

Appendix 4.2 – Descriptions of in-game metrics

Offense/Defence:

Shots taken/conceded: A 'shot' is when a player hits the ball and the ball gets within close proximity to the opponents net.

Demos inflicted/taken: A 'demo' is inflicted when a player drives into an opponent at max or near max speed and at the correct angle, removing the opponent for three seconds before they respawn at one of two locations within the defensive third. A 'demo' is taken when the opponent player demo's the player of interest.

Boost:

Boost is a finite resource present in Rocket League which, when used, allows for rapid car acceleration and greatly assists in the ability to get high in the air. Boost can be collected from big pads (6 locations, provide 100 boost and respawn every 10 seconds) or small pads (28 locations, provide 12 boost and respawn every 3 seconds), which are in a standardised location on each map. A player can only have a maximum of 100 boost at any given time.

Boost used: The total amount of boost used over the course of a match.

Average boost reserve: The average amount of boost a player has spare throughout the match.

Total boost collected: The total amount of boost collected over the course of a match.

Count boost collected from big/small pads: The total amount of times a player gained any amount of boost from a big/small pad.

Total boost stolen: The total amount of boost collected specifically from the opponents half of the field.

Count boost stolen from big/small pads: The total amount of times a player gained any amount of boost from a big/small pad in the opponents half of the field (excluding boost on the halfway line).

True boost wastage (%): The proportion of total boost used while at max or near max speed (i.e. supersonic speed)

Total boost overfill collected/stolen: If a player collects 100 boost from a big pad while they currently have boost spare, the amount of boost they had spare would be considered their 'overfill'.

Time spent at 0/100 boost: The total amount of time a player spends with either full boost or no boost over the course of a match.

Movement:

Average Speed: The average speed (in 'unreal units per second') that a player travels at over the course of a match.

Time spent at 'slow' speed: The total time a player spends travelling at a speed less than the max speed obtainable using only the accelerator (~60% of max attainable speed).

Time spent at 'supersonic' speed: The total time a player spends travelling at 95-100% of max attainable speed.

Average duration for a powerslide: 'Powersliding' is a mechanic in Rocket League that allows a player to (a) turn sharper and (b) conserve momentum when landing, particularly when landing in an orientation that is different to the momentum of the players' car. 'Average duration for a powerslide' refers to the average time in which a powerslide is held when a player chooses to use this mechanic.

Instances of powerslides: Number of times a player uses the powerslide mechanic within a match.

Positioning:

Time spent on the ground: Total amount of time in which all four wheels of a players car are grounded throughout a match.

Time spent high in the air: Total amount of time in which a players car is above the height of the players goal.

Time spent goalside of the ball: Total amount of time in which a players car is on the defensive side of the ball (i.e. between the ball and the goal they are protecting).

Time spent in the offensive/defensive third: Total amount of time in which a players car is within the third of the playing area that includes the opponents goal (offensive third) or own goal (defensive third).