Package 'survivoR'

June 13, 2025

Type Package

Title Data from all Seasons of Survivor (US) TV Series in Tidy Format

Version 2.3.6

Description Datasets detailing the results, castaways, and events of each
season of Survivor for the US, Australia, South Africa, New Zealand, and the
UK. This includes details on the cast, voting history, immunity and reward
challenges, jury votes, boot order, advantage details, and episode ratings.
Use this for analysis of trends and statistics of the game.

Depends R (>= 4.1.0)

Imports tidyr, ggplot2, stringr, magrittr, glue, shiny, purrr, dplyr,
crayon, readr, shinycssloaders, lubridate, DT, shinyjs

Suggests forcats, testthat (>= 3.0.0)

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URL https://github.com/doehm/survivoR

BugReports https://github.com/doehm/survivoR/issues

Encoding UTF-8

LazyData true

RoxygenNote 7.2.3

Config/testthat/edition 3

NeedsCompilation no

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Repository CRAN

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Contents

---

add_alive   *Adds alive flag*

Description

Adds a logical flag if the castaway is alive at the start or end of an episode

Usage

```
add_alive(df, .ep, .at = "end")
```

Arguments

df	Data frame. Must contain `version_season` and `castaway`.
.ep	Episode to evaluate the flag.
.at	Either 'start' or 'end'. If 'start' the flag will indicate who is alive at the start of the episode. If 'end' it will indicate who is alive at the end of the episode i.e. after tribal council.

Value

A data frame with a new column `alive`.

Examples

```
library(survivoR)
library(dplyr)

df <- confessionals |>
  filter_us(47) |>
  add_alive(12)

df |>
  filter(alive) |>
  group_by(castaway) |>
  summarise(n = sum(confessional_count))
```

---

add_bipoc *Adds BIPOC*

Description

Adds a BIPOC to the data frame. If any African American, Asian American, Latin American, or Native American is TRUE then BIPOC is TRUE.

Usage

```
add_bipoc(df)
```

Arguments

df   Data frame. Requires castaway_id.

Value

Data frame with BIPOC added.

Examples

```
library(survivoR)
library(dplyr)

get_cast("US47") |>
  add_bipoc()
```

---

add_castaway *Add castaway*

Description

Adds castaway to a data frame. Input data frame must have castaway_id.

Usage

```
add_castaway(df)
```

Arguments

df   Data frame. Requires castaway_id.

Value

Data frame with castaway.

Examples

```
library(survivoR)
library(dplyr)

df_no_castaway <- confessionals |>
  filter_us(47) |>
  group_by(castaway_id) |>
  summarise(n = sum(confessional_count))

df_no_castaway |>
  add_castaway()
```

---

add_demogs   *Add demographics*

Description

Add demographics that includes age, gender, race/ethnicity, and lgbtqia+ status to a data frame with `castaway_id`.

Usage

```
add_demogs(df)
```

Arguments

df   Data frame. Requires `castaway_id`.

Value

Data frame with castaway added to it.

Examples

```
library(survivoR)
library(dplyr)

get_cast("US47") |>
  add_demogs()
```

---

add_finalist   *Add winner*

Description

Adds a winner flag to the data set.

Usage

```
add_finalist(df)
```

Arguments

df   Data frame. Requires `version_season` and `castaway_id`.

Value

A data frame with a logical flag for the winner

Examples

```
library(survivoR)
library(dplyr)

confessionals |>
  add_winner()
```

---

add_full_name   *Add full name*

Description

Adds full name to the data frame. Useful for plotting and making tables.

Usage

```
add_full_name(df)
```

Arguments

df   Data frame. Requires `castaway_id`.

Value

Data frame with full name.

Examples

```
library(survivoR)
library(dplyr)

get_cast("US47") |>
  add_full_name()
```

---

add_gender   *Add gender*

Description

Adds gender to a data frame

Usage

```
add_gender(df)
```

Arguments

df   Data frame. Requires `castaway_id`.

Value

Data frame with gender added to it.

