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Writing 1133

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How Total and Average Healing Determine the Victor in Alterac Valley

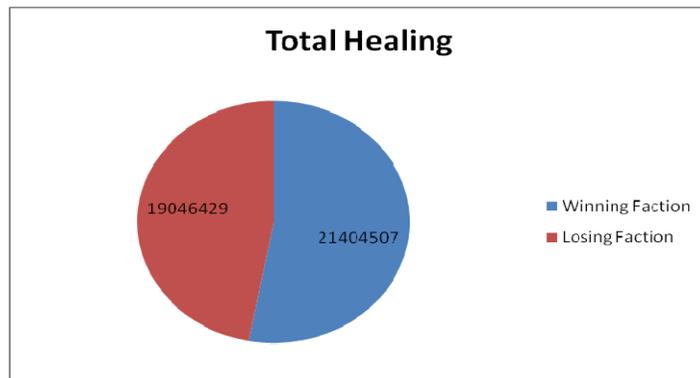
I made a sample study of Alterac Valley Battleground statistics on the Stormstrike battleground based upon individual game statistics posted online. I took the data from each individual game I studied on the database and put the information I found relevant to my study in an excel file. My excel file contains the winning faction from each individual battleground, the total healing of the top three healers from the winning faction and the losing faction, and the race and class of the top three individual healers per battleground. I used only the top three healers from each individual faction because on average, there were about two to four significant healers per faction per battleground. I then separated the data and composed graphs to simplify the raw numbers in my excel sheet. I made sure that I took a sample study that properly reflected the general statistics of Alterac Valley on the Stormstrike battleground by selecting a set of data that displayed very similar overall results to the general statistics online. According to the information from (<http://www.warcraftrealms.com/>), the Horde is the winning faction of the Alterac Valley battleground roughly 67% of the time. The results I found from my sample data displays the Horde winning this battleground 61% of the time, meaning that the results from the two data sets are very similar.

The purpose of this study was to determine how general healing affects the outcome of the Alterac Valley battleground. Going into the study, I anticipated that the greater amount of healing per faction would greatly benefit each faction respectively; however, this was not the case. I also assumed that there would be a considerable difference in healing because of the unbalanced populations of shamans and paladins for the Horde and Alliance. Since only Alliance characters could be paladins and only Horde characters could be shamans before the expansion, there are a much greater amount of Horde shamans than alliance shamans and a much greater amount of Alliance paladins than Horde paladins on the Stormstrike battleground. For this reason I studied the top three healers from each individual battleground recording their faction and race. I then recorded the amount of times that each class finished in the top three healers per faction.

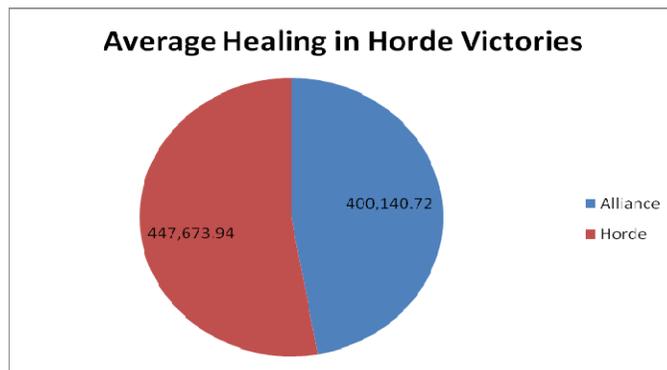
Race and Faction	1st	2nd	3rd	Total
Shaman(Horde)	11	8	5	24
Shaman(Alliance)	3	4	6	13
Paladin(Horde)	4	8	4	16
Paladin(Alliance)	10	10	9	29
Priest(Horde)	6	9	10	25
Priest(Alliance)	5	6	8	19
Druid(Horde)	7	7	10	24
Druid(Alliance)	12	7	6	25
Warlock(Horde)	1	0	1	2
Warlock(Alliance)	0	0	0	0

As expected, there was an unbalance between shamans and paladins for the Horde and the Alliance. Despite this fact, however, each faction had a similar number of top three healers in my sample study. The Horde totaled 91 characters in the top three healing category compared to the 86 Alliance characters. Since these numbers are relatively similar, the unbalance of these two classes for Horde and Alliance is an insignificant statistic for total top three healers in this sample of Alterac Valley battlegrounds.

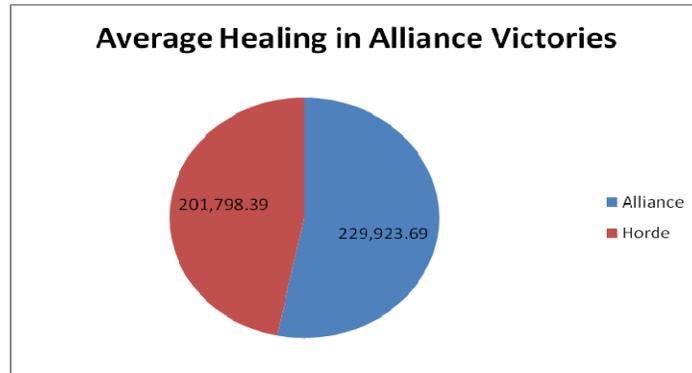
The next set of data that I studied was total healing for the winning factions and losing factions. I made the assumption that the total healing for the winning factions for these battlegrounds would be much greater than the healing for the losing factions, however, this also proved to be incorrect. I found that the total healing for the top three healers per winning and losing faction were very similar.



