Postmortem

Hearthstone Analytics

Project 3

IMGD 2905
Scores

Project 3

Cumulative Distribution

Score (percent)

- n: 27
- min: 51
- max: 98
- mode: 3 @ (96,90)
- median: 87
- mean: 80.9
- stdev: 14.63

Std Dev: 14.9

mean

median
General Comments

• Some excellent chart techniques – properly selected, can differentiate trends, messages clear

1. Charts are 10 times better than just tables (a picture says a 1000 words)
   – Tables to provide summary statistics, charts for messages

2. Provide background information (methods)
   – Game description (no penalty)
   – Dataset (where obtained, no penalty), including month and year
   – Size of dataset (e.g., number of games, no penalty)

• Consider (next slides):
  a) ease of extracting information (units)
  b) depth of analysis
  c) combination of elements
Part 1 – The Coin

- Main player vs Opponent
  - They are both equal for analysis
  - i.e., main player winning isn’t of interest
  - Either can have coin
  - Want to know how many times (nocoin + win) versus (nocoin + lose)
  - But count isn’t particularly useful

→ Use units easy to understand: percent
Part 2 – Heroes

- Count of Heroes
- Pick rate of Heroes
- Win rate of Heroes
- Column charts fine
  - Consider order
  - But, could show distributions

- Relationship between win rate and pick rate
  - Variation?
  - Correlation?
Part 3 – Play Rates

- Length of games
- Cards played
- **Rate** of play
- Average ok
  - Measure of spread!
- **Distributions** better
  - Boxplot or Histogram or CDF
- **Rate**
  - Cards per second?
    - 0.05 cards/second (awkward)
  - Cards per minute or seconds per card
Part 4 - Choice

- Hero popularity over time (5+)
- Effect of Coin on each Hero (3+)
- Cards or Deck win rate/lose rate details (3+)
- Hero win rate over time (1+)
- Game length by Hero (1+)
- Player rank by Hero choice (1+)
Next Steps

• These slides posted on Proj 3 Web page

• Read over comments on your report
  – Ask if you have questions

• Incorporate **general** and **specific tips** into next project!
  – Re-review before turning in Project 4

• Keep up the good work!