Examples

```
library(survivoR)
library(dplyr)

get_cast("US47") |>
  add_gender()
```

---

add_jury   *Add jury member*

Description

Adds a jury member flag to the data set.

Usage

```
add_jury(df)
```

Arguments

df   Data frame. Requires `version_season` and `castaway_id`.

Value

A data frame with a logical flag for the jury members

Examples

```
library(survivoR)
library(dplyr)

confessionals |>
  add_jury()
```

---

add_lgbt   *Add LGBTQIA+ status*

Description

Adds the LGBTQIA+ flag to the data frame.

Usage

```
add_lgbt(df)
```

Arguments

df   Data frame. Requires `castaway_id` and `version_season`.

Value

Data frame with the LGBTQIA+ flag added.

Examples

```
library(survivoR)
library(dplyr)

get_cast("US47") |>
  add_lgbt()
```

---

add_result   *Add result*

Description

Adds the result and place to the data frame.

Usage

```
add_result(df)
```

Arguments

df   Data frame. Requires `castaway_id` and `version_season`.

Value

Data frame with result and place added.

Examples

```
library(survivoR)
library(dplyr)

get_cast("US47") |>
  add_result()
```

---

add_tribe   *Add tribe*

Description

Adds tribe to a data frame for a specified stage of the game e.g. original, swapped, swapped_2, etc.

Usage

```
add_tribe(df, .tribe_status = "Original")
```

Arguments

df   Data frame. Requires `version_season` and `castaway_id`,

.tribe_status   Tribe status e.g. original, swapped, swapped_2, etc.

Value

Data frame with `tribe` added.

Examples

```
library(survivoR)
library(dplyr)

confessionals |>
  add_tribe()
```

---

add_tribe_colour   *Add tribe colour*

Description

Add tribe colour to the data frame. Useful for preparing the data for plotting with ggplot2.

Usage

```
add_tribe_colour(df, .tribe_status = "Original")
```

Arguments

df   Data frame. Requires version_season and tribe.

.tribe_status   Tribe status e.g. original, swapped, swapped_2, etc.

Value

Data frame with tribe_colour added

Examples

```
library(survivoR)
library(dplyr)

get_cast("US47") |>
  add_tribe() |>
  add_tribe_colour()
```

---

add_winner   *Add winner*

Description

Adds a winner flag to the data set.

Usage

```
add_winner(df)
```

Arguments

df   Data frame. Requires version_season and castaway_id.

Value

A data frame with a logical flag for the winner

Examples

```
library(survivoR)
library(dplyr)

confessionals |>
  add_winner()
```

---

advantage_details   *Advantage Details*

Description

A dataset containing the details and characteristics of each idol and advantage. This maps to advantage_movement

Usage

```
advantage_details
```

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season The season number

advantage_id The ID / primary key of the advantage

advantage_type Advantage type e.g. hidden immunity idol, extra vote, steal a vote, etc

clue_details Details if a clue existed for the advantage and if so where was the clue found

location_found The location the idol or advantage was found

conditions Extra details about the unique conditions of the idol or advantage

Details

There are split idols which need to be combined to be played. In these case the first one found is given an ID. The second or subsequent parts are given the same ID with a trailing letter. For example in season 40 Denise found an idol that was split (USHI4002). Later she found the other half (USHI4002b). When played the second half is considered to have 'absorbed' into the first idol. The first idol found is always considered the primary idol.

---

advantage_movement   *Advantage Movement*

Description

A dataset containing the movement details of each advantage or hidden immunity idol. Each row is considered an event e.g. the idol was found, played, etc. If the advantage changed hands it records who received it. The logical flow is identified by the sequence_id.

