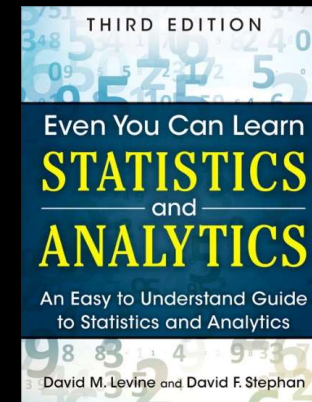


IMGD 2905

Fundamentals of Statistics

Chapter 1



Why Do We Need Statistics? GA

445 446 397 226
388 3445 188 1002
47762 432 54 12
98 345 2245 8839
77492 472 565 999
1 34 882 545 4022
827 572 597 364



Aggregate data
into meaningful
information.

(meaningful
Info Here)

Ok, but what *are* statistics?
→ First, some key words

Key Words **GA**

- **Population** – all members of group pertaining to a study



<http://www.mycariboonow.com/wp-content/uploads/2016/02/Population.jpg>

Q: examples?

Key Words **GA**

- **Population** – all members of group pertaining to a study
- e.g., every person in IMGD 2905 in D-term
- e.g., every *League of Legends* player in the world
- In many cases, **impossible** to survey a population!
 - Typical for game analytics → want to understand/improve game for all



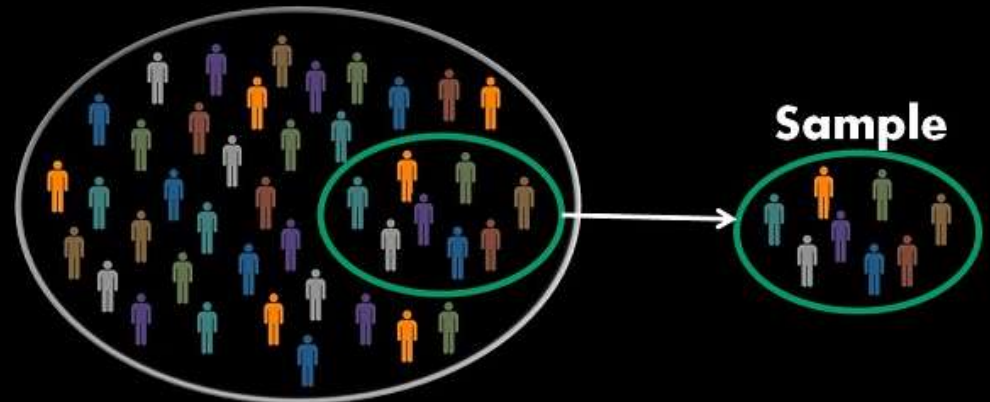
<http://www.mycariboonow.com/wp-content/uploads/2016/02/Population.jpg>

Q: what to do?

Key Words

GA

- **Sample** – part of population selected for analysis
 - e.g., all *League of Legends* players at WPI
 - e.g., students in first row in IMGD 2905



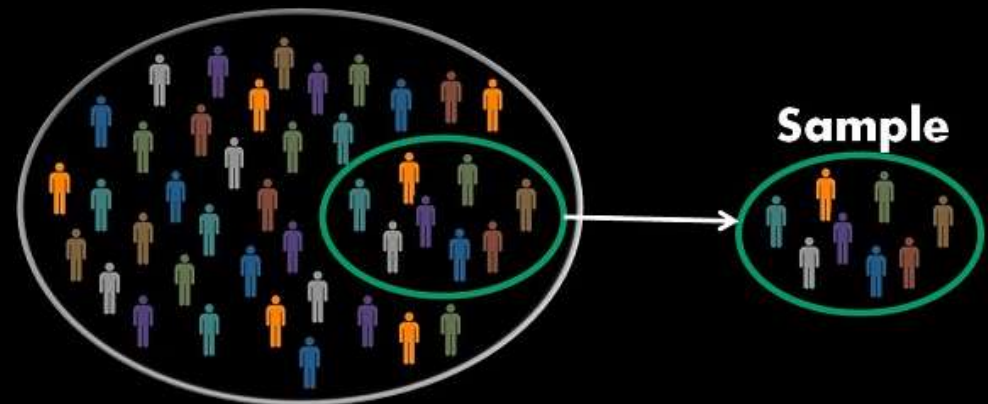
<http://keydifferences.com/wp-content/uploads/2016/04/census-vs-sample.jpg>

Q: Is sample same as population?
Is it representative?

Key Words



- **Sample** – part of population selected for analysis
 - e.g., all *League of Legends* players at WPI
 - e.g., students in first row in IMGD 2905



<http://keydifferences.com/wp-content/uploads/2016/04/census-vs-sample.jpg>

- Want *sample* to be representative of *population*. ...
 - (e.g., poll: “did you finish chart for Project 2, Part 1?”)
- But Is it? → method to obtain sample is important! (We won’t talk much about this right now, however.)

More Key Words

GA

- **Variable** – characteristic of individuals in population analyzing
 - e.g., time in competitive mode in *Starcraft 2*
 - e.g., vehicle choice in *Grand Theft Auto* (GTA)
- **Independent variable** is inherent in population (or world), versus **dependent variable** that want to assess



More Key Words



- **Observation** – all variable values for **sample**
 - e.g., *LoL* competitive hours/week and Champion most played could be (2 observations)
 - “Player A: Leona, 2 hours”
 - “Player B: Teemo, 7.5 hours”
 - Can be continuous (time) or discrete (Champions)
- Often, data in grid
 - **Observation** in rows
 - **Variables** in columns
 - Format works well for spreadsheet
 - Consider our project 1 → *LoL* data!

