Getting Wins In Rainbow Six Siege

Welcome Operator

I'm Yoni Chanowitz

I'm a Data Scientist/Gamer

Been playing siege for 3 years

Problem: What leads to wins?

- R6S is highly competitive, with $1M tournaments
- Players with more wins, rank higher
- Higher ranking players get Advertisement money

So, what leads to more wins?

Solution: **P.A.S.E.**

Play the objective
Aggressive behavior
Sub machine guns
Environment manipulating
operators

1 Looking at Data

Let's look at where the data came from

Ubisoft R6S data

Official matches

Data is from THOUSANDS of matches across several days in 2018

Large Data Set

20Gb (yes GIGAbytes) of match data including which map, Operator, gadgets, match length, etc.

Challenges

Missing Operators

Gadget changes

R6S has been around 7 years, some of the problems from 2018, have been fixed in the past 4 years

Area of effect, amount, and power of certain gadgets have changed

2 Selecting Data

Not everything was relevant

✖ Only Bomb

Removed other game modes, (Ranked is only Bomb)

Removed Clearance level and Rank data, (those are outcomes of wins)

Removed Ubisoft header data (random numbers)

Spelled my name with the first letter of the name of each of the above operator symbols

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3 Modeling

Sorting through all the mess to make sense

Decision Tree Modelling

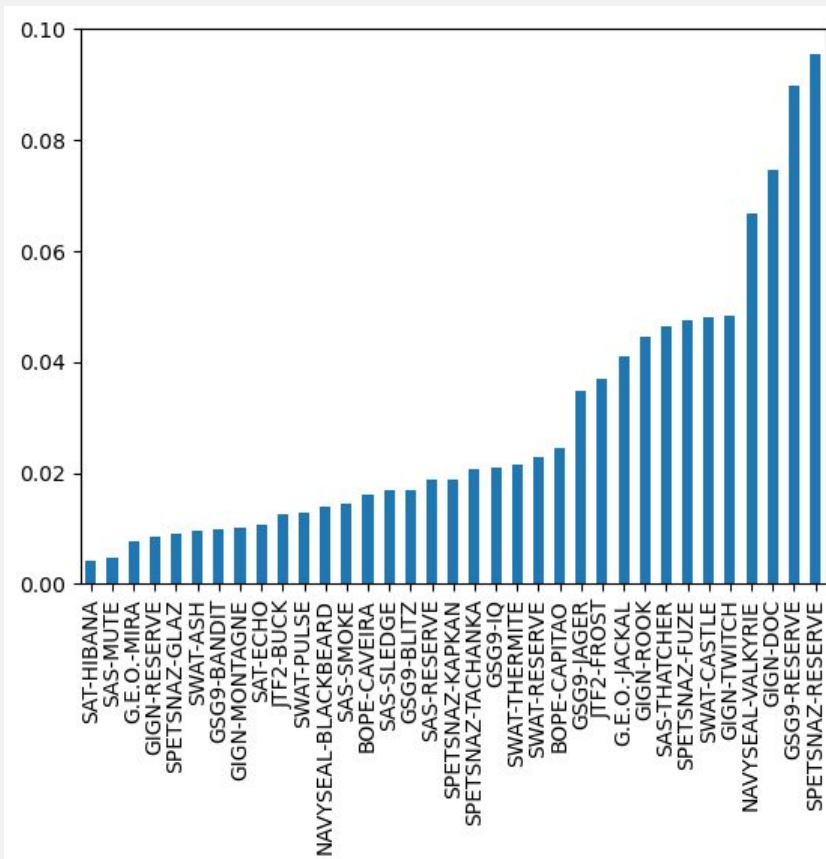**Using a Decision Tree, a win was determined by classifying "which player choices most often resulted in a win?"**

4 Results!

Slightly annoying, but totally worth the wait
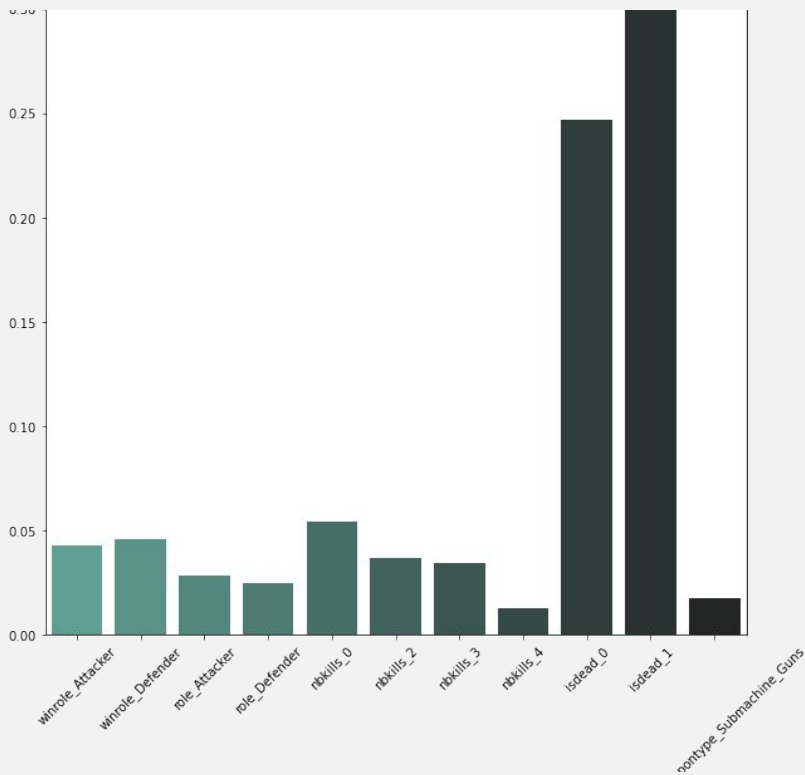
Top Operators

On Attack
- Twitch
- Fuze
- Thatcher

On Defense
- Doc
- Valkyrie
- Castle

Takeaways:

- **Start with attacker if possible**
- **On defender, Make sure your team has a Caveira**
- **The ideal gun for newbies is a submachine gun**
- **Getting kills is NOT necessary for more wins**

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Future

- Get shots landed, and mouse/keyboard settings data
- Predict how shots landed and aim can be improved
- Help players improve shooting through data

Thank you!!!

You can find me at
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