Usage

advantage_movement

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season The season number

castaway Name of the castaway involved in the event e.g. found, played, received, etc.

castaway_id ID of the castaway (primary key). Consistent across seasons and name changes e.g. Amber Brkich / Amber Mariano. The first two letters reference the country of the version played e.g. US, AU.

advantage_id The ID / primary key of the advantage

sequence_id The sequence of events. For example sequence_id == 1 usually means the advantage was found. Each subsequent event follows the sequence_id

day The day the event occurred

episode The episode the event occurred

event The event e.g. the advantage was found, played, received, etc

played_for If the advantage or idol was played this records who it was played for

played_for_id the ID for who the advantage or idol was played for

success If the play was successful or not. Only relevant for advantages since playing a hidden immunity idol is always successful in terms of saving who it was played for.

votes_nullified In the case of hidden immunity idols this is the count of how many votes were nullified when played

sog_id Stage of game ID for joining to vote_history and challenge_results

---

auction_details　　　*Survivor Auction Details*

Description

The details of the items purchased at the Survivor Auction. survivor_auction is at the castaway level and includes all castaways whether or not they purchased an item and auction_details is at the item level.

Usage

auction_details

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season The season number

item Item number

item_description Item description

category The item category. See details for more.

castaway Castaway

castaway_id Castaway ID

covered If the item was covered or not

cost The amount paid for the item

money_remaining How much money the castaway has remaining

auction_num If the same item is auctioned for a second time it has a value of 2

participated The names of castaways that could participate in the purchased item e.g. sharing a
    tub of peanut butter with the tribe

notes Additional notes

alternative_offered If and alternative was offered to the player after purchase

alternative_accepted If they accepted the alternative offer

other_item Description of the refused item

other_item_category Category of the refused item

Details

Each item has been categorised into 5 main categories:

1. Food and drink: The most common item. It may be simply food or drink, not necessarily both.

2. Comfort: Things like a shower, toothpaste, etc

3. Letters from home

4. Advantage: Could be a clue to a hidden immunity idol, advantage in the next challenge, or in
   the current auction

5. Bad item: The not good item, typically one of the covered items. Whether or not it's actually
   bad is subjective, but where someone is hoping for pizza and gets bat soup I consider it a bad
   item.

Source

https://survivor.fandom.com/wiki/Main_Page

---

boot_mapping	*Boot mapping*

Description

A mapping table for easily filtering to the set of castaways that are still in the game after a specified
number of boots.

Usage

boot_mapping

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season The season number

episode Episode number

order The number of boots that there have been in the game e.g. if order == 2 there have been 2 boots in the game so far and there are N-2 castaways left in the game

final_n The final number of castaways e.g. you can filter to the final 4 by filter(boot_mapping, final_n == 4). There are missing values where players have returned to the game. This means there are multiple stages of the game where there is a different make up of the final 8, for example. This field just takes the last set so that you can filter for final_n and it will return a single set of castaways.

n_boots Similar to final_n but the number of boots in the game. This is different to order where order counts if someone has been booted twice. n_boots is simply the number of people in the season minus the final_n.

sog_id Stage of game ID for joining to vote_history and challenge_results

castaway_id ID of the castaway (primary key). Consistent across seasons and name changes e.g. Amber Brkich / Amber Mariano. The first two letters reference the country of the version played e.g. US, AU.

castaway Name of the castaway

tribe Name of the tribe the castaway was on

tribe_status The status of the tribe e.g. original, swapped, merged, etc. See details for more

game_status Logical flag to identify if the castaway is currently in the game. If FALSE the castaway is on Redemption Island or Edge of Extinction.

Source

https://en.wikipedia.org/wiki/Survivor_(American_TV_series) https://survivor.fandom.com/wiki/Main_Page

---

boot_order	*Boot order*

Description

Similar to the castaways dataset, boot_order records the order in which castaways left the game. If a player was voted out of the game, returned to the game like seasons such as Redemption Island, and then voted out again, they will have two rows in the table.