Since this data proved to be relatively insignificant, I then decided to separate out the data by horde and alliance. I found that out of the 59 games in my sample population, the Horde out healed the alliance in 30 games and the alliance out healed the Horde in 29 games, meaning that the total healing of the two factions was extremely similar. Next, I sorted that data out between games in which the Horde was the winning faction to determine if the Horde relied on healing for their victories in the sample study.

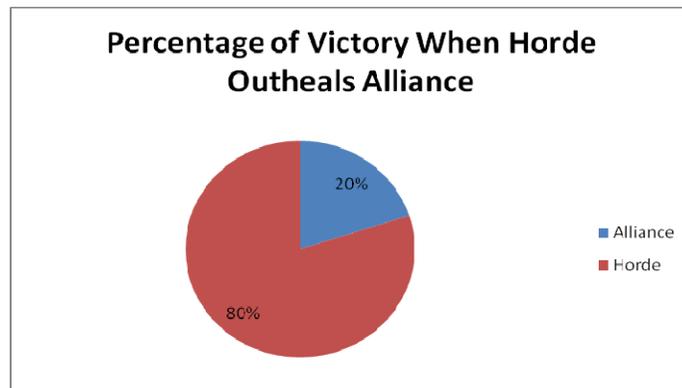


This statistic shows that while the Horde out heals the Alliance on average for the sample study that I selected, that the overall difference in healing averages for Horde victories was still a relatively a small number. I then proceeded to perform the same manipulation of data for all of the Alliance victories.

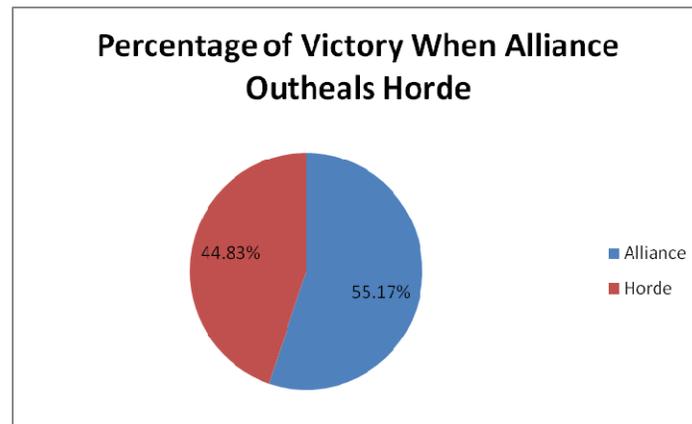


While this graph seems very similar to the graph in Horde Victories, aside from the Alliance having the small advantage, I noticed that the average healing for both factions was considerably less than the healing for both factions in Horde Victories.

The next statistic I examined was to determine how dependent each faction was on healing for their victories in the Alterac Valley battleground. I calculated the winning percentage for each faction in games which the winning faction out healed the opposing faction.



This finally produced a result that was very significant. This graph shows that the Horde was very dependent on their healing for their victories in Alterac Valley in my sample study. I then repeated the same study for the Alliance.



Unexpectedly, the results for the Alliance were not remotely similar to those of the Horde. This graph shows that the Alliance only won this battleground only 55% of the time that they out healed the Horde. From this data I concluded that the Alliance is much less dependent on healing than the Horde.

That being said, I didn't find any real conclusions to why the Horde was considerably more dependent on healing than the Alliance. I then proceeded to compare the previous four graphs and came up with a possible conjecture. As previously stated, in Horde victories the total amount of healing for each faction respectively was much greater than in games in which the Alliance won. Also, I reviewed the fact that the Horde was much more dependent on healing than the Alliance and compared the two graphs. I then made the assumption that the greater amount of healing per game was dependent on the duration of each game. I had to make this assumption because the database in which I received my information did not show the duration of each game. Assuming this idea is correct, it appears that games in which the Horde was the winning faction, that the games lasted for a greater amount of time than in games in which the Alliance was the victor.

While this result is not related to the conclusion I was hoping to find, this is an excellent statistic because it shows a major determinite in which faction will win each respective Alterac Valley battleground. This proves how strategy is a much more important factor than healing in the Alterac Valley battleground on the Stormstrike battleground. Judging from the information gathered and my personal experiences on this battleground, the Alliance tends to rush through the map and ninja key towers and graveyards from the Horde early in the game. The Horde, however, tends to move at a much slower pace across the map and leaves more characters on defense. If the Horde fails to retake their towers and graveyards before they are destroyed, then the Alliance is at a great advantage. However, if the Horde is able to retake one or two of their towers, assuming they hold their bunkers, the Horde will be at a great advantage because they will destroy the Alliance bunkers before the Alliance can destroy the Horde towers. Also if the Horde succeeds in recapturing their towers before the Alliance can destroy them, it will make for a much longer game duration. As previously stated, one can assume that the total amount of healing per faction greatly increases as the game duration increases. Thus, as proved through the provided healing statistics, in games which both teams heal for greater amounts, the Horde is more likley to win.