

The background of the slide is a dark, atmospheric image of a Rainbow Six Siege operator. The operator is wearing a helmet with a visor and a tactical vest with a gold-colored shield emblem featuring the number '6'. They are holding a gold-colored assault rifle. The scene is dimly lit with some smoke or mist in the background.

GDC

TOM CLANCY'S
RAINBOW SIX SIEGE

DATA-INFORMED GAME DESIGN

"Intelligence Game Design"

Geoffroy Mouret
Data Scientist

Leroy Athanassoff
Game Director

■ PLAN ■

Through the
Operators Balancing Lense

- 1- Philosophy
- 2- Methodology
- 3- Conclusion

- 1 -

PHILOSOPHY





INTELLIGENCE DESIGN NEEDS DATA

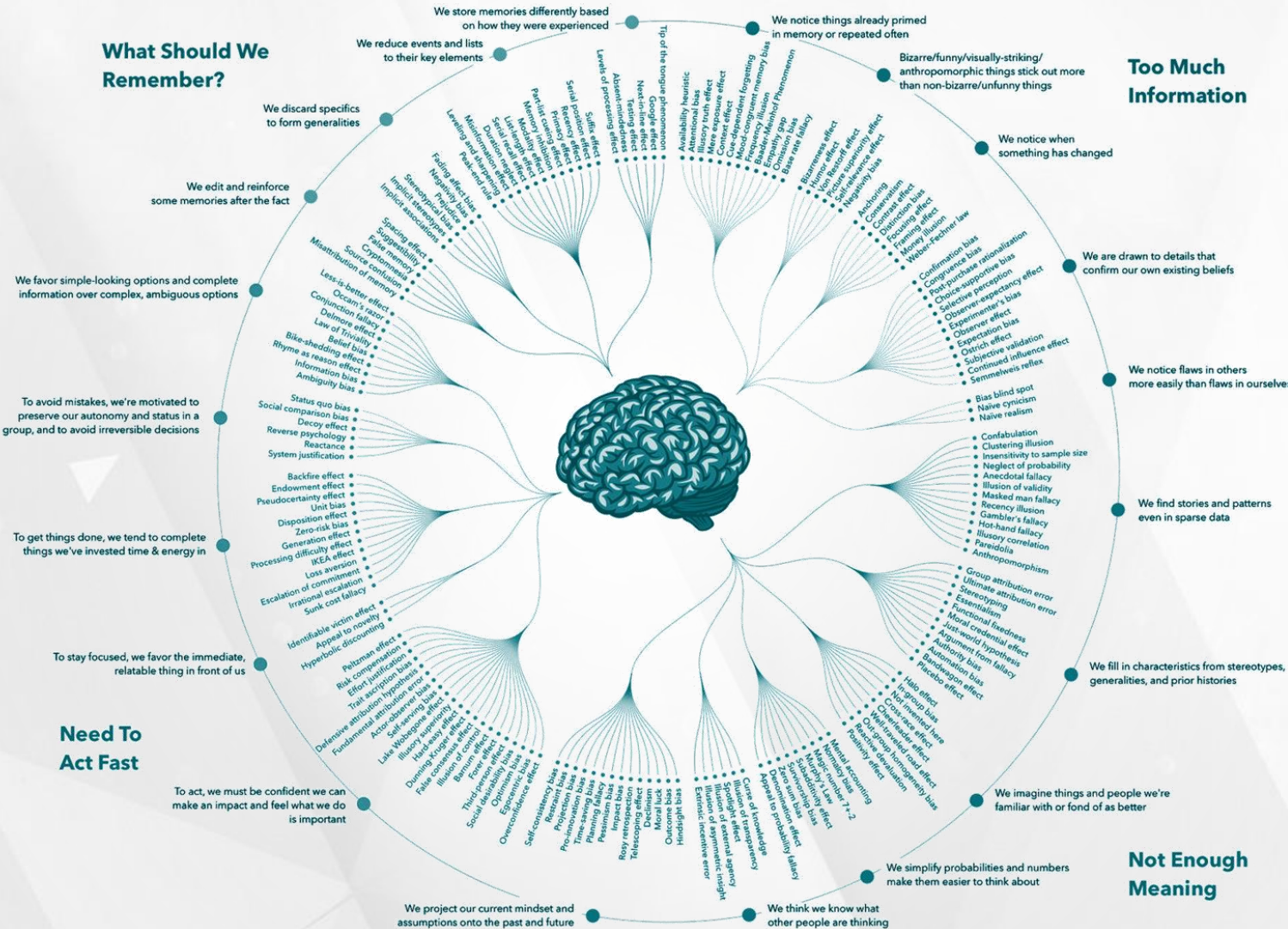


WHY DATA?



BEST **TOOL** TO HELP **INTUITION**

THE COGNITIVE BIAS CODEX





“

This always happens to me...

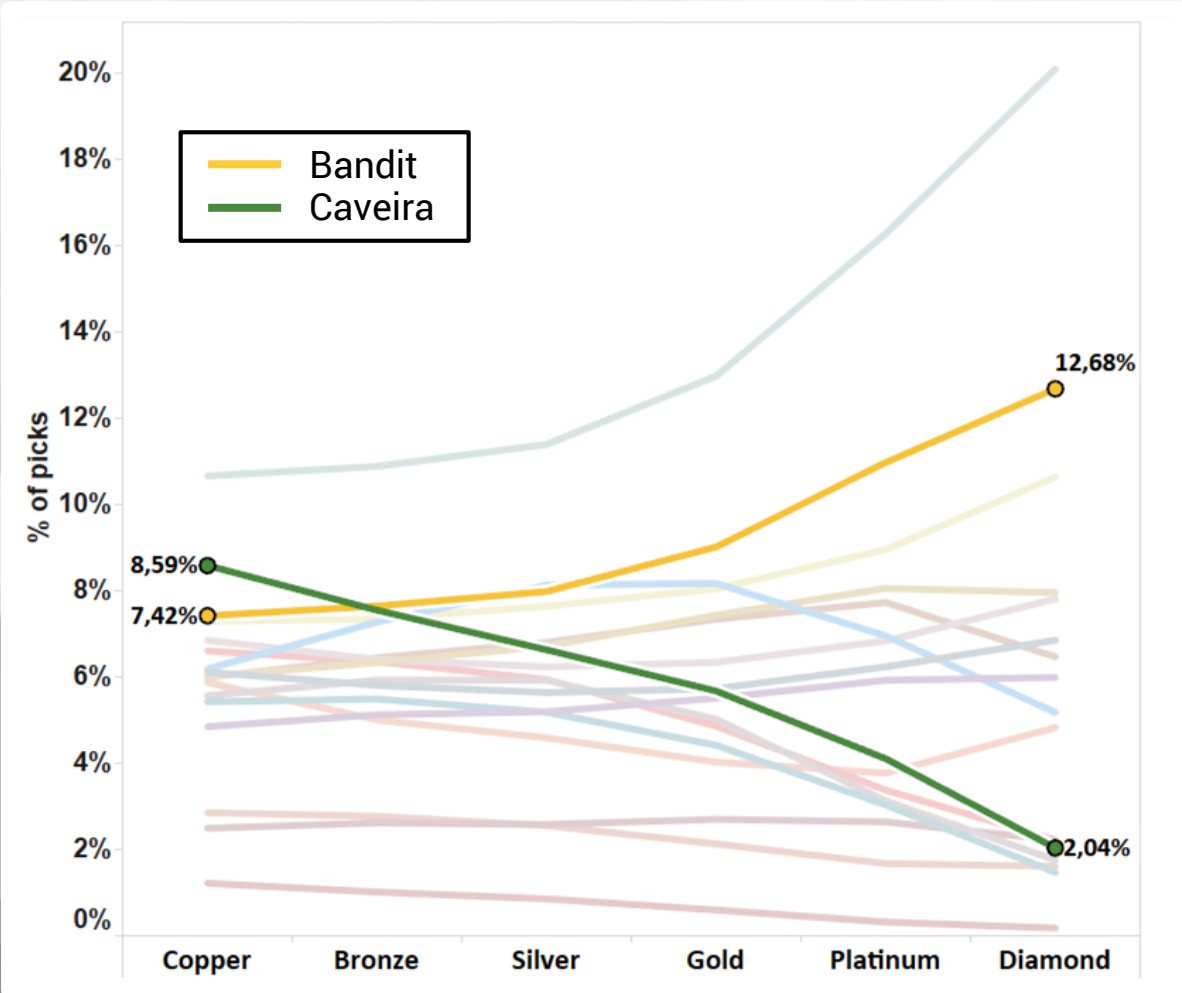
”

– No, it doesn't.



YOU CAN'T
SEE EVERYTHING

DIFFERENT SKILLS / DIFFERENT GAMES



Operators pick rates per Skill Rank – Ranked PC – Patch Y2S3

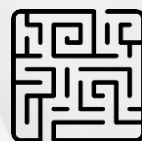




Data is important, fine...

But why do you need an
Analyst when you can
get a **report**?

DATA IS TRICKY!

