#### CS/INFO 4154:

Analytics-driven Game Design

Lecture 13:

Data Analysis
Workshop

#### Friends Postmortem Tuesday

- High-level view: were players engaged?
  - Report median levels completed and time played
  - Show burndown charts for levels completed and time played
- Explain the *biggest* problem with engagement
  - What is the problem?
  - How did you identify this problem?
    - i.e. burndown chart analysis
  - *Where* is the problem happening?
    - Show a (spatial) heatmap
  - What proportion of players are affected?
    - Show a state-transition diagram or temporal heatmap
  - How do you think you will fix it?

## Revised Plan Tuesday

- Same deal as before
- Due at 11:59pm

### Newgrounds Release 11/17

- A/B test
  - released by Tuesday
    - you will receive email about this
  - See A/B testing lecture for more details
- Restrictions
  - Max width 800
  - File Size: 20MB
  - Can stream from GDIAC
    - you will receive email about this

#### The Plan

- 1. Friends Release results!
- 2. Brainstorming activity
- 3. CSV activities and burndown charts
- 4. JSON activities
- 5. MySQL activities

### Setup:

#### SFAM password:

```
https://unixcfg.serverfarm.cornell.edu/
Click SFAM
Click Edit
```

#### VPN:

http://www.it.cornell.edu/services/vpn/howto/

VPN: cuvpn.cuvpn.cornell.edu

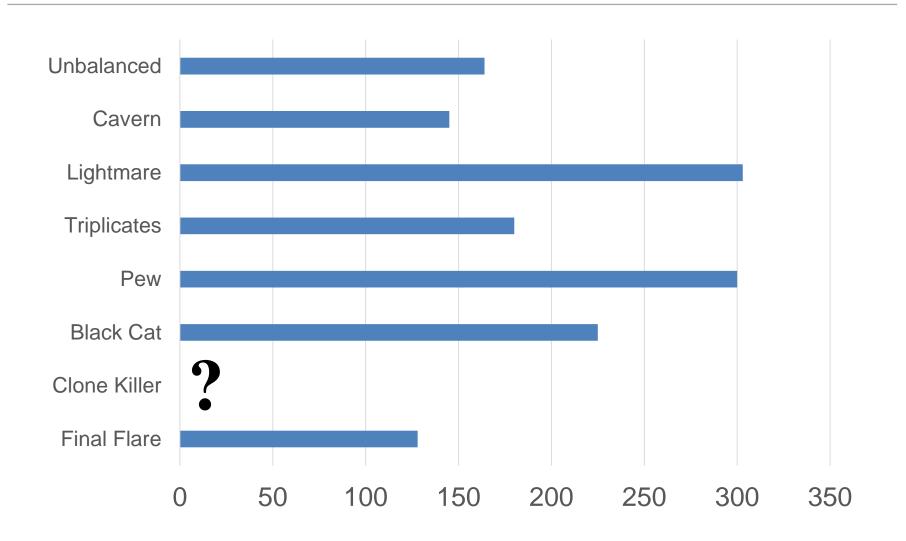
Login: <netid>@en-cs-vpn-acad

#### SSH client:

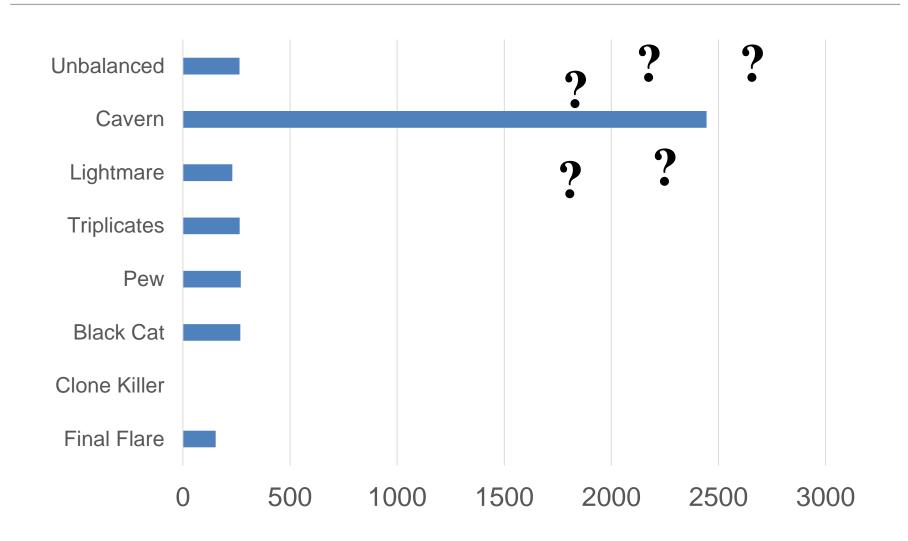
