

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 with a pattern of small, scattered mathematical symbols. These symbols include blue dots, blue plus signs, blue minus signs, blue circles, and brown plus signs. A large, thick, brown circle is positioned on the left side of the image, 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 GIGAbytes) of match data including which map, Operator, gadgets, match length, etc.

✖ Challenges

Missing Operators

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

Gadget changes

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

The background is a light gray with a variety of small, scattered symbols in blue and gold. These symbols include circles (some with dots inside), plus signs, and 'x' marks. A large, solid gold circle is positioned on the left side of the slide, partially overlapping the text.

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 with a pattern of small, scattered confetti. The confetti includes small blue dots, small gold dots, small blue plus signs, small gold plus signs, small blue 'x' marks, small gold 'x' marks, and small blue and gold circles. A large, thick, gold-colored ring is positioned on the left side of the slide, partially overlapping the text.

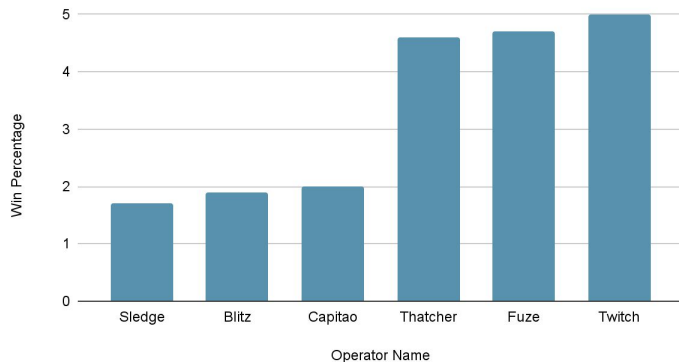
4

Results!

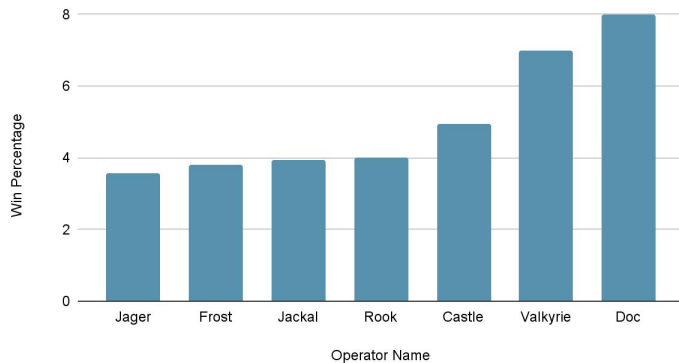
Slightly annoying, but totally worth the wait

Top Operators

Attacker Operator Win Rate



Defender Operator Win Rate

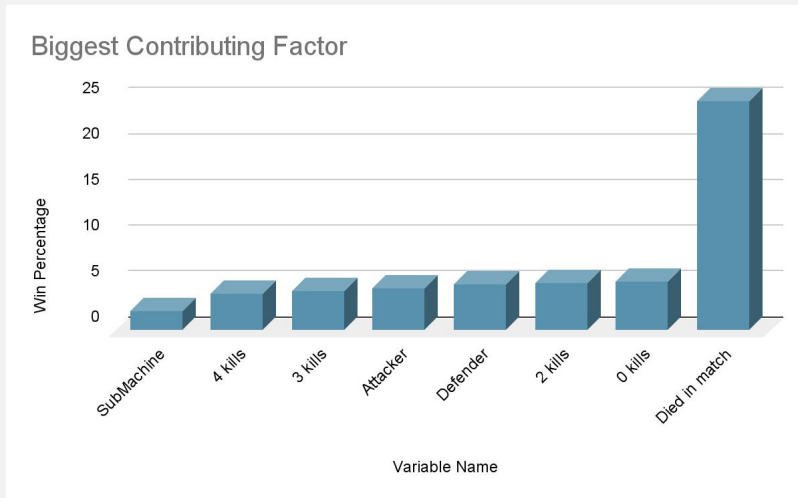


On Attack

- 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



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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