

USING DATA COLLECTION AND DATA TECHNOLOGIES FOR MODERN CYBERSPORTS COMPETITIONS

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We are considering one of the possible options for processing and analyzing huge massive of data in our work. Big data is the problem of accumulating and processing large amounts of data. When people talk about big data, they are usually talking about three main aspects: large amount of information, its diversity and the necessity of providing reports about processing of this data. The final result of processing data must be easy understandable for a simple user. Thus, under big data we are going to understand not the data itself, but processing methods that allow to process information in an orderly manner [1, 2].

The goal of the project is to process a large amount of data on the ratio of victories in cybersport matches, taking into account specific circumstances for a particular "Hearthstone" cybersport discipline, namely the percentage of wins between classes. The ultimate goal of data processing with the help of the chosen technology will lead to the ordering of this statistics, to a level understandable to the average player, which will create a unique resource aimed at raising the success of professional cybersports performances due to the processing of more than hundreds of thousands of competition results [3].

In the long run, it was concluded that with a complex approach to analysis and processing of Big data, a large number of structured information can serve as a field for solving almost any problem of modern life, from specialized to generalized problems.

Refereces: 1. *Han J.* Data Mining: Concepts and Techniques / *J. Han, M. Kamber, J. Pei.* – Elsevier: Morgan Kaufmann Publishers, 2011. – 744 p. 2. *Клименко А.Н.* Использование интеллектуальных методов анализа при обосновании разработки суперкомпьютера / *А.Н. Клименко, Н.Ю. Любченко, А.А. Подорожняк* // Системи обробки інформації. – Харків: ХУПС. – 2012. – Вип. 9(107). – С. 177-181. 3. *Немашкалов Н.В.* Способ учета достижений и повышения эффективности игроков в киберспорте / *Н.В. Немашкалов, А.А. Подорожняк* // XI Міжнародна науково-практична конференція магістрантів та аспірантів: матеріали конференції. Ч. 3. – Харків: НТУ "ХПИ", 2017. – С. 118.