

Competitive Esports by the Numbers

By AUTHOR1 and AUTHOR2

Motivation:

- CS:GO is one of the most popular Esports in the world.
- A great target for data analysis
- \$1.5 million, 1,100,000 peak viewers

Data:

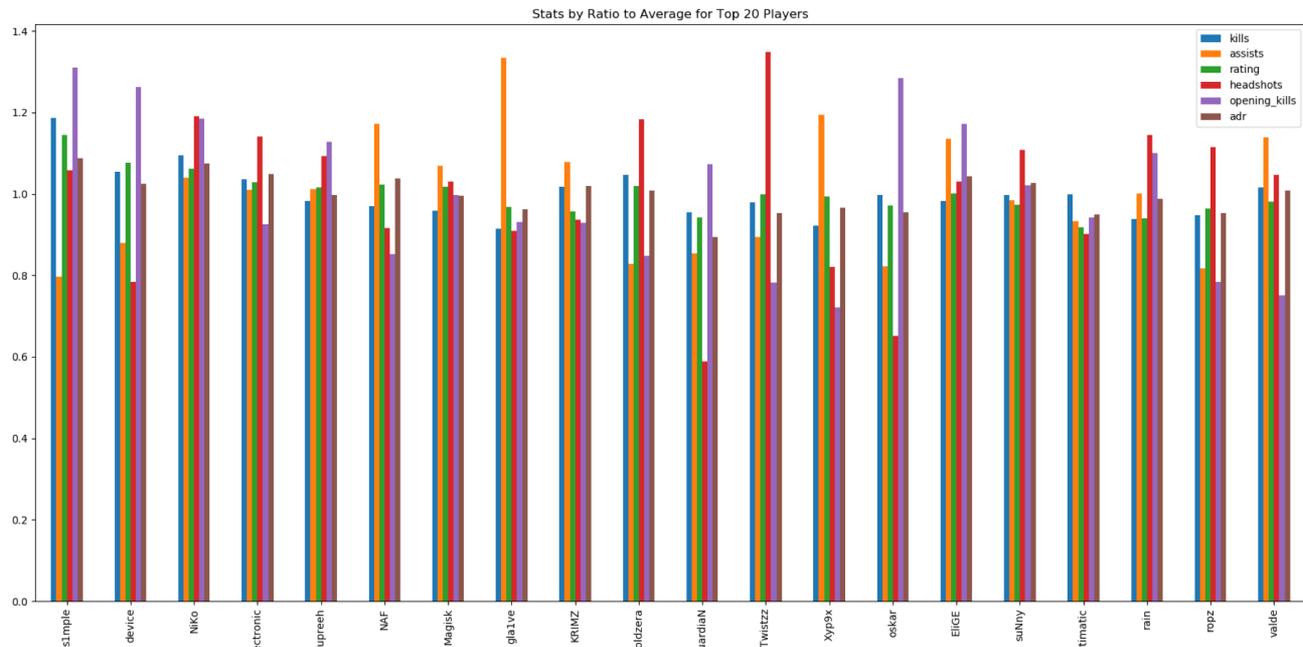
- Data scraped from HLTV.org
- HLTV top 20 players of 2018
- HLTV top 30 teams June 3rd 2019

Research Questions:

- What makes a successful player?
- What makes a successful team?
- What countries/regions produce the best teams and players?
- How much is “Home-Field advantage” a factor

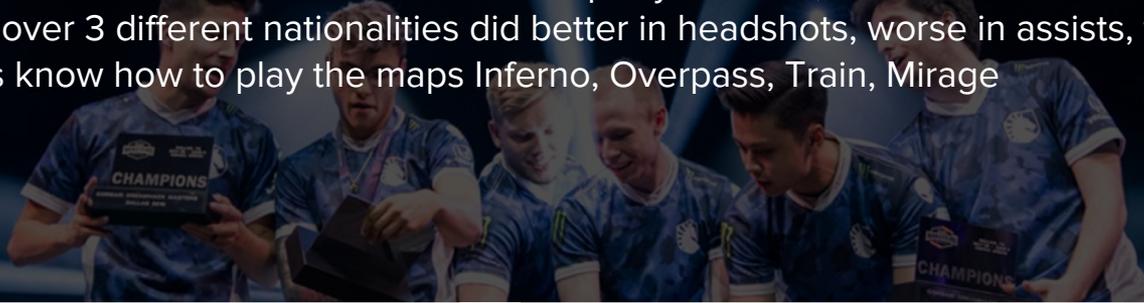
What Makes a Successful Player?

- The most consistent category is ADR
- Top 5 players all had exceptionally high opening kill stats
- Playerstyle may lead to certain stats being higher or lower- Twistzz with headshots, gla1ve with assists

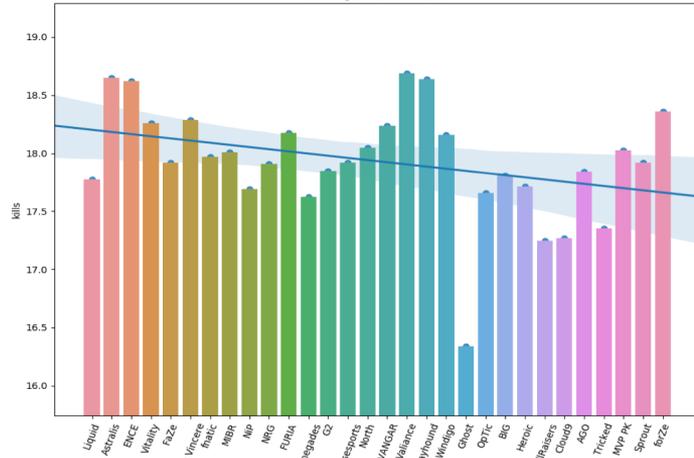


What Makes a Successful Team?