Usage

boot_order

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season Season number

castaway_id ID of the castaway (primary key). Consistent across seasons and name changes e.g. Amber Brkich / Amber Mariano. The first two letters reference the country of the version played e.g. US, AU (TBA).

castaway Name of castaway. Generally this is the name they were most commonly referred to or nickname e.g. no one called Coach, Benjamin. He was simply Coach

episode Episode number

day Number of days the castaway survived. A missing value indicates they later returned to the game that season

order Boot order. Order in which castaway was voted out e.g. 5 is the 5th person voted of the island

result Final result

Source

https://en.wikipedia.org/wiki/Survivor_(American_TV_series); https://survivor.fandom.com/wiki/Main_Page; ack_ features from Matt Stiles https://github.com/stiles/survivor-voteoffs

Examples

```
library(dplyr)
castaways %>%
  filter(season == 40)
```

---

castaways *Castaways*

Description

A dataset containing details on the results for every castaway and season

Usage

```
castaways
```

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season Season number

full_name Full name of the castaway

castaway_id ID of the castaway (primary key). Consistent across seasons and name changes e.g. Amber Brkich / Amber Mariano. The first two letters reference the country of the version played e.g. US, AU (TBA).

castaway Name of castaway. Generally this is the name they were most commonly referred to or nickname e.g. no one called Coach, Benjamin. He was simply Coach

age Age of the castaway during the season they played

city City of residence during the season they played

state State of residence during the season they played

episode Episode number

day Number of days the castaway survived. A missing value indicates they later returned to the game that season

order Boot order. Order in which castaway was voted out e.g. 5 is the 5th person voted of the island

result Final result

place Place as a number e.g. Sole Survivor is 1, runner-up 2, etc

jury_status Jury status

original_tribe Original tribe name

finalist Logical. TRUE if the castaway was a finalists

jury Logical. TRUE if the castaway was a jury member

winner Logical. TRUE if the castaway was the winner

acknowledge Did the contestant acknowledge their teammates in one of these specific ways after snuffing — or just walk away?

ack_gesture for any physical gestures towards the tribe after torch snuffing. Types: wave, nod, wink, bow or prayer sign with hands

ack_look For making eye contact with one or more members of the tribe after torch snuffing

ack_smile For smiling at the tribe after torch snuffing

ack_speak For any verbal communication directed at the tribe after torch snuffing

ack_quote What, if anything, the contestant said. Direct quotes only.

ack_score The score is derived from the four subcategories of acknowledgment: words, look, gesture, and smile. Each true value in these categories adds 1 to the score.

Source

https://en.wikipedia.org/wiki/Survivor_(American_TV_series); https://survivor.fandom.com/wiki/Main_Page; ack_ features from Matt Stiles https://github.com/stiles/survivor-voteoffs

Examples

```
library(dplyr)
castaways %>%
  filter(season == 40)
```

castaway_details   *Castaway details*

Description

A dataset containing details on the castaways for each season

Usage

```
castaway_details
```

Format

This data frame contains the following columns:

castaway_id ID of the castaway (primary key). Consistent across seasons and name changes e.g. Amber Brkich / Amber Mariano. The first two letters reference the country of the version played e.g. US, AU (TBA).

full_name Full name of the castaway

full_name_detailed A detailed version of full_name for plotting e.g. 'Boston' Rob Mariano

castaway Short name of the castaway. Name typically used during the season. Sometimes there are multiple people with the same name e.g. Rob C and Rob M in Survivor All-Stars. This field takes the most verbose name used

last_name Last name

date_of_birth Date of birth

date_of_death Date of death

gender Gender of castaway

african TRUE if African-American or African-Canadian as per https://survivor.fandom.com/wiki/Main_Page

asian TRUE if Asian-American or Asian-Canadian as per https://survivor.fandom.com/wiki/Main_Page

latin_american TRUE if Latin-American as per https://survivor.fandom.com/wiki/Main_Page

native_american TRUE if Native-American as per https://survivor.fandom.com/wiki/Main_Page

bipoc Black, Indigenous, or Person of Colour

lgbt LGBTQIA+ status as listed on the survivor wiki.

personality_type The Myer-Briggs personality type of the castaway

occupation Occupation

collar White Collar, Blue Collar, No Collar, or Unknown. WARNING: this is experimental. The classification has been made using a model and results may be inconsistent.

three_words Answer to the question "three words to describe you?"

hobbies Answer to the question "what are you favourite hobbies?"

pet_peeves Answer to the question "what are your pet peeves?"

race Race (if known)

ethnicity Ethnicity (if known)

Details

Race and ethnicity data is included if known and can point to a source, rather than making an assumption about an individual.

poc has been deprecated and replaced with bipoc which is now logical and only for the US. bipoc is TRUE if any of african, asian, latin_american, or native_american is TRUE.