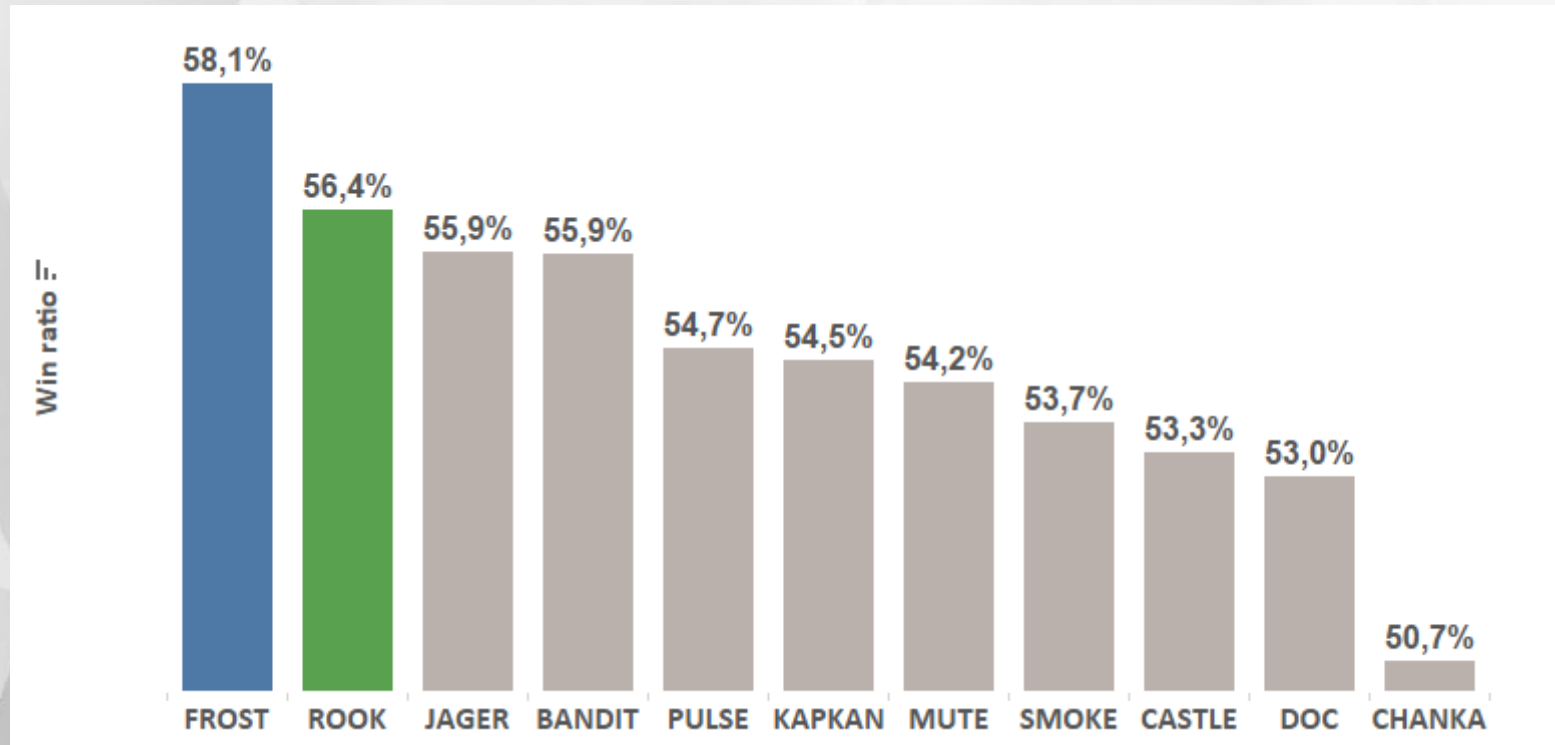


And so you ask
for the wrong reporting

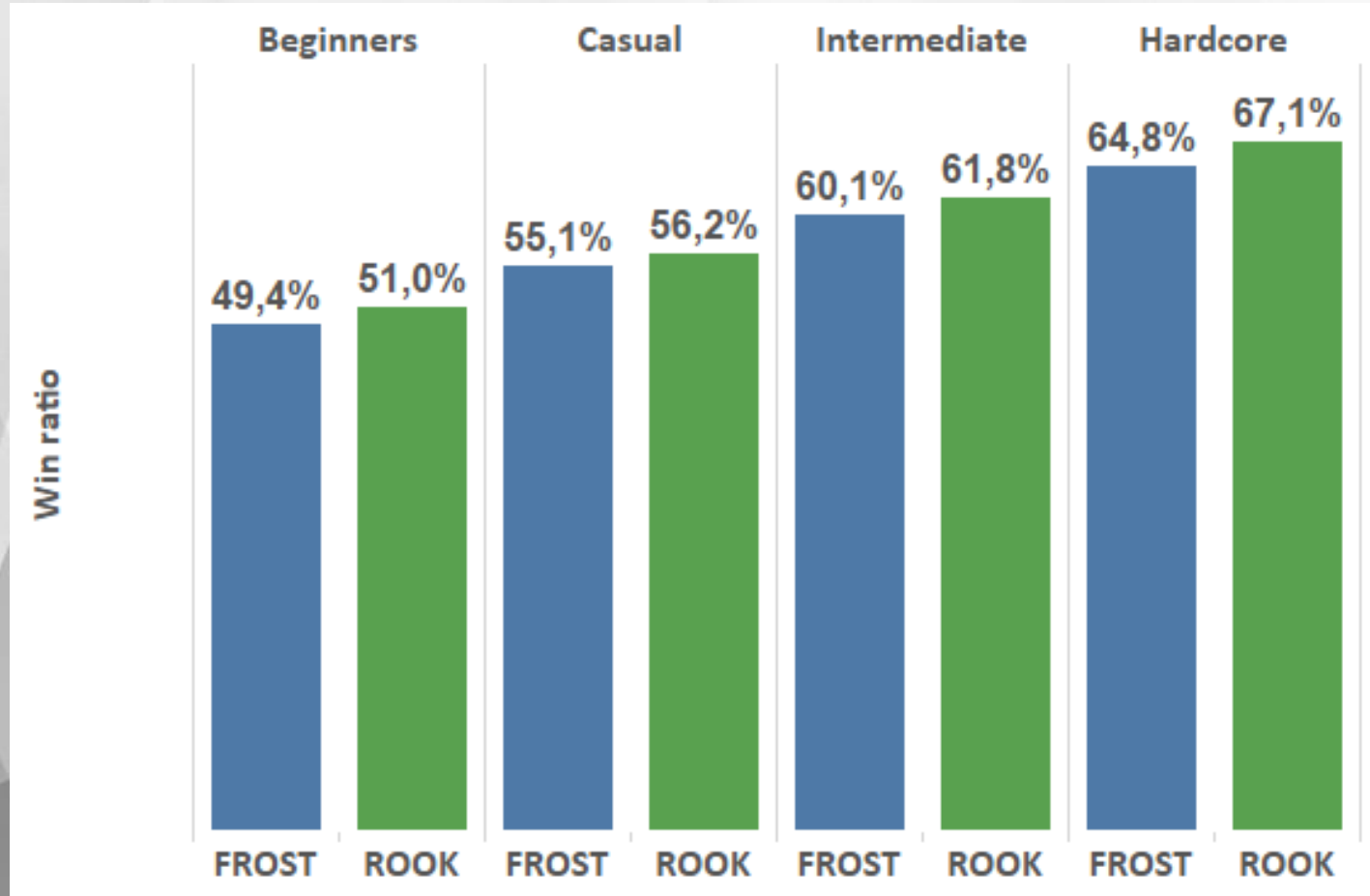
MEET
FROST



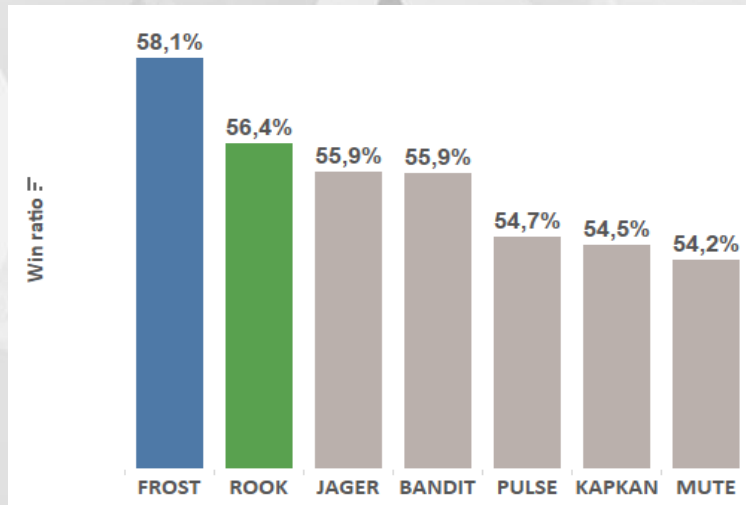
Frost Example – Win ratio



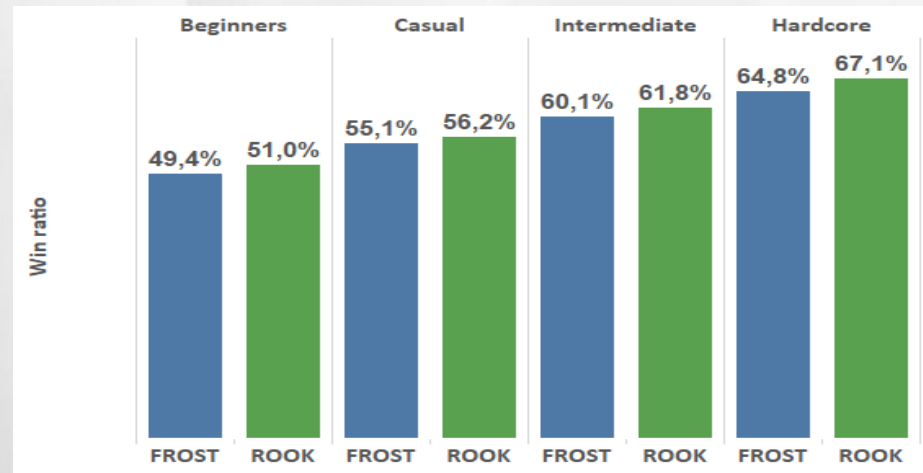
Frost Example – Win ratio



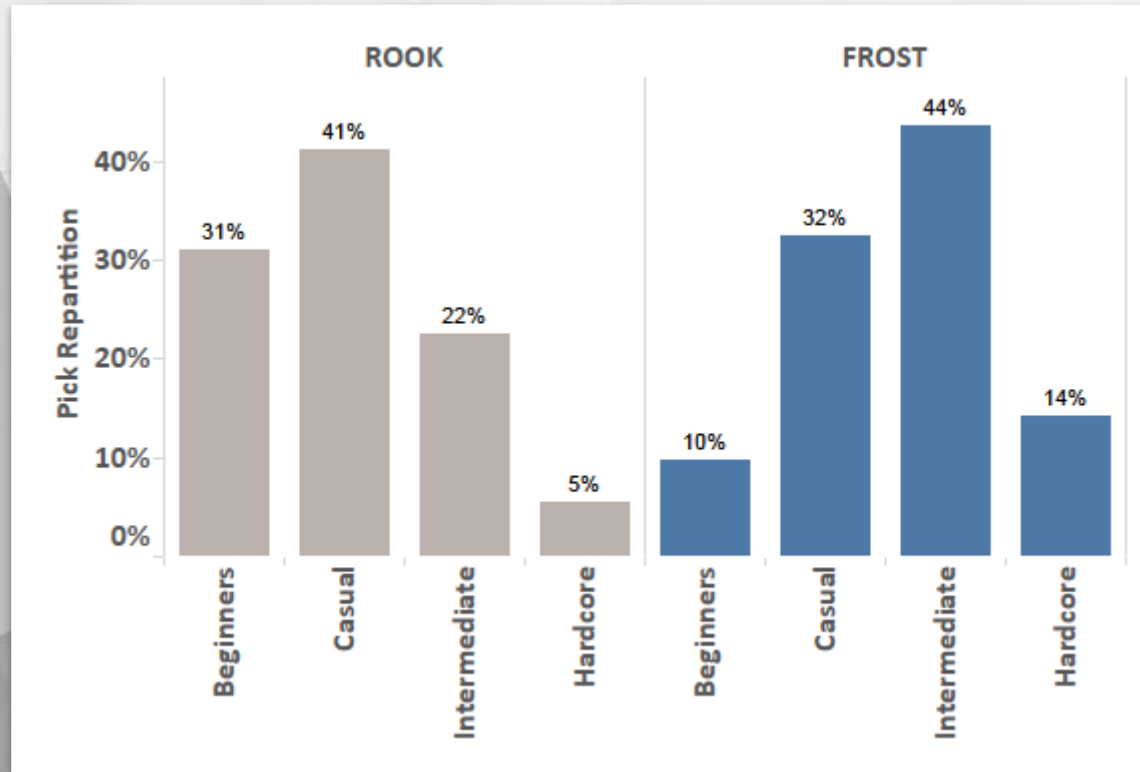
Frost Example – Win ratio



=



Frost Example – Win ratio



Should we let **Analysts** drive
decision when it comes to
Balance?

WELL...

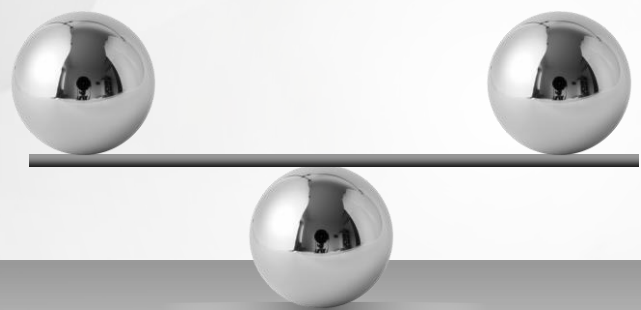


DATA
DRIVEN

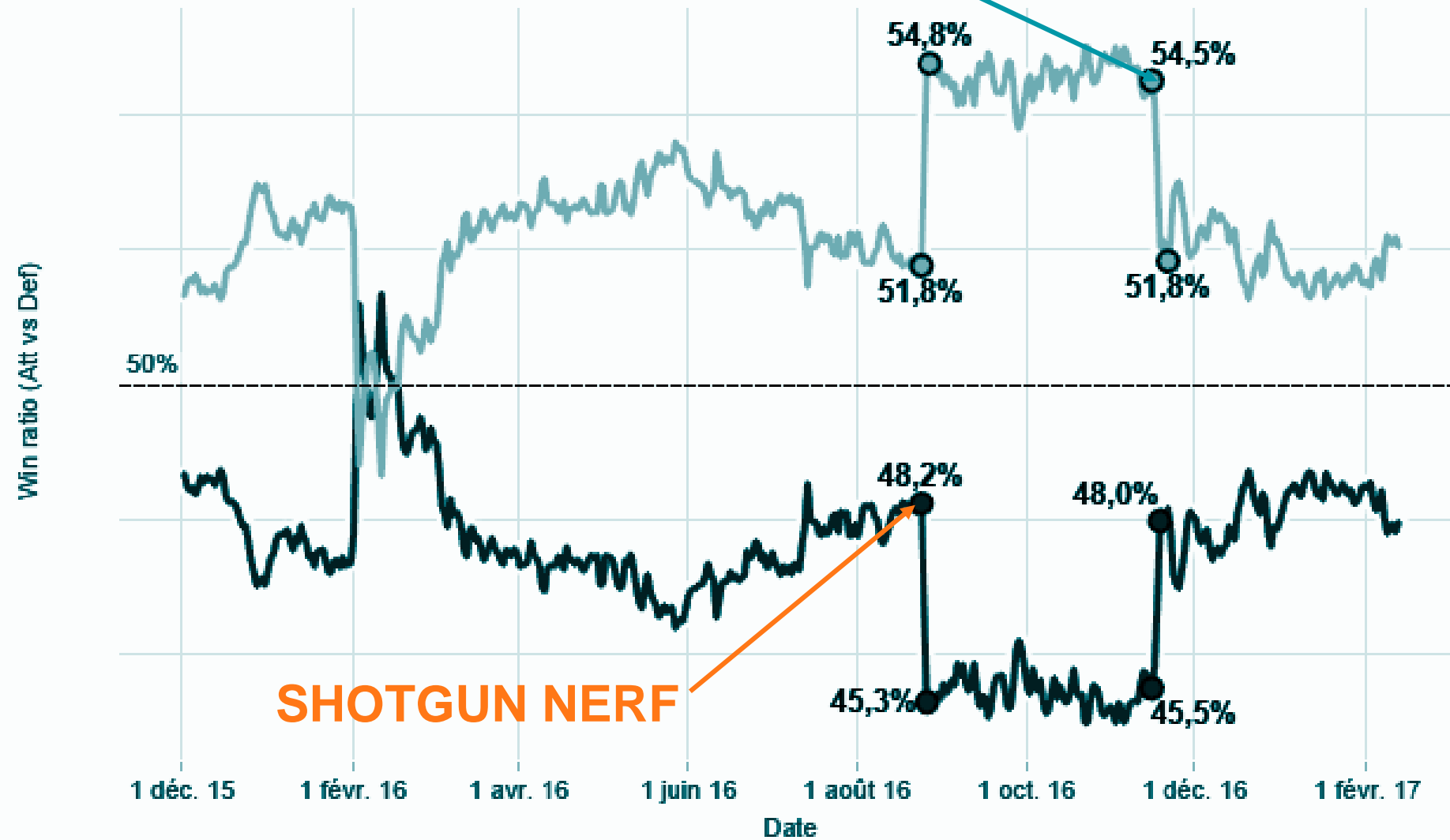
V
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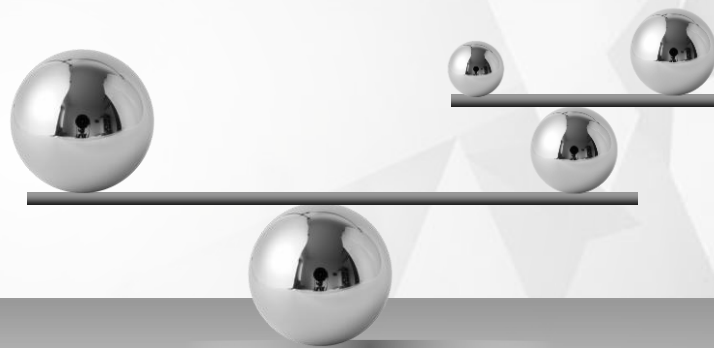
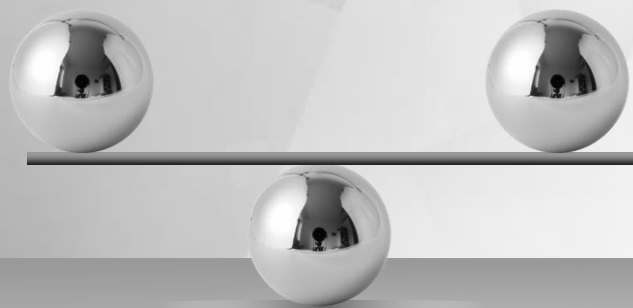


