

# GAMES

**Interview Pitch** 

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## Purpose

Showcase what I understand about the job and my thoughts on the potential projects and work

## Goals for CPS BI

Reduce number of bumps and repeat tickets

Retain the Right Customers

Keep High Priority Accounts Happy

Reduce Wait Time for Player

Improve Efficiency of CPS

Promote better conduct for play environment

## Common Causes for Support Case

**Riot Games Side** 

New Update

**Monetary Dispute** 

**Riot System Issues** 

**User Side** 

Ban Dispute

User Machine/Network Issues

**New User** 

### **Potential Data Sources**



Support Case DB

**User Usage Statistics** 

User Firmographic Information

**Email Marketing Data** 

**User Game Statistics** 

Forums

@RiotSupport Twitter

**User Monetary Transactions** 

# ID's and Foreign Keys Needed

Case ID User ID

Case Representative ID



**Monetary Transaction IDs** 



### Measures and Dimensions of Interest

### Case Related

Satisfaction Rating

Specialist Needed?

Age of Case/Ticket

Severity Level of Case/Ticket

Activity on Ticket (comment, bump)

Escalation Status of Case/Ticket

Open and Closed Date

Type of Case/Ticket

Reporting Subject of Case/Ticket

Case/Ticket Monetary Related?

### **User Related**

User Restrictions (leaverbustered, etc.)

**User Case History** 

Server Used

PBE?

User Demographics

User Usage Statistics

**User Financial History** 

User Game Information (level, etc.)

User Email Engagement

### **Riot Games Related**

Representative Title

Representative Performance History

Representative Satisfaction Score

System Status Log

**Patchnotes** 

# Sample Data Solution

Key Customer Support Case History (extract)

Key Response to	@RiotSupport in	NorAm Af	fter LoL l	Jpdate (	(live)

Username	CaseCount	LastCase
king1	1	12-05-16
dunc3	23	10-31-17
w1nnr	14	11-01-17
2guud	0	N/A
	king1 dunc3 w1nnr	king1 1 dunc3 23 w1nnr 14

Update	Keyword	Count	Last_Used
BlueE	Great	1700	11:01
BlueE	Sucks	834	11:01
BlueE	Quitting	340	11:00
BlueE	Why	88	10:59

Thank You!!