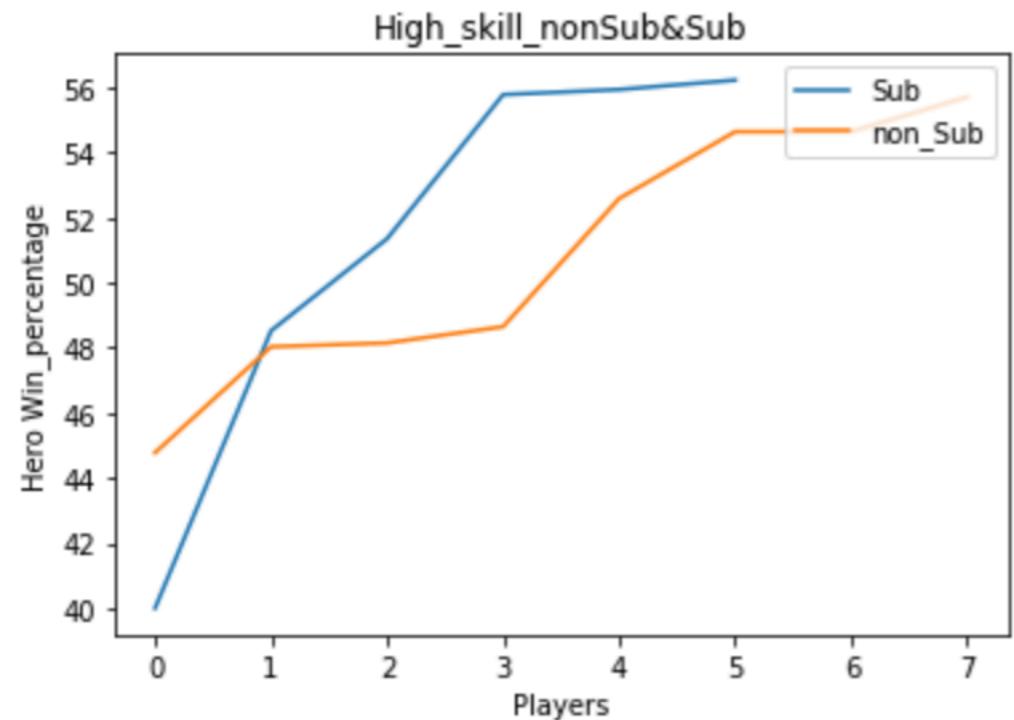
Win Loss: Heroes

Looking at win rate of a specific hero (Hero ID = 14) of dota plus subscribers and non subscribers who belong to the normal skill level bracket (at least 100 matches with a specific hero)

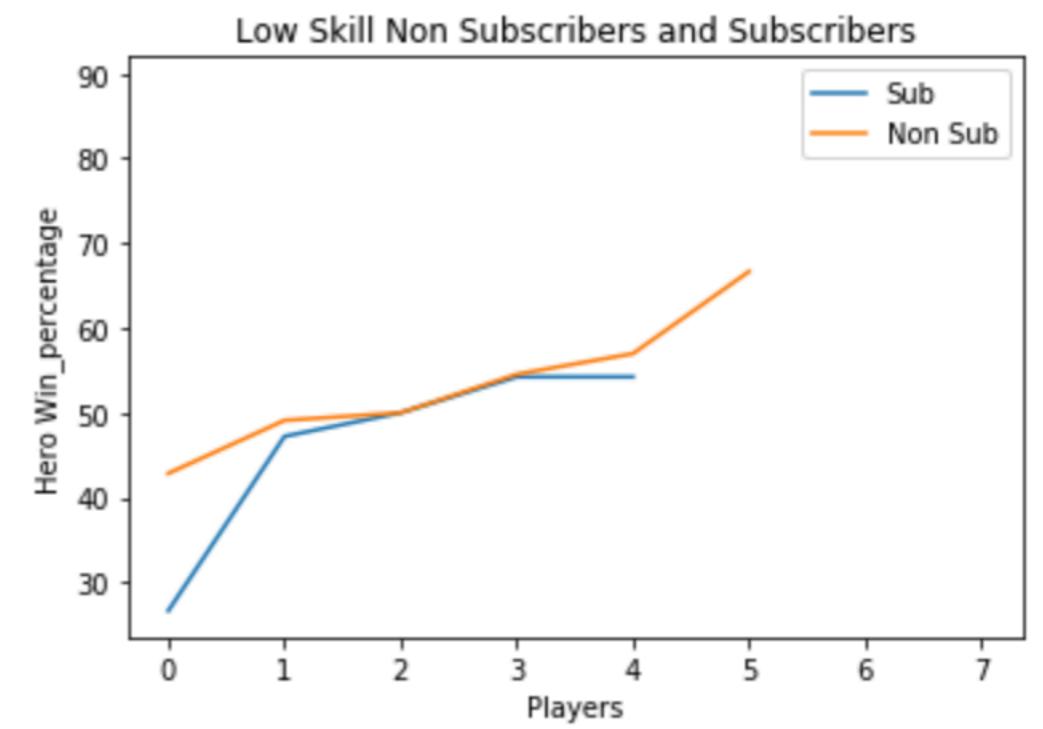


Not a huge difference between the win rates.

Looking at win loss percentage of a specific hero (Hero ID = 14) of players belonging to the very high skill level bracket (at least 100 matches with a specific hero)



Looking at win loss percentage of a specific hero (Hero ID = 14) of dota plus subscriber and non subscribers of players with very low skill level (at least 100 matches with a specific hero)



Biggest Winners

- How effective has Dota Plus been at the very high skill level bracket?
- Win rate on heroes before subscribing vs the current win rate of that hero

	Hero_ID	Start %	Current %	change %
0	34	46.11	50.65	4.54
1	23	41.44	45.12	3.69
2	67	50.50	52.77	2.37
3	89	48.32	50.60	2.27
4	23	49.49	51.40	1.91

Keep in mind that this is overall win rate change.

For ex: Player win rate before - 50% (50/100)

Player win rate now- 60% (90/150)

The player has won 40 out of 50 games after Dota Plus



Conclusion:

- Yes, Dota Plus is a pay to win service

But...

- Is it possible that players are genuinely getting better at the game?
- How do we know that players are actually taking the plus assistant's suggestions?



Thank you!

