



Munira Shahir

University of Maryland, Baltimore County

Data Based Behavior Modeling in DOTA2

munira1@umbc.edu

In our project, we used data from the multiplayer online battle arena (MOBA) game Defense of the Ancients 2 (DOTA2) in order to develop a data driven behavioral model and predict a player's next behavior. Based off of the data gathered from dotabank.com, we developed a Classification and Regression Tree (CART) model that gave us the player's next location and action state. Utilizing inputs such as the character's levels, number of kills, last hits, and deaths of the character we predict the aforementioned player behaviors. Overall, we found that this model performed well on common player actions and gave good approximations of a player's locations.