DATA
INFORMED



3 MIN ROUND





WRAP-UP

GDs mostly focus on **Diversity**



Analysts are the best to ensure **Fairness**



BOTH MAKE GREAT FEATURES



- 2 -

METHODOLOGY



BALANCING PROCESS

DEFINE
PROBLEMS

FIND
CAUSES

VALIDATE
CAUSES

DEFINE
SOLUTIONS

- 1 CHOOSE CONTEXT
- 2 FIND METRICS
- 3 SET PRIORITY

DEFINE
PROBLEMS

FIND CAUSES

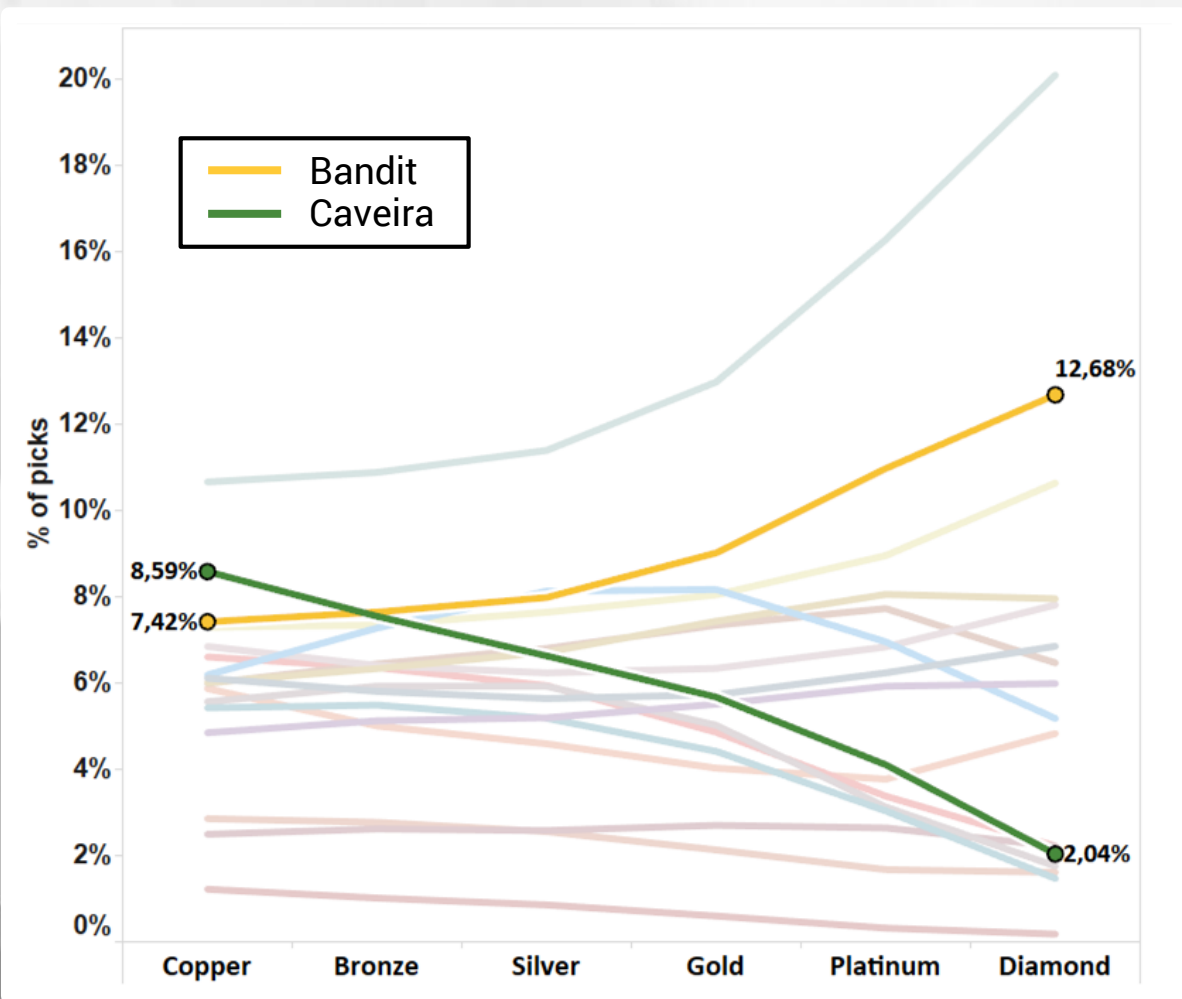
VALIDATE
CAUSES

DEFINE
SOLUTIONS

1
DEFINE PROBLEMS

CHOOSE
CONTEXT

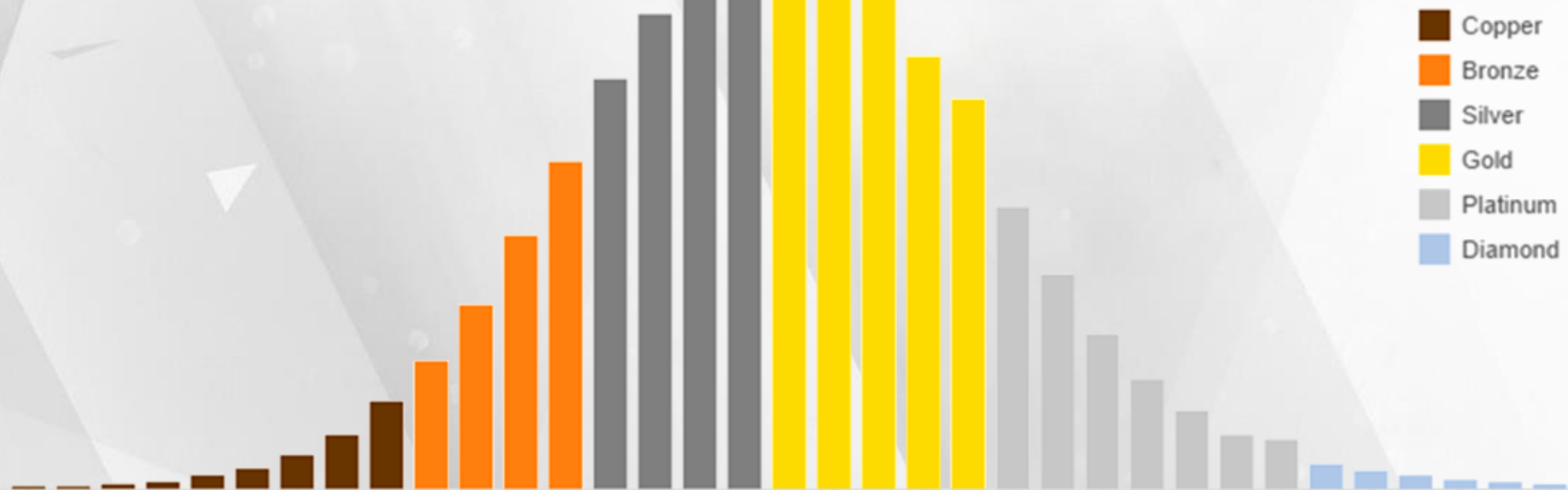
REMEMBER...