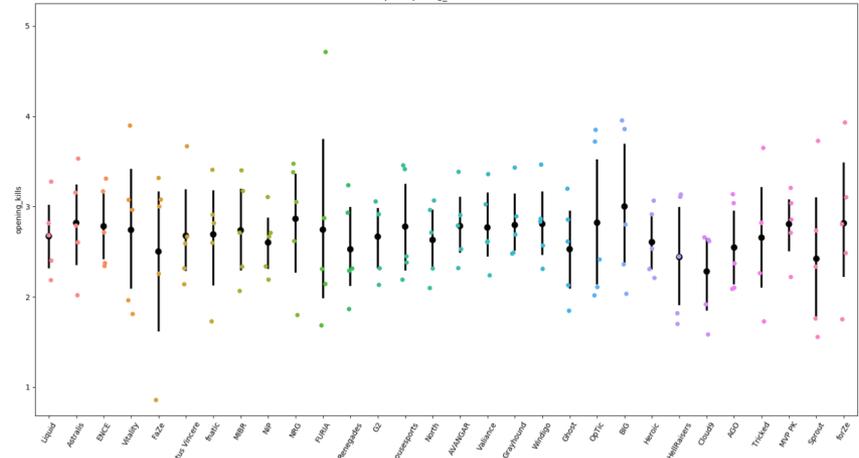
- Teams ranked higher had a higher average ADR, KAST, assists, openers, and less deaths
- All 5 Players on each team contributed about equally to KAST, not for kills
- Teams with over 3 different nationalities did better in headshots, worse in assists, flashbangs
- Good teams know how to play the maps Inferno, Overpass, Train, Mirage



Average kills Per Team

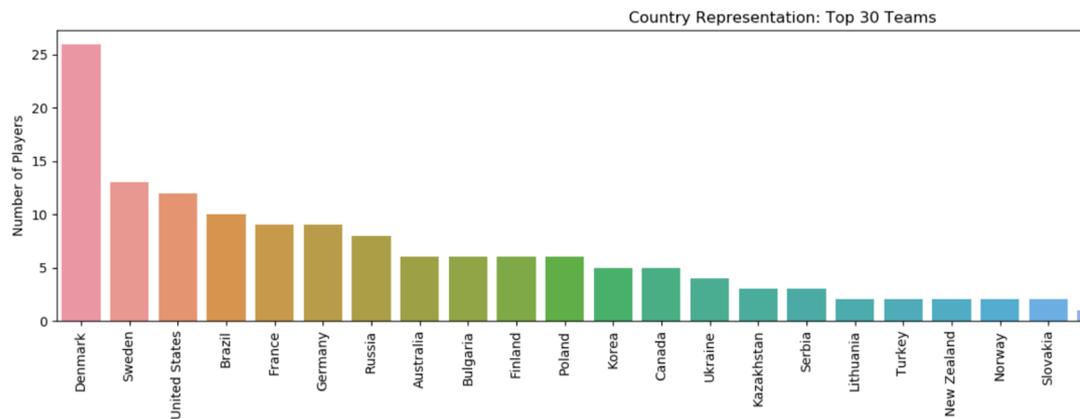
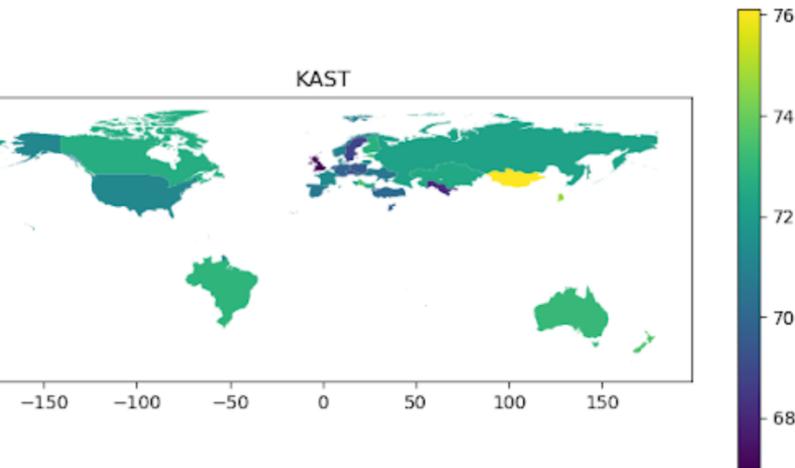
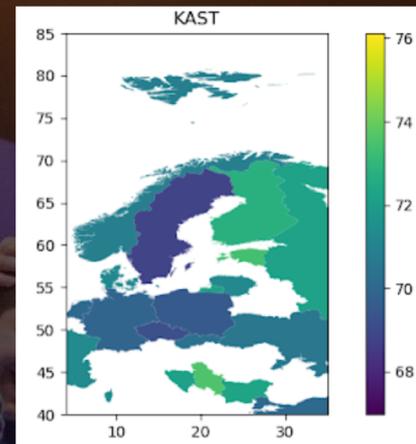


Top 30 opening_kills Distribution



What Regions Produce the Best Players?

- In our dataset, US, Australia, Denmark had the most player representation
- Top 30 teams consist mostly from Denmark, then Sweden, US, Brazil...
 - Finland and NA strong in KAST
 - Headshots stat consistent across most regions
 - Some countries like Jordan, Estonia, and Bosnia-Herzegovina are represented by only one player



Is Home-Field Advantage a Factor?

- Cloud9 performed significantly better at a tournament in North America than the next 3 tournaments out of country
- Teams like ENCE and TYLOO consistently perform better in country
- Teams like MIBR and Renegades perform worse in country

