

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

The background is a light gray color, decorated with various mathematical symbols in blue and gold. These symbols include circles, plus signs, minus signs, and multiplication signs, scattered across the entire page. A large, thick, gold-colored circle is positioned on the left side of the page, containing a large black number '1'.

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 GIGA bytes) of match data including which map, Operator, gadgets, match length, etc.



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



3

Modeling

Sorting through all the mess to make sense

Decision Tree Modelling

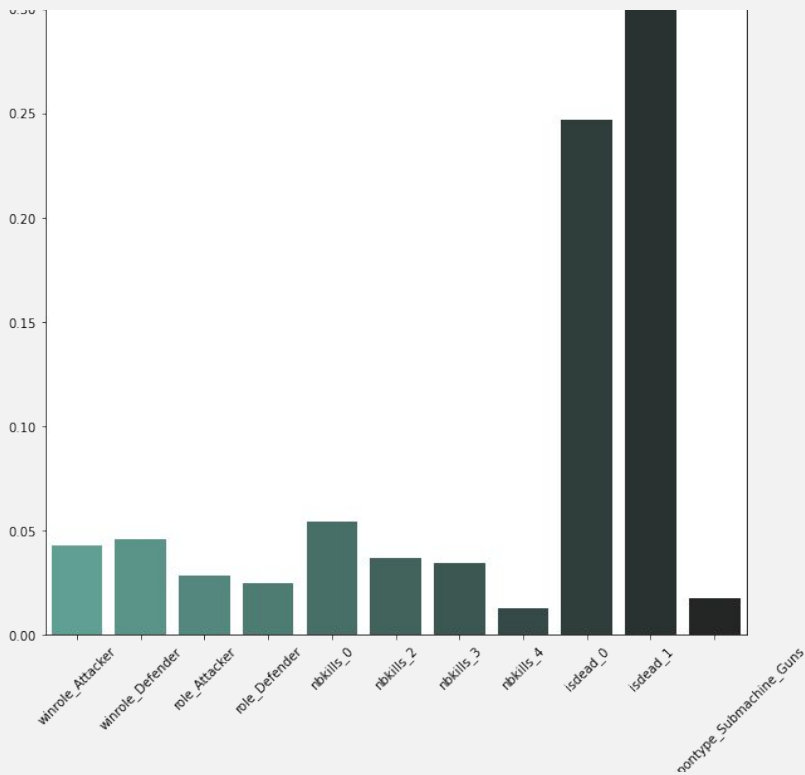
Using a Decision Tree, a win was determined by classifying “which player choices most often resulted in a win?”

The background is a light gray color, decorated with a variety of small, scattered icons. These include small blue dots, small blue circles with white outlines, small gold circles with white outlines, small blue 'x' marks, small gold 'x' marks, small blue plus signs, and small gold plus signs. On the left side of the image, there is a large, thick, gold-colored ring. Inside this ring is a white circle containing a large, bold, black number '4'.

4

Results!

Slightly annoying, but totally worth the wait



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



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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