Operators pick rates per Skill Rank – Ranked PC – Patch Y2S3



SET A CONTEXT



DEFINE
PROBLEMS

FIND CAUSES

VALIDATE
CAUSES

DEFINE
SOLUTIONS

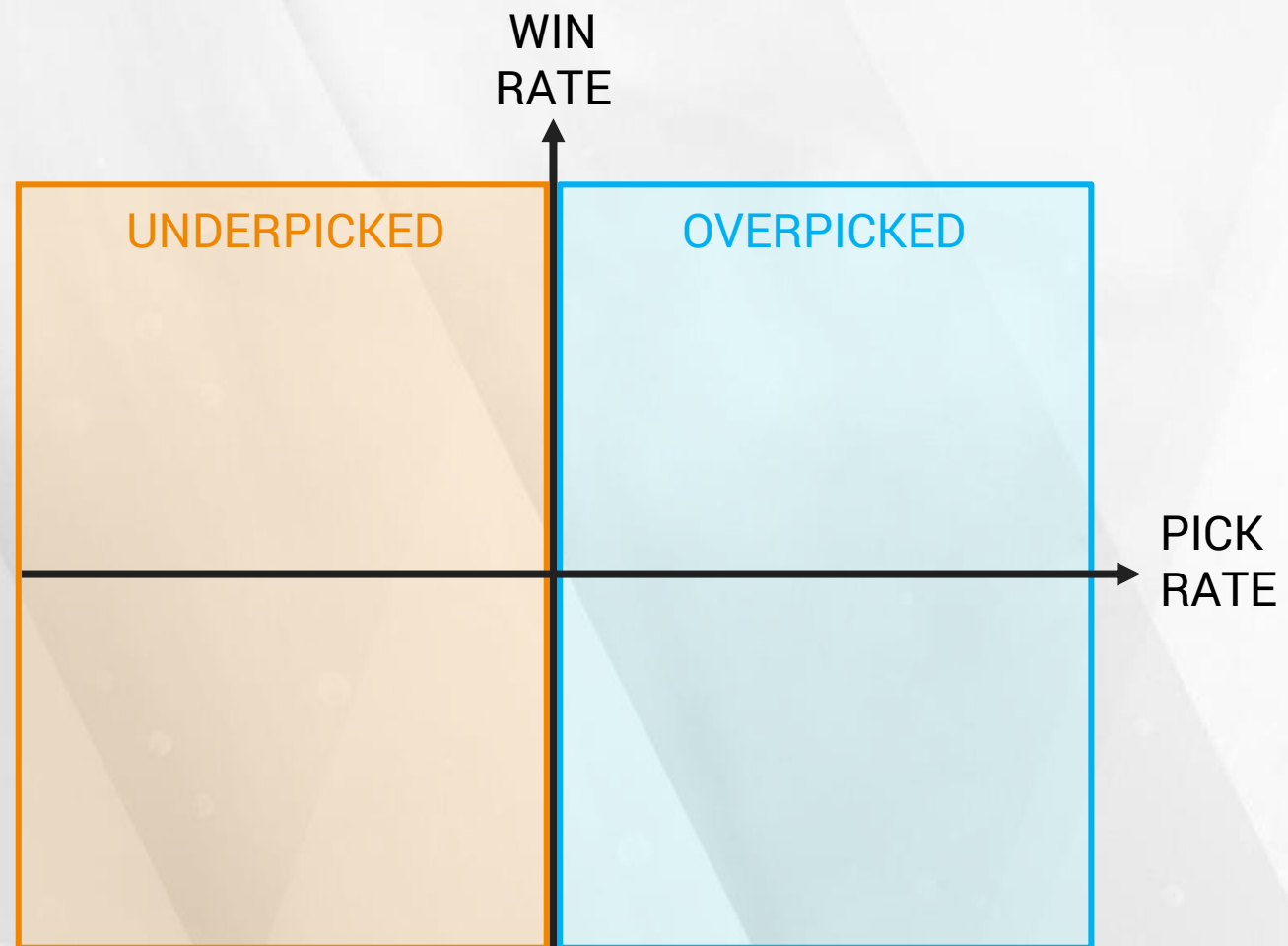
DEFINE PROBLEMS

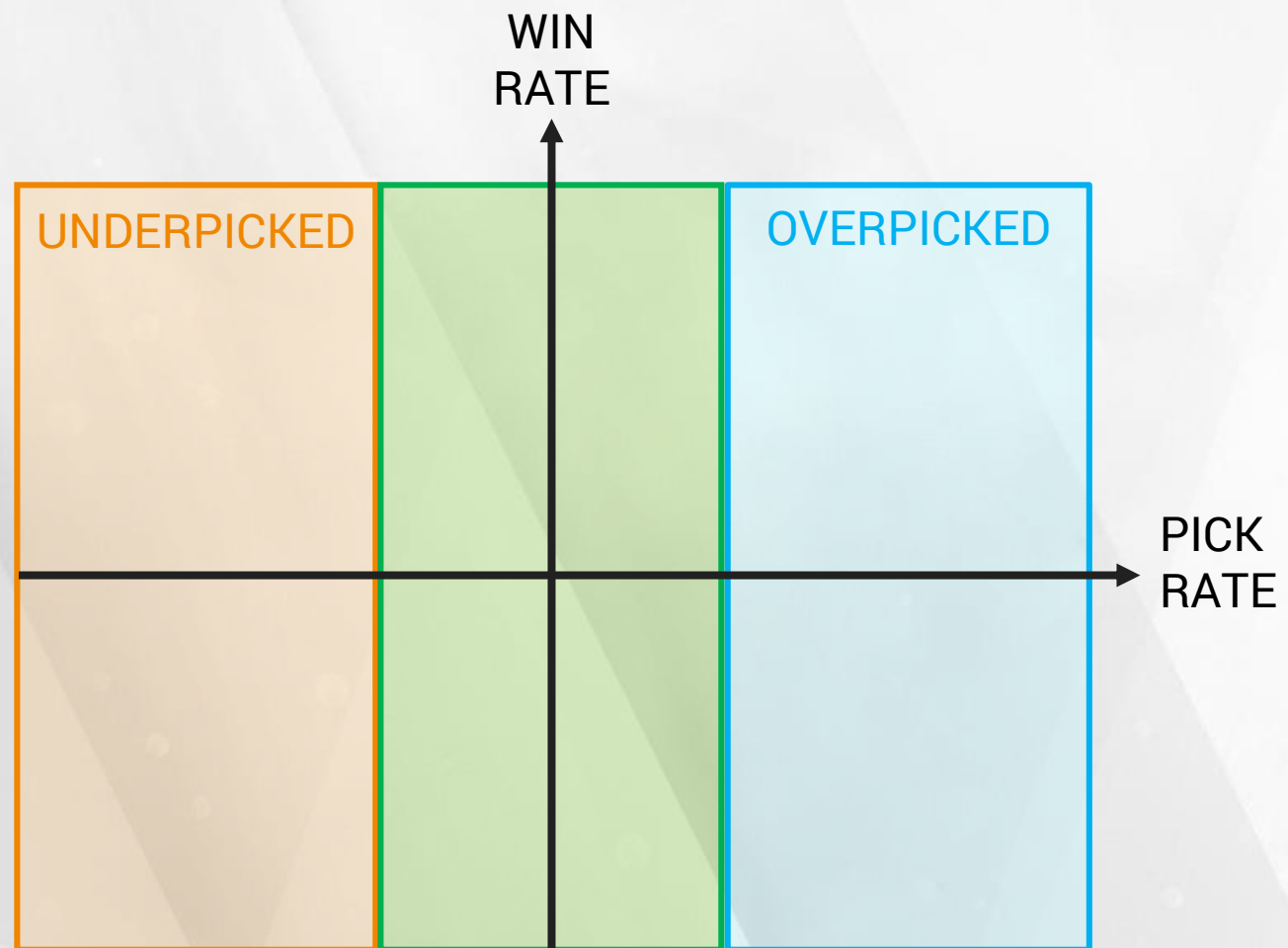
FIND METRICS

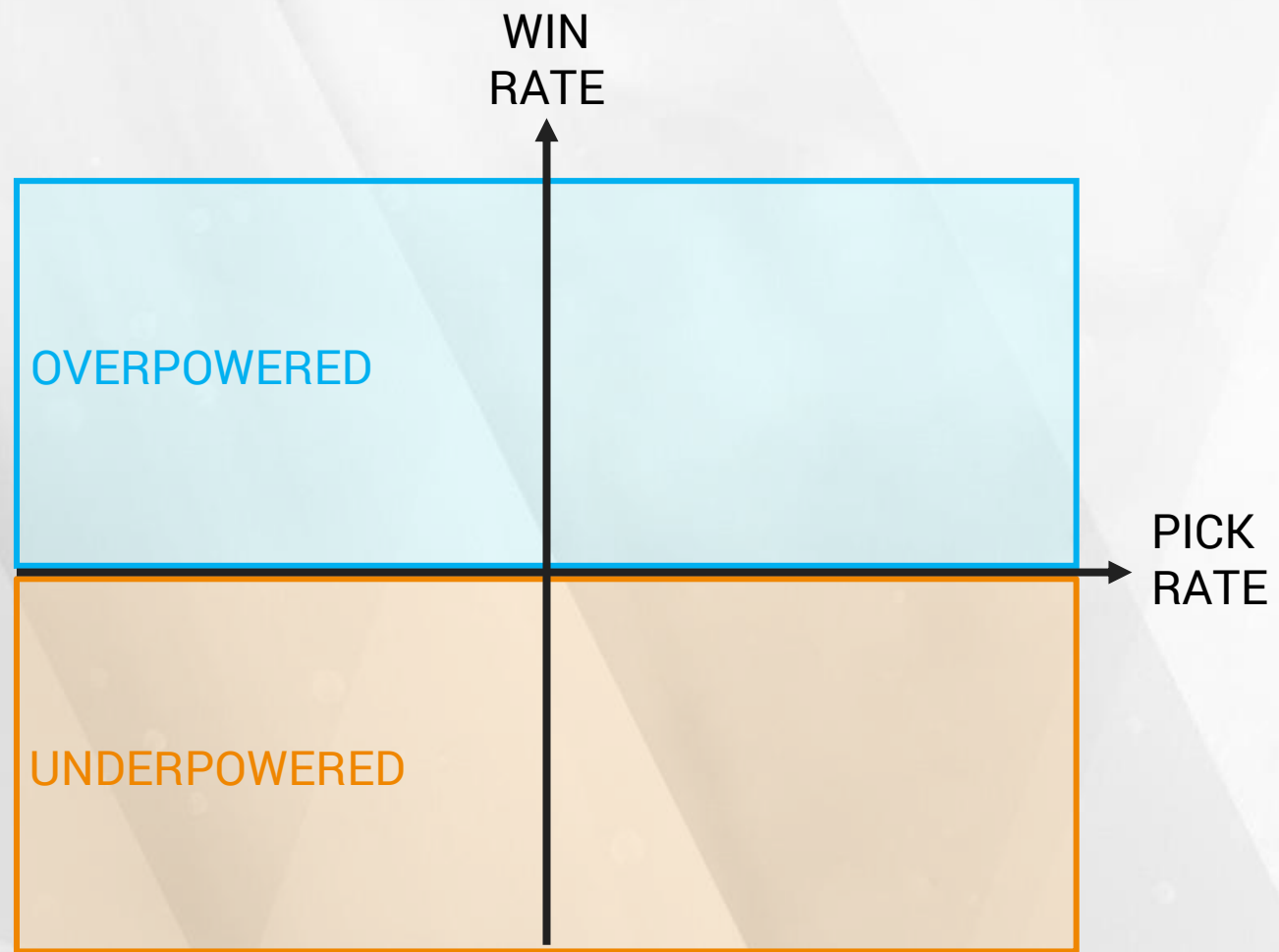
WIN
RATE

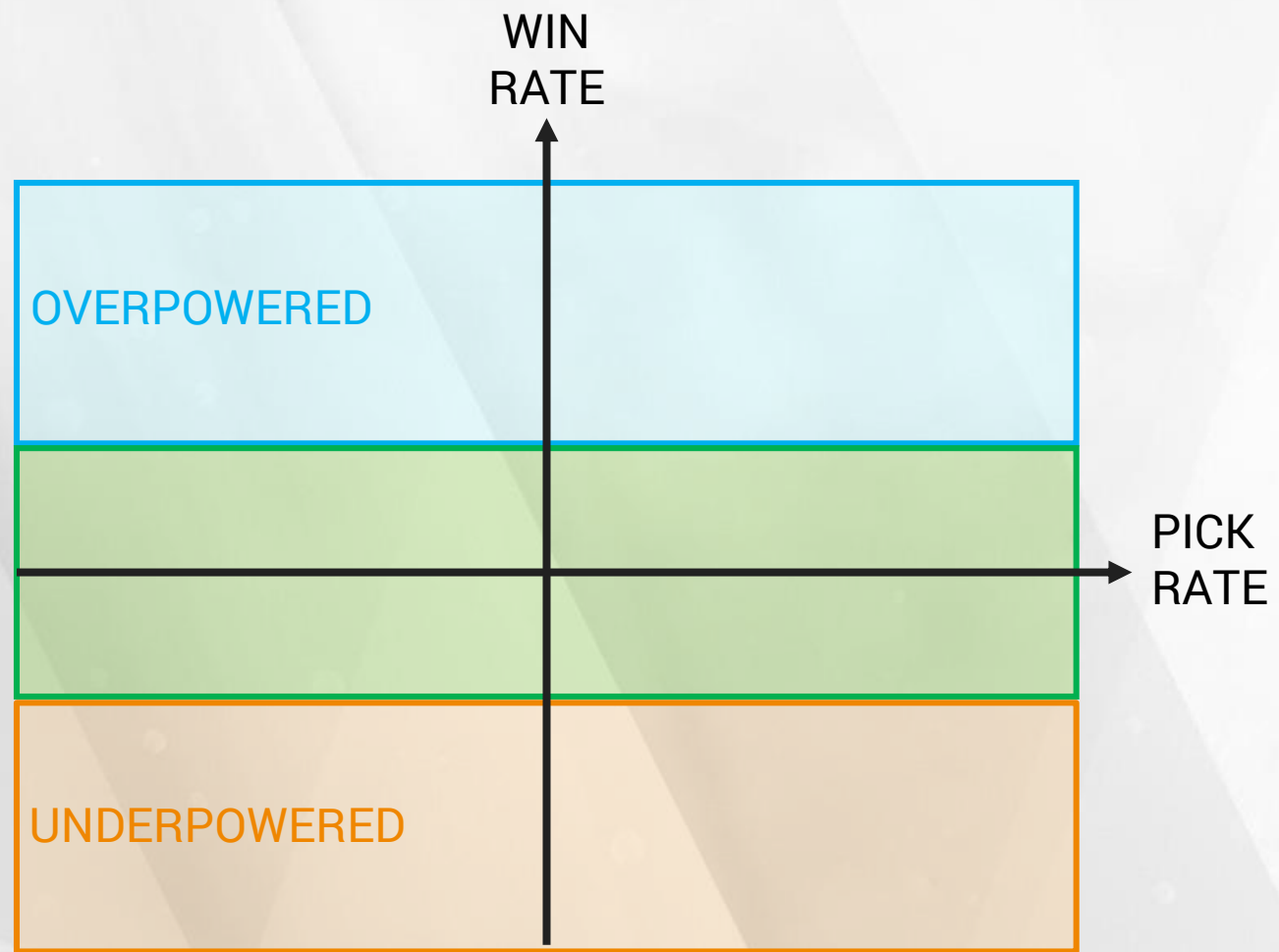
PICK
RATE

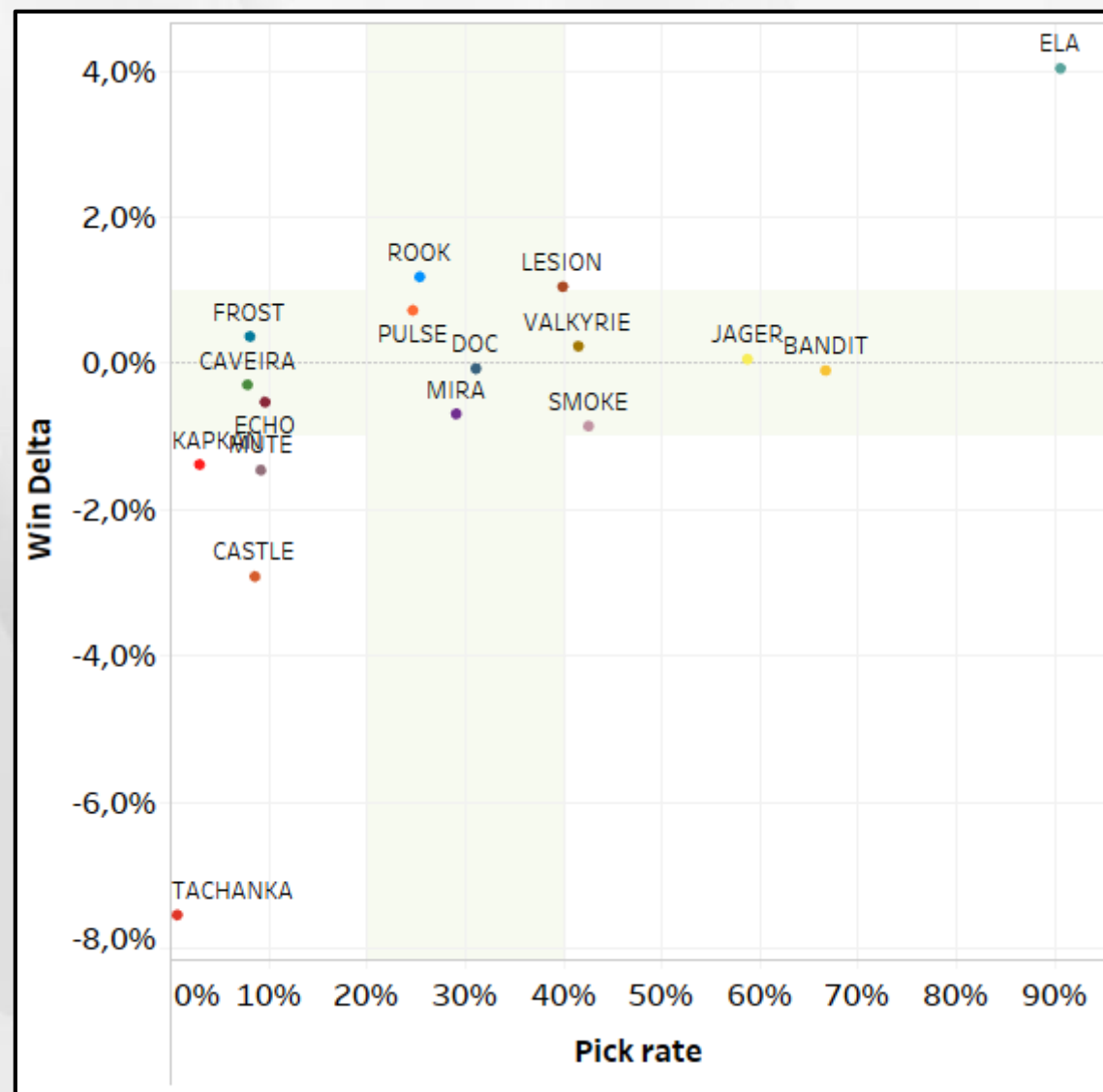












