Mobalytics brings science to gaming and esports with the Gamer Performance Index

The GPI is now
available for all gamers for the first time as
Mobalytics enters its Open Beta

SANTA MONICA, CA (Aug 15, 2017) [Mobalytics](#), a company comprised of scientists and ex-pro gamers, has developed a unique technology that will become the standard for competitive gamer performance assessment - the **Gamer Performance Index (GPI)**.

Never before has there been an improvement tool available to gamers with this level of scientific rigor. The Mobalytics private beta had more than 35,000 users testing the platform and over 120,000 sign up for the waitlist.

> "Video games like League of Legends are incredibly complex, with ever-changing dynamics, game states and win conditions," said Dr. Amine Issa, Mobalytics co-Founder, and Warchief of Science. "Our vision was to build the best performance analytics platform the gaming world has ever seen and although we aren't there yet, we have made tremendous progress in the last seven months of closed beta testing with our users."

The GPI uses in-game data and machine learning algorithms to assess player performance in different areas crucial for competitive gamers and helps identify their strengths and weaknesses. For example, for League of Legends, the GPI focuses on the eight critical skills of Aggression, Consistency Farming, Fighting, Teamplay, Toughness, Versatility and Vision. The GPI creates a unique graph for every player according to these eight skills and illustrates their play style in an easy to understand format.

Using the GPI as its central core, the Mobalytics platform provides multiple features which aid gamers at all points in their journeys to improve. The four main features are: the GPI, Pre Game, Post Game, and the Personal Dashboard.

- **The GPI** provides an overall diagnosis by telling players what they should improve and assigns them specific advice.
- **Pre Game** gives instant coaching as a player enters their match, arming players with key intel about their enemies and allies.
- **Post Game** offers a quick snapshot analysis that compares a player's most recent match with their usual play and gives them a focus to target in their next game.
- **Personal Dashboard** allows players to see a big picture perspective of their progress and development.

Powerful analytics tools are usually only available for major sports teams and businesses. The Mobalytics platform is bringing these technologies to everyday gamers.

> "There is a huge amount of data available from the games and there are a couple of existing stats websites where gamers can check their stats. However, we're taking a step forward and trying to make sense of players data by providing them with detailed analysis and action steps on how to improve", said Bogdan Suchyk, Mobalytics co-founder and Warchief of Business and Growth. "After seven months and 120,000 users on the waiting list for our private beta, we're happy to finally release our platform for every League of Legends player to use as they climb the competitive ladder."

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