<u>Player</u>	<u>Hours</u>	<u>Champ</u>
A	2	Leona
B	7.5	Teemo

GA

Putting It Together

- Designing *Super Mario World* levels
- What are some **dependent variables**?
- What are some **independent variables**?
- What are some **variables**?
- What are some **observations**?



<https://tinyurl.com/trb4h7v>



<https://tinyurl.com/s8tcprt>

Putting It Together



<https://tinyurl.com/trb4h7v>



<https://tinyurl.com/s8tcprt>

- Designing *Super Mario World* levels
- What are some **dependent variables**?
 - Time, Deaths/fails, Fun
- What are some **independent variables**?
 - Koopas, platforms, experience, age
- What are some **variables**?
 - Time spent getting coins, Number of jumps
- What are some **observations**?
 - 10s, 12 jumps

Even More Key Words



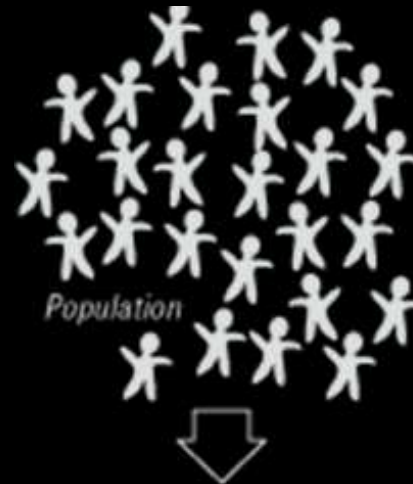
- **Parameter** – measure of dependent variable for **population**
 - e.g., average crashes in *Mario Kart* level for everyone
 - Usually what we want to know, but can't get easily
- **Statistic** – measure of dependent variable in **sample**
 - e.g., average crashes in *Mario Kart* level for IMGD 2905 class
- **Statistics** – set of numerical methods for getting information about population based on data from sample, usually to get information about population parameters

Even More Key Words

GA

“Statistics - a branch of mathematics dealing with the collection, analysis, interpretation, and presentation of masses of numerical data.” -- Merriam-Webster dictionary

We want to know about this



Parameter

(Population mean)

Random selection



Inference

We have this to work with



\bar{x}

Statistic

(Sample mean)

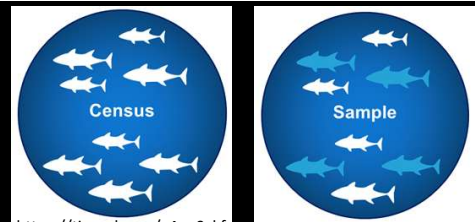


<http://www.mayersmemorial.com/pictures/content/122253.jpg>



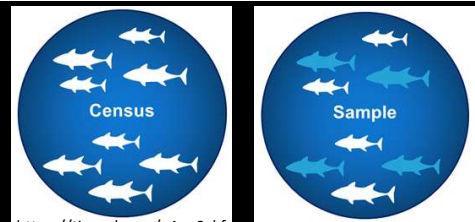
Sources of Data **GA**

- **Published** – generally made available from those that collected it
 - e.g., Riot's *League of Legends* data
 - e.g., Metacritic's reviews and ratings
 - e.g., HOTS Logs dataset on *Heroes of the Storm*
- **Experiments** – multiple trials to collect data from sample
 - Can be in laboratory or “real world” setting
 - e.g., play shooter, add lag and play again
- **Survey** – ask people to answer questions
 - e.g., self-rating as gamer, difficulty with level, ...
 - Ethical issues with stress and use of data
 - **Institute Review Board** (IRB) for approval with human subjects



Sampling Concepts (1 of 2) GA

- **Sampling** – process by which members of population are selected for sample
 - e.g., choose $\frac{1}{2}$ class based on seat, or choose $\frac{1}{2}$ class based on alphabet
- **Probability sampling** – sampling considering likelihood of selection
 - e.g., survey for intended Champ, ask $\frac{1}{2}$ class, but when tournament starts, result different. Why? → sample didn't consider League players! (e.g., often similar analogy for voter polls)
 - e.g., voluntary polls/surveys
 - Use probability sampling whenever possible, but sometimes it is not (cost) or not known



Sampling Concepts (2 of 2) GA

- **Sampling with replacement** – once sample, put back in pool
 - e.g., die roll to see which attack boss makes
- **Sampling without replacement** – once sample, won't sample again
 - e.g., user survey – don't allow to submit twice
 - e.g., deck of 52 cards for blackjack



Using Sample Data



- Word “sample” comes from same root word as “example”
 - Similarly, one **sample** does not prove a theory, but rather is an **example**
 - Basically, in general, definite statement *cannot* be made about characteristics of all systems
 - Not: “Without a doubt, all players ...”
 - Instead: “The sample suggests players ...”
 - Instead, make **probabilistic statement** about range of most systems
- That’s where **statistics** come in!

Summary



- **Statistics** – set of numerical methods for getting information about **population** based on data from **sample**, usually to get information about population **parameters**