Defenders pick rates vs win delta – Plat+ Ranked PC – Patch Y2S3

DEFINE
PROBLEMS

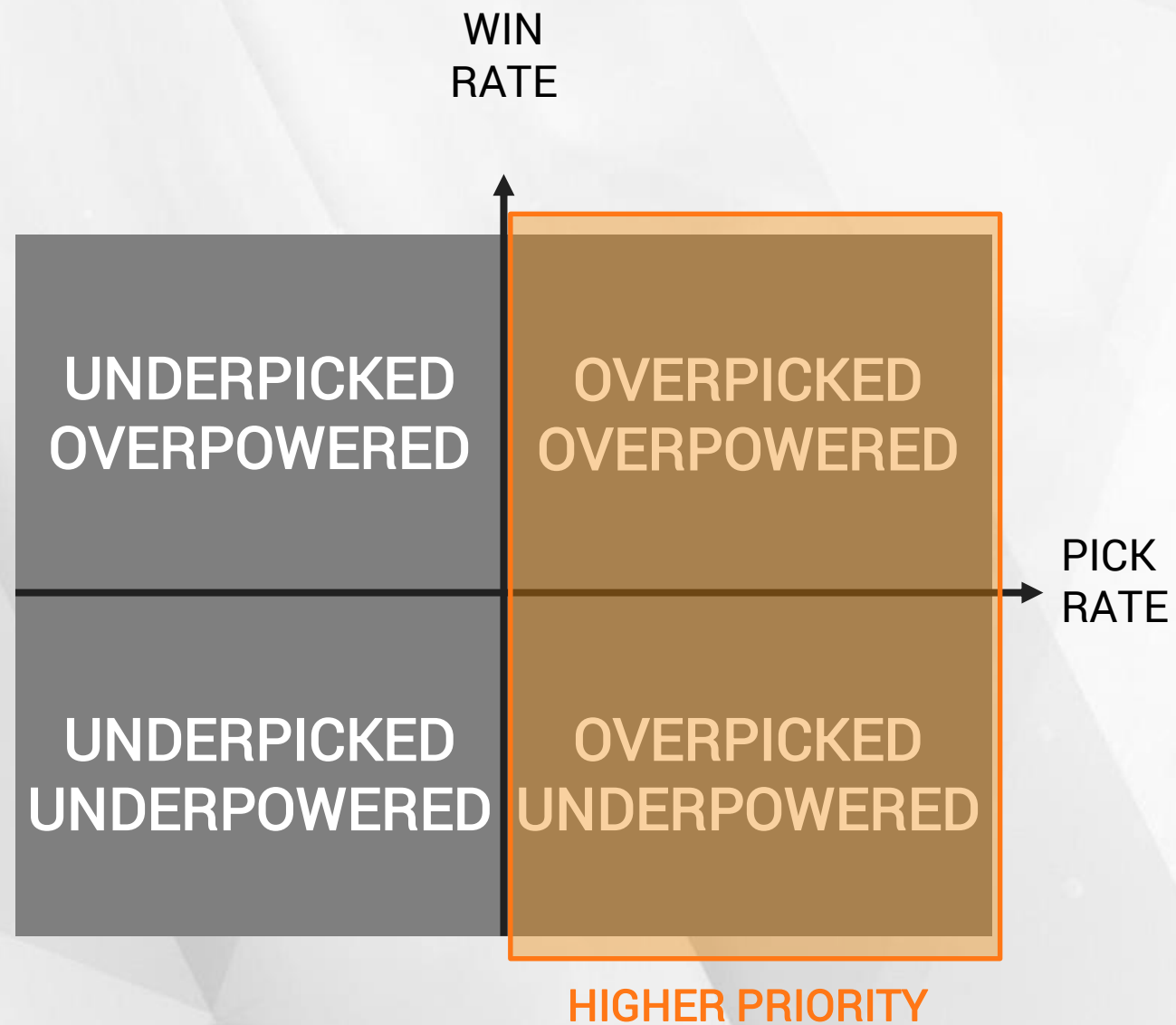
FIND CAUSES

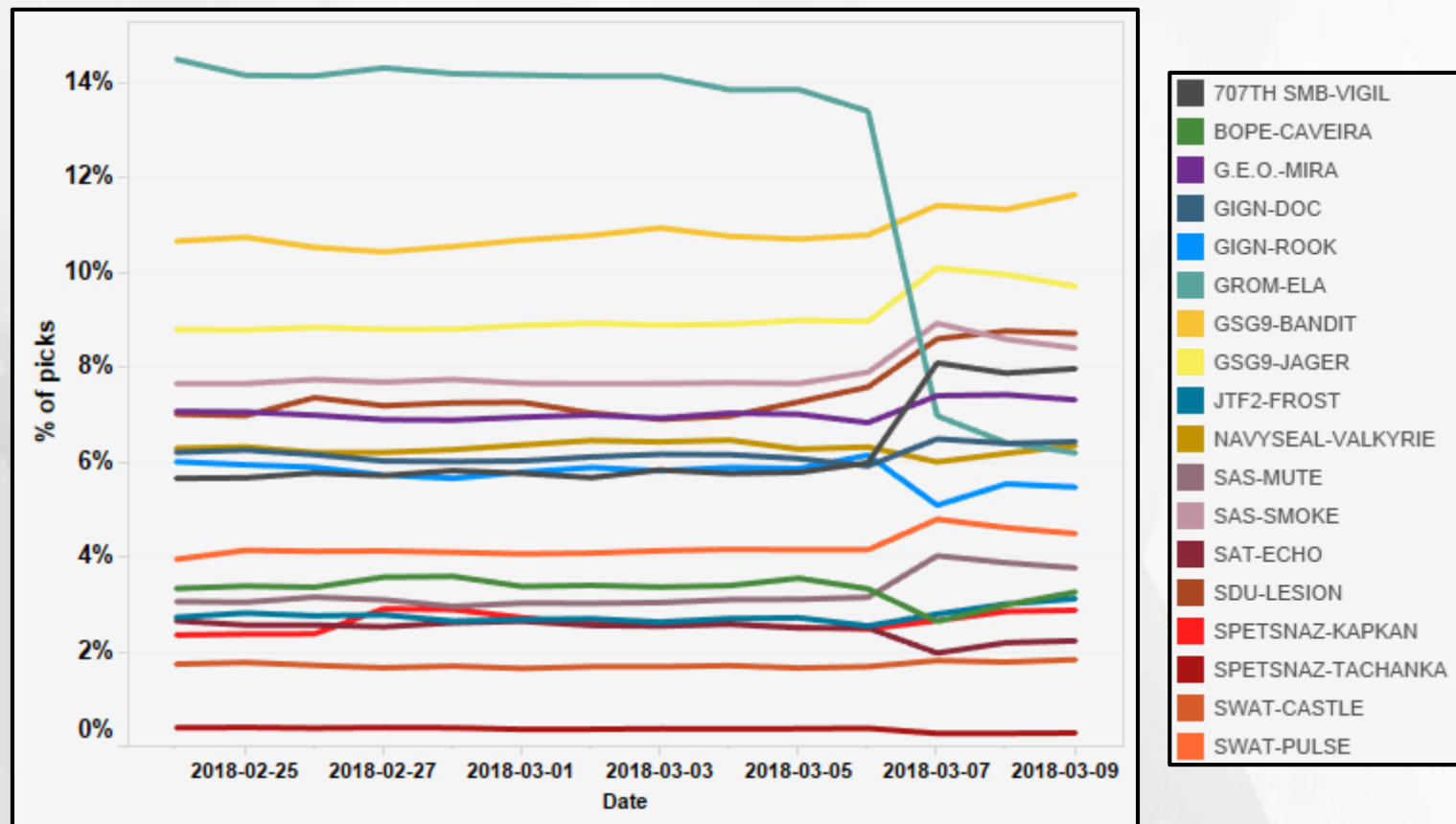
VALIDATE
CAUSES

DEFINE
SOLUTIONS

DEFINE PROBLEMS

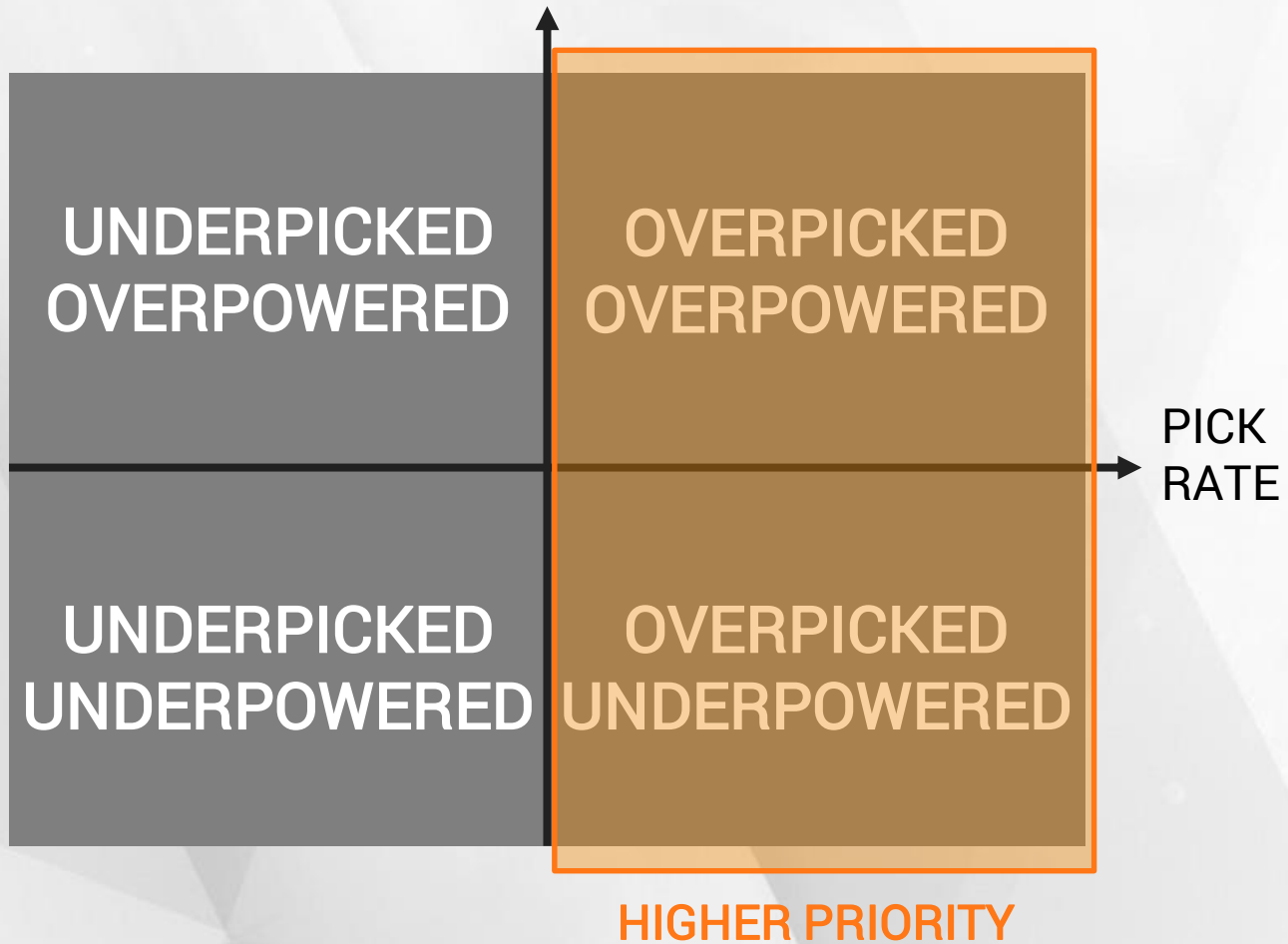
SET
PRIORITY

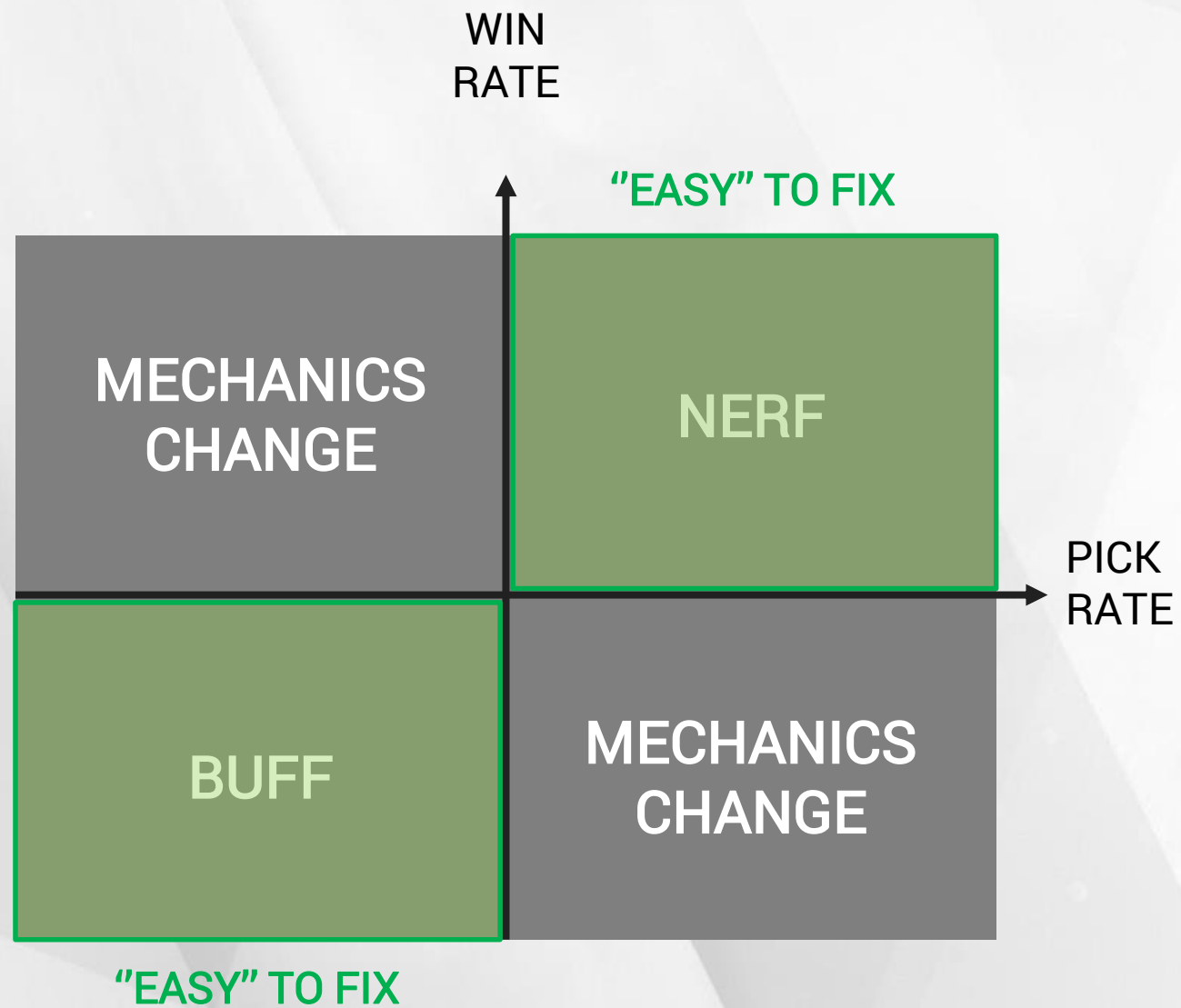


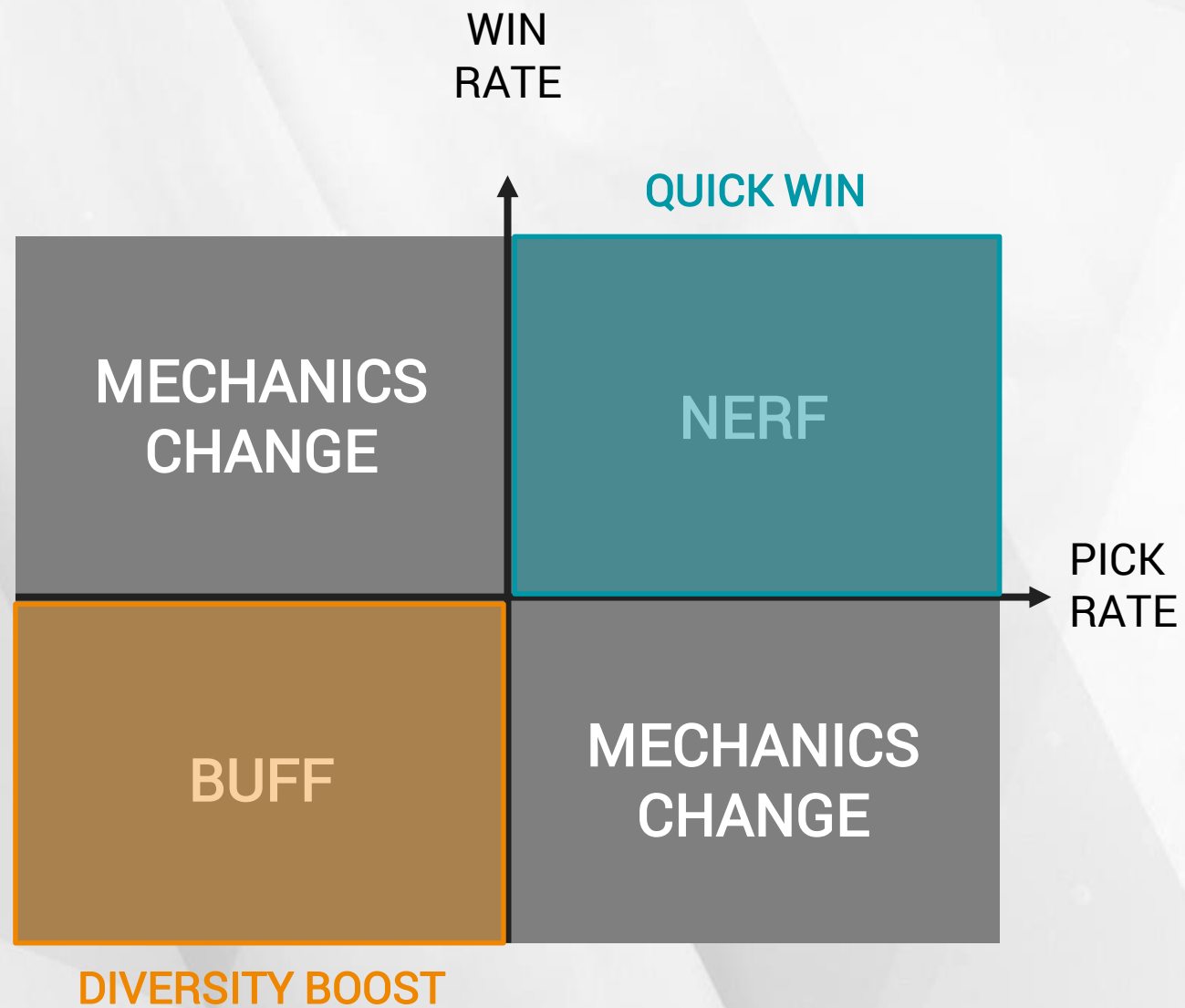


