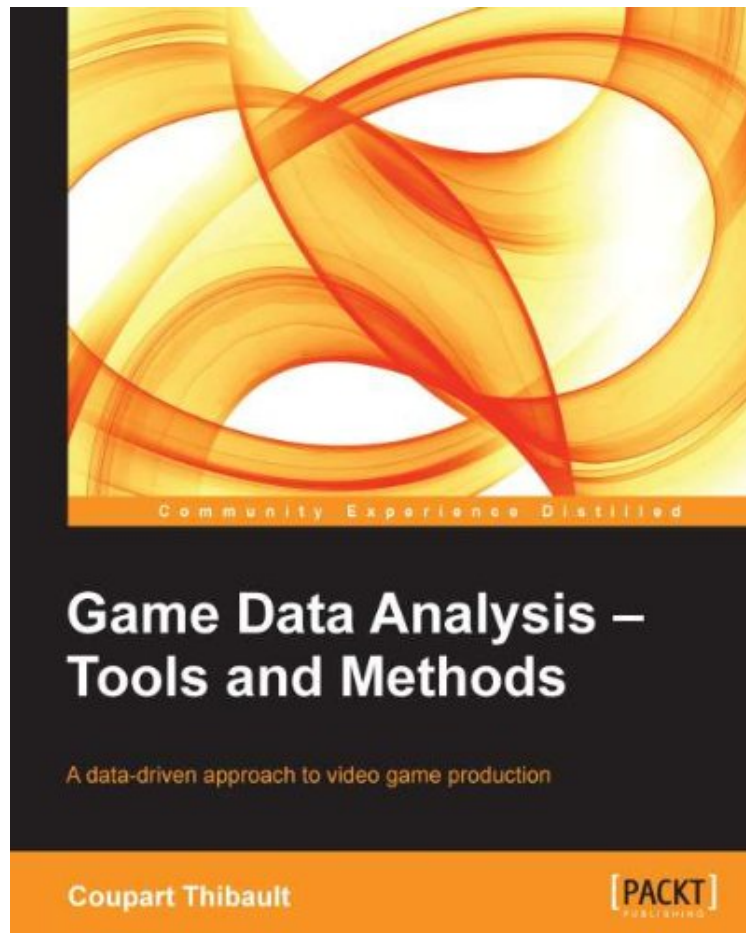


Game Data Analysis Tools and Methods

Von Coupart Thibault

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Von Coupart Thibault : Game Data Analysis Tools and Methods before purchasing it in order to gage whether or not it would be worth my time, and all praised Game Data Analysis Tools and Methods:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. interessant wenn auch an mehreren Stellen zu oberflächlichVon Jan H. KruegerDas Buch bietet einen interessanten Einstieg. Jedoch auch genau das, nur einen Einstieg. Viele Bereiche, sobald es in die Analyse geht, werden lediglich oberflächlich behandelt und eignen sich eher als Stichwortgeber um mit weiterer Lektüre tiefer einzusteigen.Gerade in der zweiten Hlfte des Buches wird vieles nur angerissen. Partiiell hatte ich das Gefhl das dem Autor die Lust vergangen ist und aus einzelnen Kapiteln mehr herausgeholt werden knnte.Dennoch, fr das was das Buch verspricht und den Preis ist es in Ordnung.

Kurzbeschreibung
In Detail
Publishing video games online has been gaining in popularity for a number of years, but with the advent of social networks and the use of in-game data analysis recently, its potential profitability has skyrocketed. The power of video game analytics is immensely beneficial if done well; it can provide a lot of information with a high level of relevancy.

Game Data Analysis - Tools and Methods is a practical, hands-on guide that provides you with a large overview of the choices available performing video game data analysis. From the technical aspect of the field to its implications in terms of game design, you will be able to choose the right tools for your needs. This book looks at the most useful key performance indicators used in video games and then highlights the strengths and weaknesses of different solutions that are available in order to collect your data. The book will finally explain the kind of analysis you need to perform according to the content of your game. You will learn how to generate content through the use of data analysis with A/B testing and multivariate testing. We will also take a look at the general rules of data visualization, and we will describe some of the typical traps that you should avoid when manipulating numbers. So, if you want to acquire all the basics of game data analysis, this book is ideal for you.

Video Game Data Analysis - Tools and Methods will teach you everything you need to know in order to make the right choice when it comes to the technical solutions and methods available in the field.

Approach This book features an introduction to the basic theoretical tenets of data analysis from a game developers point of view, as well as a practical guide to performing gameplay analysis on a real-world game.

Who this book is for This book is ideal for video game developers who want to try and experiment with the game analytics approach for their own productions. It will provide a good overview of the themes you need to pay attention to, and will pave the way for success. Furthermore, the book also provides a wide range of concrete examples that will be useful for any game data analysts or scientists who want to improve their general knowledge of the topic.

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ber den Autor und weitere Mitwirkende
Coupert Thibault
Coupert Thibault had been studying town planning and statistics for years before he developed an in in-game data analysis. Switching from the real world to the virtual world, he studied game design and completed his transformation with his first professional experience at Corexpert. Working on a database of more than 20,000 players, he has experience with the study and analysis of data in order to deliver various insights for the company.