E-Sport Winner Prediction Using Tree-Based Classifier

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ABSTRACT

Prediction of the winner team in esports Dota competitions has been a hot research topic for the game, especially in machine learning. Esports analysis has become an emerging field in many professional esports competitions to decide based on the investigation. In this modernist era, the Dota game, a form of multiplayer video game competition, has also been considered a legal sport. This study employs a tree-based classifier to assess participant performance at winner prediction. In this manner, using the tree-based classifier method is used differently by using WEKA and choosing which is more accurate. The tree-based classifier will use the Random Forest, Random Tree Classifiers, and J48 Classifiers. The proposed method of assessment has a bright future in evaluating those participants, performance because it provides a more reasonable and intelligent evaluation with accurate findings while also introducing an alternate approach to assessing performance.

Keywords: Prediction winner, Dota, Tree-based classifier, Weka, Esports, Random Forest Classifier (RFC), Random tree classifier, J48 Classifier