Defenders daily pick rates – Plat+ Ranked PC – Patches Y2S4-Y3S1

WIN
RATE

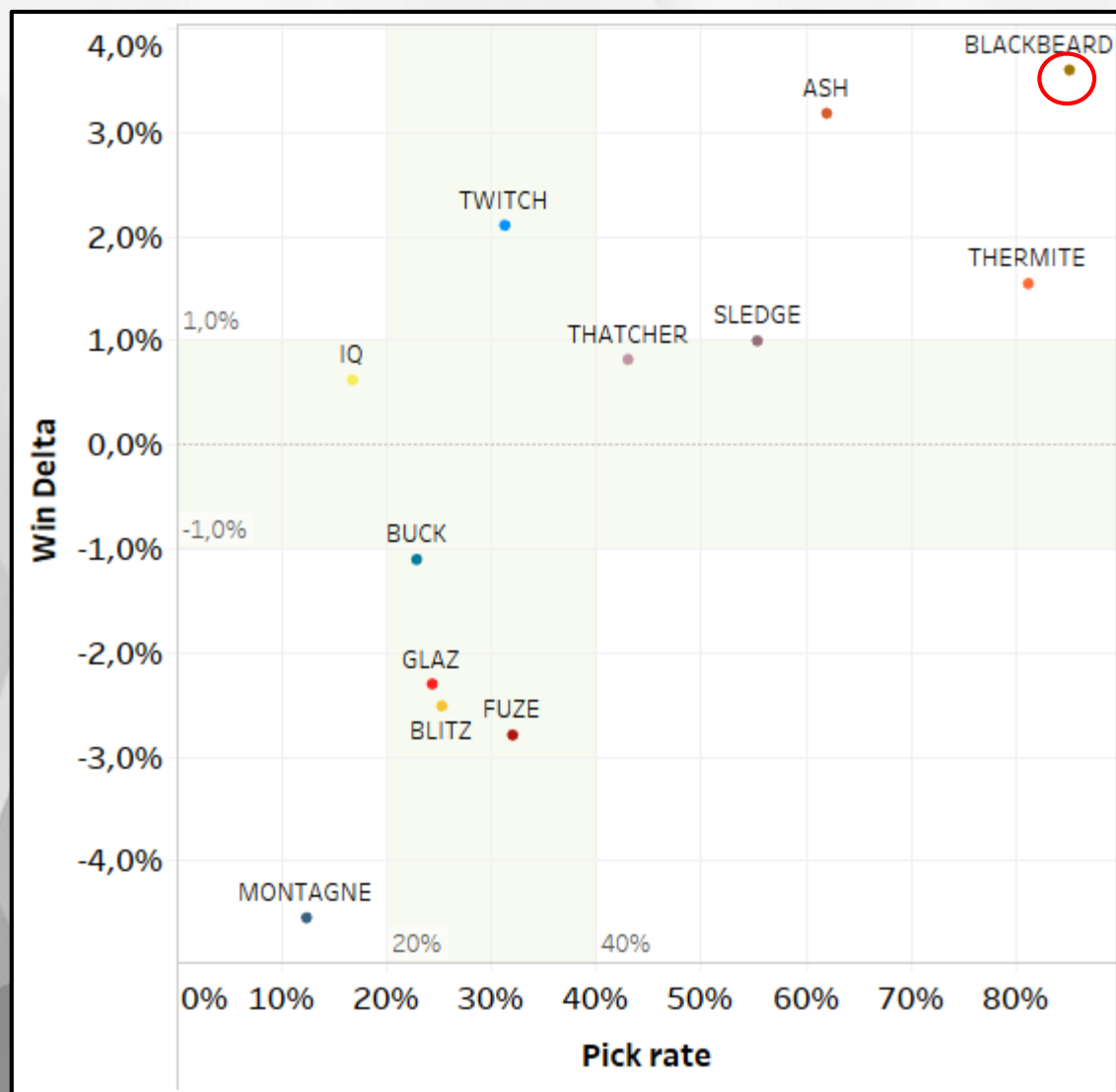






MEET BLACKBEARD





Attackers pick rates vs win delta – Plat+ Ranked PC – Patch Y1S2





DEFINE
PROBLEMS

FIND CAUSES

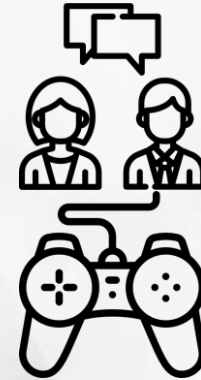
VALIDATE
CAUSES

DEFINE
SOLUTIONS

FIND CAUSES & VALIDATE CAUSES



QUALITATIVE FEEDBACK