http://www.putty.org

#### Friends Release Results!

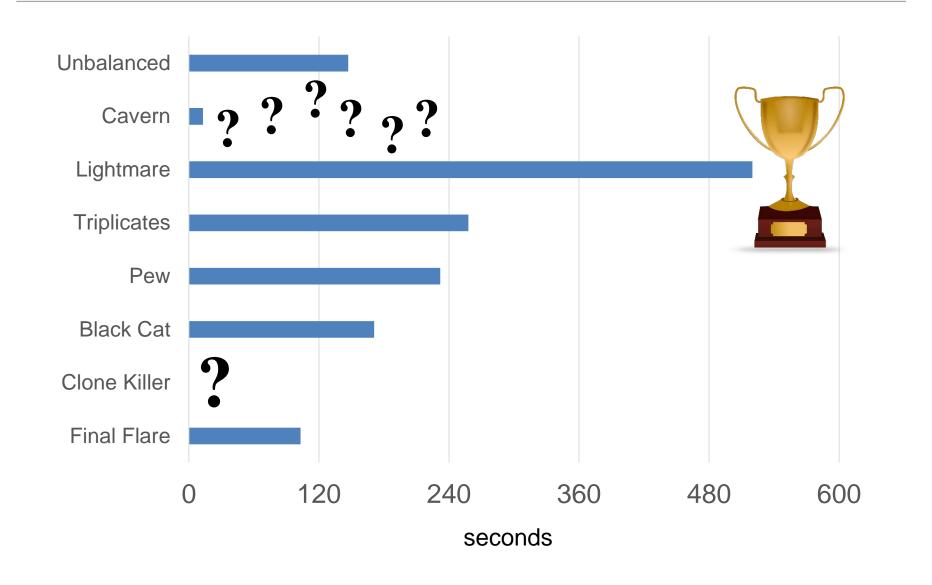
## Unique players



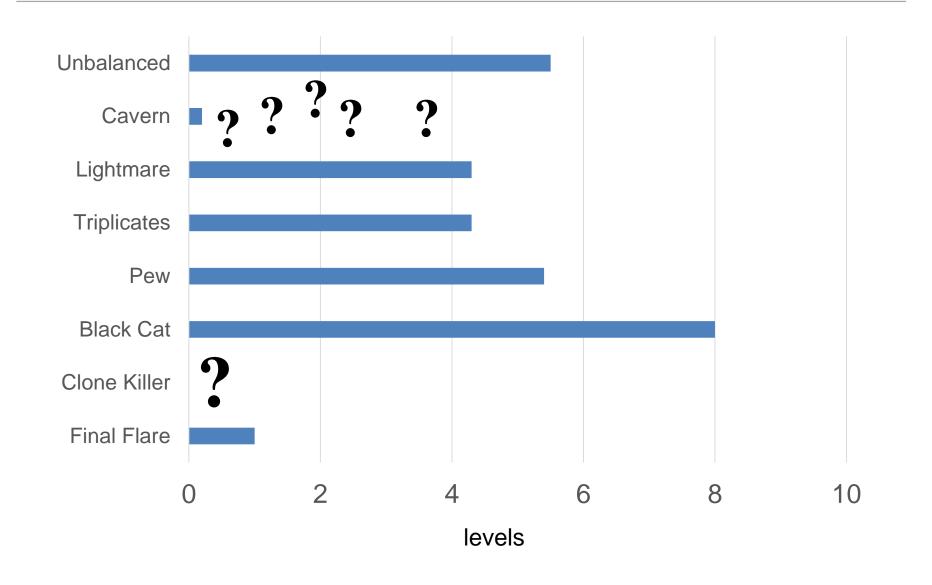
#### Pageloads



#### **Active Time**



## Levels Completed



## Brainstorming activity

- What would you want to look for in *their* game?
- How would you look for it?

#### Brainstorming activity

- What do you want to look for in your game?
- How will you look for it?
- Did you record what you need?

#### **CSV**

http://gdiac.cs.cornell.edu/cs4154/fall2015/get\_csv.php?

game\_id=XYZ

&version\_id=XYZ

## CSV Scavenger Hunt!

- Who played the longest?
  - How long?
- Who completed the most levels?
  - How many?

#### Making a Burndown Chart

Player	Levels Completed	Level	% Remaining
1	12	2	
2	16	4	
3	8	6	
4	3	8	
5	5	10	
6	7	12	
7	2	14	

#### **JSON**

http://gdiac.cs.cornell.edu/cs4154/fall2015/get\_data.php?

game\_id=XYZ

&version\_id=XYZ

&count=X

&offset=X

&show\_html=NO

## JSON scavenger hunt

- How many pageloads?
- How many actions?
- Which action happened the most?
  - How many times?
- How many unique players?

# MySQL

### SQL scavenger hunt

- How many pageloads?
- How many actions?
- Which action happened the most?
  - How many times?
- How many unique players?

## Making a heat map

Death	X	Υ		1	2	3	4
1	1	1	1	2	1	0	0
2	2	1	2	1	0	0	0
3	1	2	3	1	0	0	0
4	1	1	4	0	0	1	1
5	3	1					
6	4	4					
7	4	3					

= COUNTIFS(\$B\$2:\$B\$8, "=" &\$E2, \$C\$2:\$C\$8, "=" &F\$1)