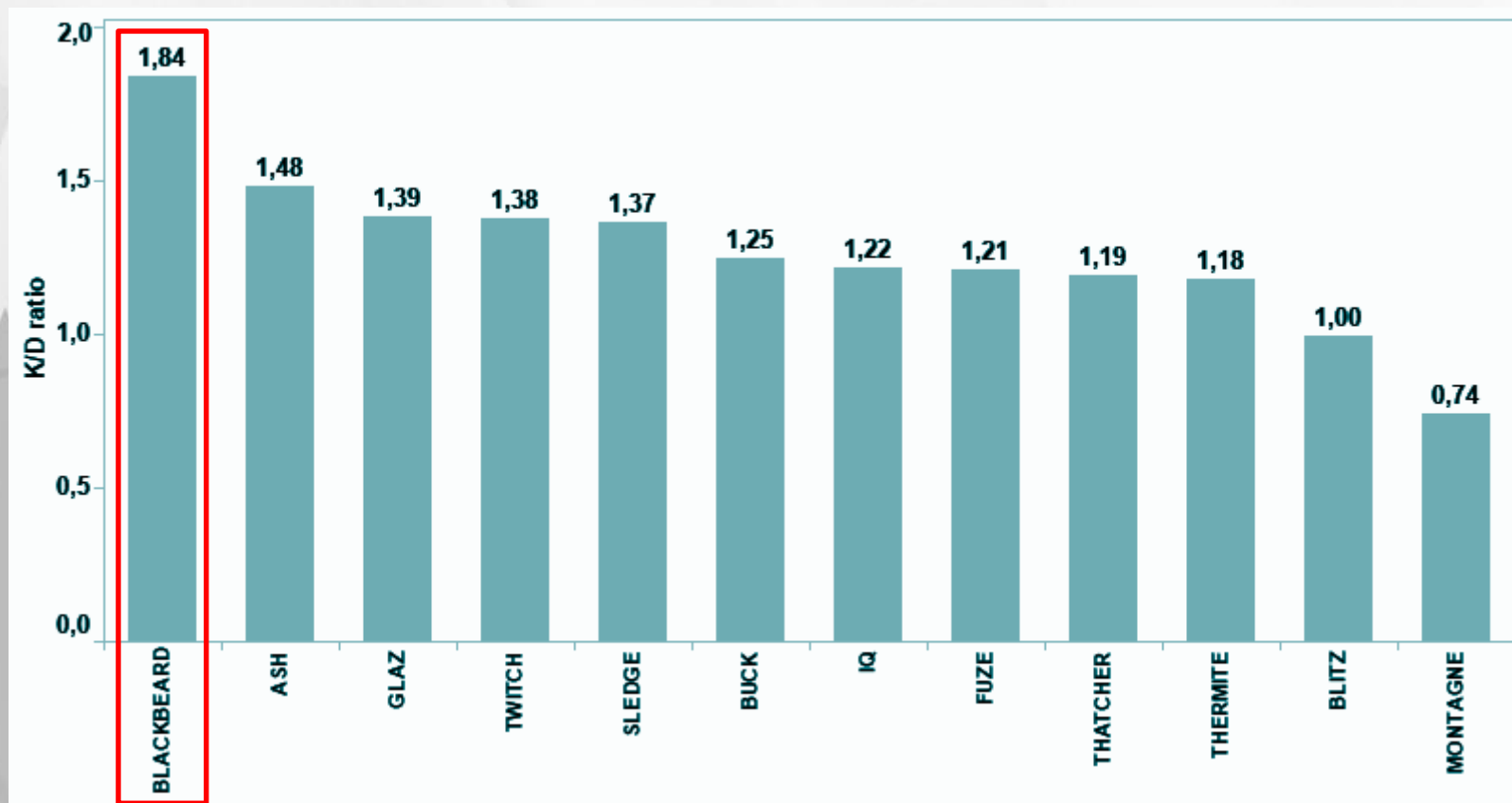
DESIGN PLAYSESSION




HYPOTHESIS

MEET
THE OFFENDER:
THE SHIELD





Attackers Kill/Death ratio – Plat+ Ranked PC – Patch Y1S2



DEFINE
PROBLEMS

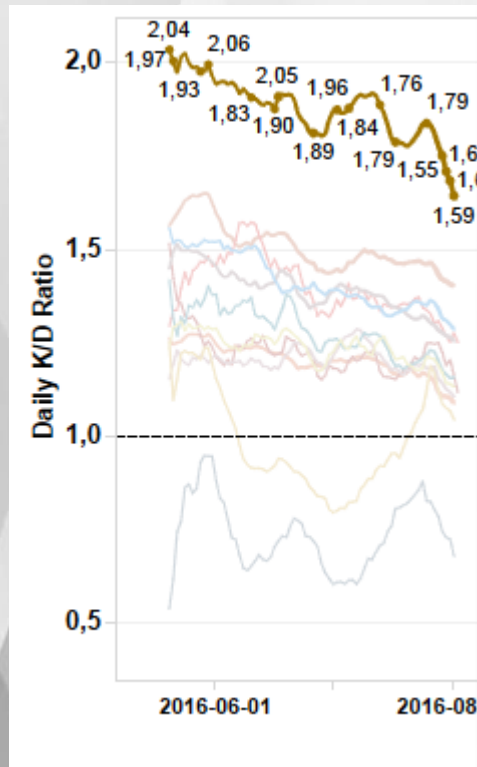
FIND CAUSES

VALIDATE
CAUSES

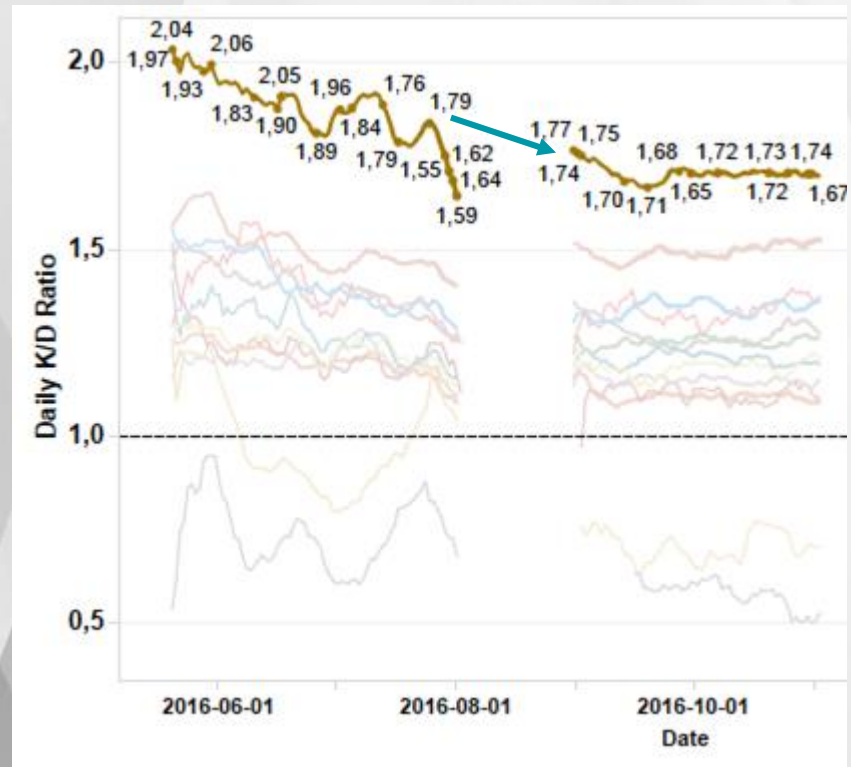
DEFINE
SOLUTIONS

DEFINE SOLUTIONS

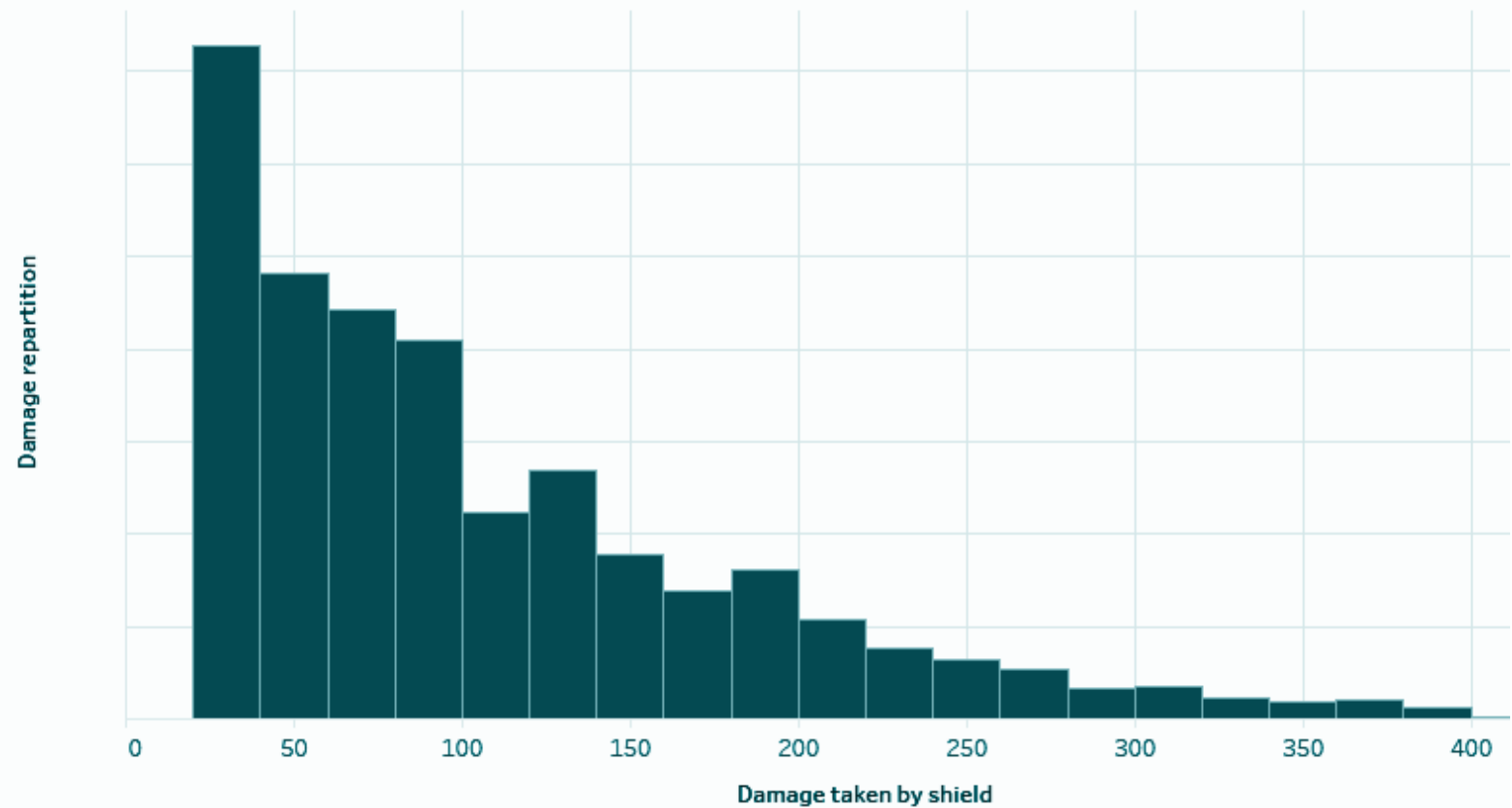
PROBLEM...



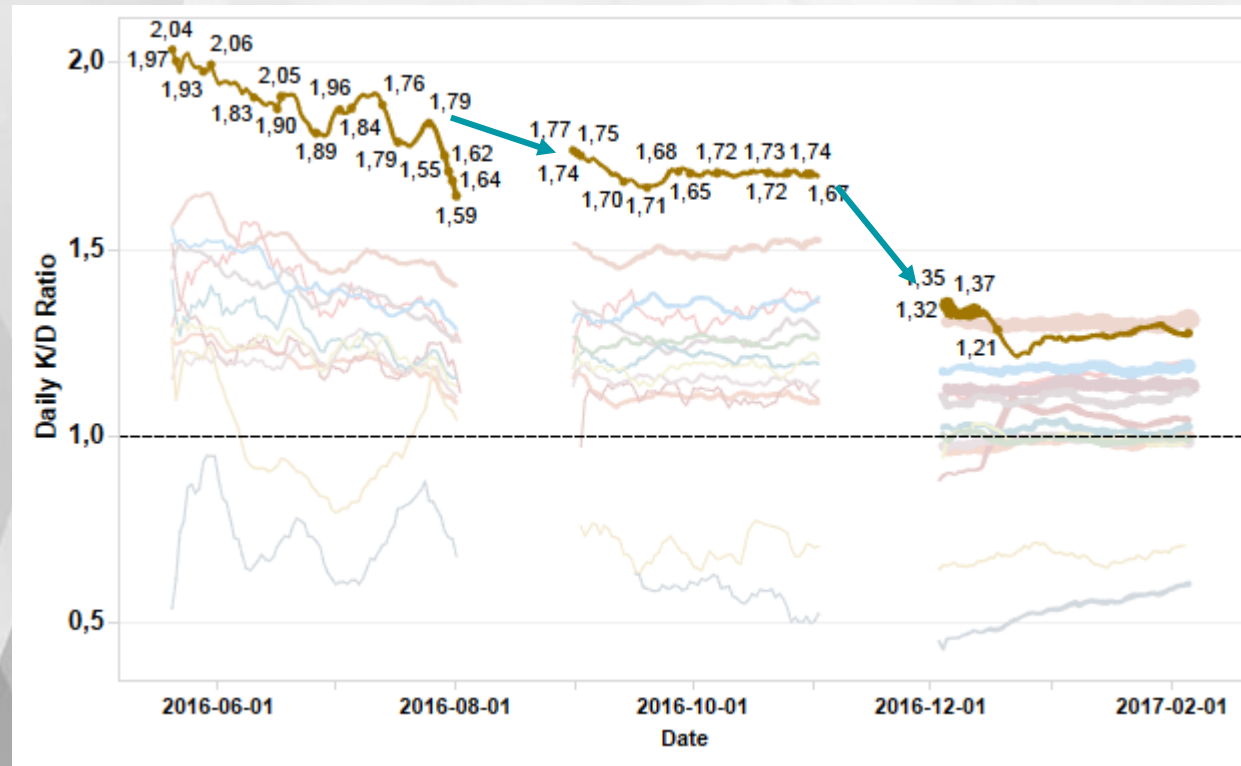
SOLUTION: DESIGNER ONLY...



SOLUTION: ANALYST + DESIGNER...



SOLUTION: ANALYST + DESIGNER...



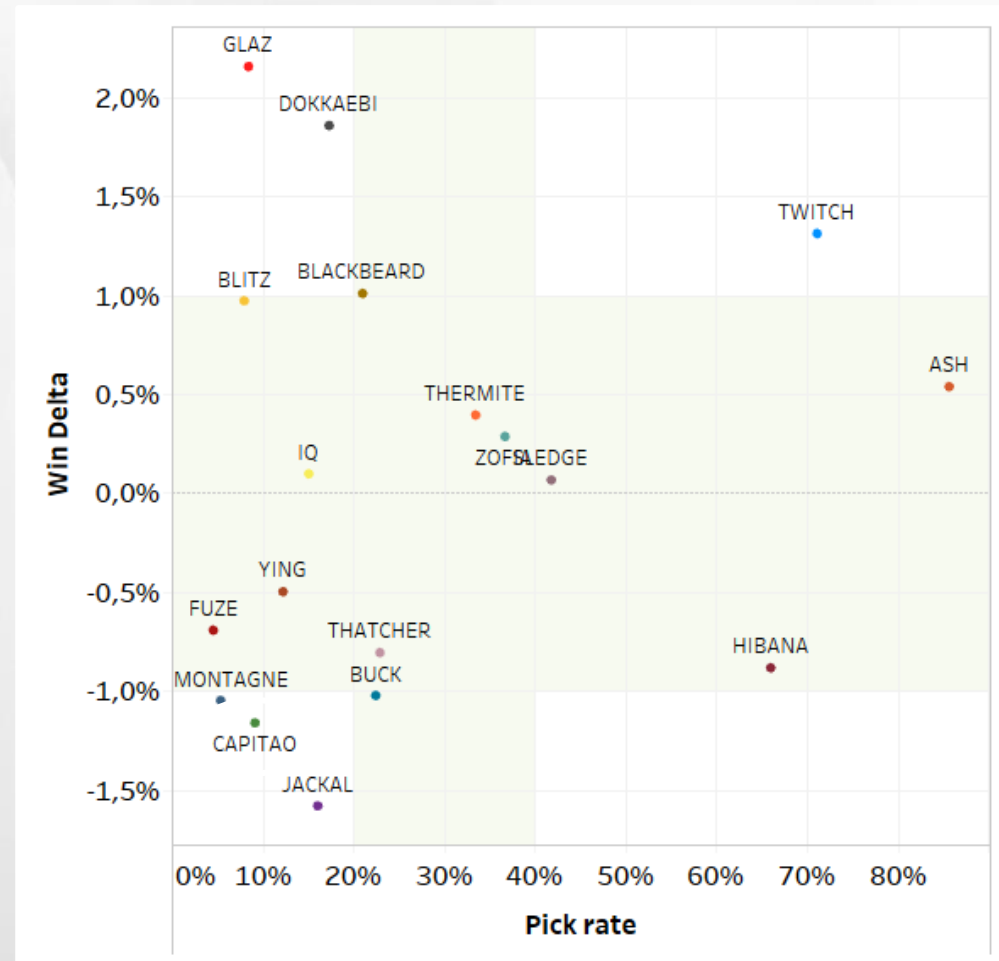
MEET
CAPITAO



EXEMPLE CAPITAO

▶▶ DEFINE PROBLEMS




DATA 
QUALI 
DESIGN 



Attackers pick rates vs win delta – Plat+ Ranked PC – Patch Y2S3

EXEMPLE CAPITAO

►► FIND
CAUSES

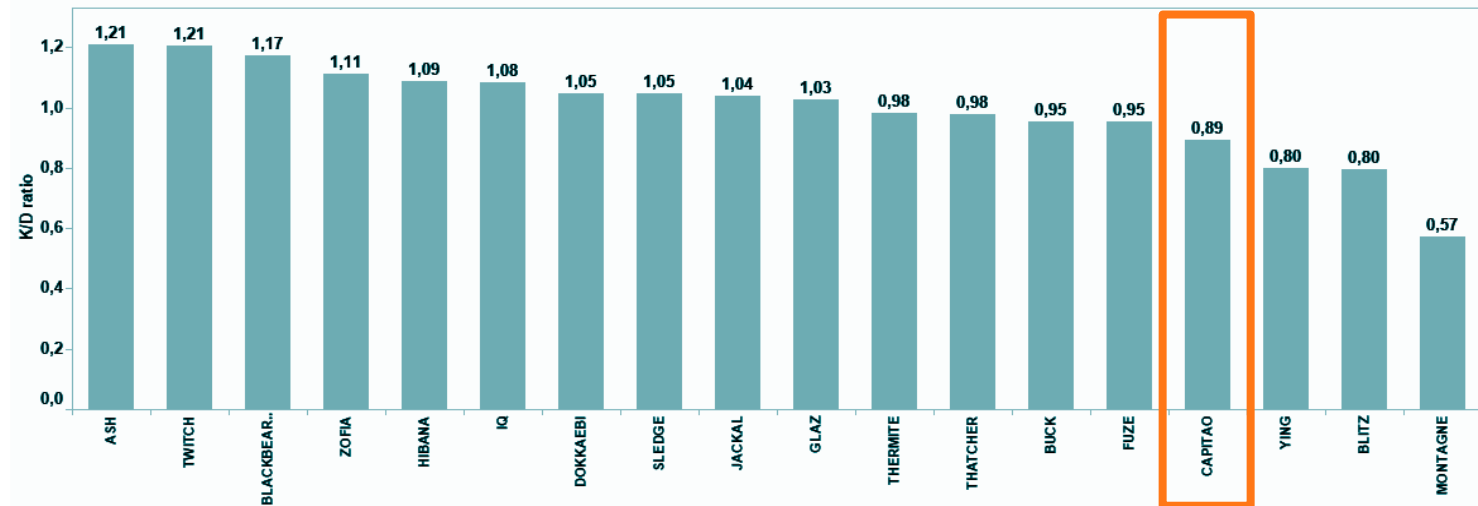
DATA 
QUALI 
DESIGN 



EXEMPLE CAPITAO

▶▶ VALIDATE
CAUSES




DATA 
QUALI 
DESIGN 



EXAMPLE CAPITAO

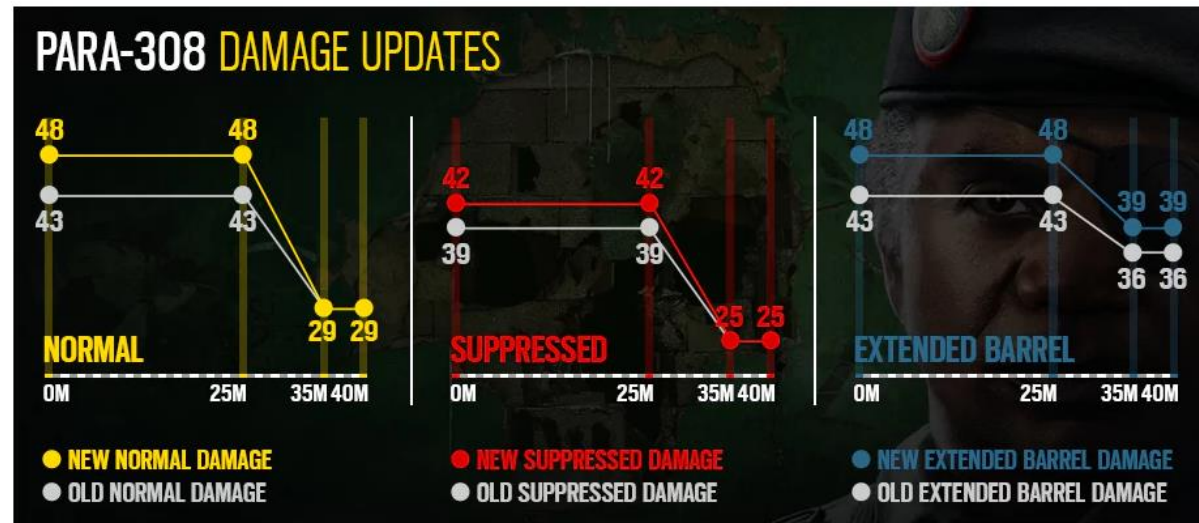


DEFINE SOLUTION

DATA 
QUALI 
DESIGN 




Capitao's Para-308 buff




We increased the Para-308's raw damage is to 48 (from 43). We also slightly reduced the intensity of the random components of its recoil.






Game Designer notes: Capitao right now is not attractive enough. His gadget suffers from a few issues that will need long-term solutions, but in the meantime, it's clear that his main assault rifle is too weak.

RECAP

DATA 
QUALI 
DESIGN 

DATA 
QUALI 
DESIGN 

DATA 
QUALI 
DESIGN 

DATA 
QUALI 
DESIGN 

DEFINE
PROBLEMS

FIND
CAUSES

VALIDATE
CAUSES

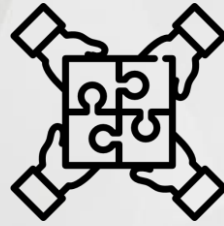
DEFINE
SOLUTIONS

FOLLOW
UP

-4-

CONCLUSION





Features are OWNED by both
GAME DESIGNERS and **ANALYSTS**

-5-

QUESTIONS?



Thank you!



INTELLIGENCE GAME DESIGN

Geoffroy Mouret
Data Scientist

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Game Director