Source

<https://survivor.fandom.com/wiki/Main_Page>, <https://www.personality-database.com/>

Examples

```
library(dplyr)
castaway_details |>
  count(gender)
```

---

castaway_scores *Castaway scores*

Description

The challenge, vote history, and advantage scores are a measure of success or proficiency. Higher the better. See details.

Usage

```
castaway_scores
```

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season The season number

castaway_id Castaway ID

castaway Castaway

score_overall Overall score for the castaway. Use this to compare players across seasons

score_result Score based on the placing in the season

score_jury Jury score based on the proportional number of votes recieved

score_vote Voting score for the season as a proportion of their potential max score

score_adv Advantage score. Same as p_score_adv

score_inf Influence score. Aim at capturing influence in the game e.g. higher the score, the higher their importance to the narrative of the episode/season

r_score_chal_all Challenge score for all challenges

r_score_chal_immunity Challenge score for immunity challenges

r_score_chal_reward Challenge score for reward challenges

r_score_chal_tribal Challenge score for tribals challenges

r_score_chal_tribal_immunity Challenge score for tribal immunity

r_score_chal_tribal_reward Challenge score for tribal reward

r_score_chal_individual Challenge score for individual challenges

r_score_chal_individual_immunity Challenge score for individual immunity

r_score_chal_individual_reward Challenge score for individual reward

r_score_chal_team Challenge score for team challenges

r_score_chal_team_reward Challenge score for team reward

r_score_chal_team_immunity Challenge score for team immunity

r_score_chal_duel Challenge score for duels

p_score_chal_all Challenge score for all challenges

p_score_chal_immunity Challenge score for immunity challenges

p_score_chal_reward Challenge score for reward challenges

p_score_chal_tribal Challenge score for tribals challenges

p_score_chal_tribal_immunity Challenge score for tribal immunity

p_score_chal_tribal_reward Challenge score for tribal reward

p_score_chal_individual Challenge score for individual challenges

p_score_chal_individual_immunity Challenge score for individual immunity

p_score_chal_individual_reward Challenge score for individual reward

p_score_chal_team Challenge score for team challenges

p_score_chal_team_reward Challenge score for team reward

p_score_chal_team_immunity Challenge score for team immunity

p_score_chal_duel Challenge score for duels

n_votes_received Number of votes received

n_successful_boots Number of successful boots

p_successful_boot Percentage of successful boots. Tribals where the castaway did not have a vote are removed from the calculation

n_tribals Number of tribals attended

n_tribals_with_vote Number of tribals attended where the player had a vote

r_score_vote Vote history score

p_score_vote Proportional vote history score for the season

r_score_adv Advantage scores

p_score_adv Scaled advantage scores - min max bewtween 0 and 1

n_adv_found Number of advantages found

n_idols_found number of idols found

n_adv_played Number of advantages played

n_adv_not_played Number of advantages not played

n_voted_out_with_adv Number of advantages they were voted out with

n_voted_out_with_idol Number of idols they were voted out with

Details

Challenge score: https://gradientdescending.com/the-sanctuary/full-challenges-list-all.html#details

The difference between the r_ and p_ sores is the r_ is the raw score which is the residual assuming equal probability. Higher the better. p_ is the residual converted to a probability.

Vote history score: https://gradientdescending.com/the-sanctuary/full-vote-list.html#details. The vote history score is somewhat experimental.

Advantage score: TBC

---

challenge_description *Challenge Description*

Description

A dataset detailing the challenges played and the elements they include over all seasons of Survivor

Usage

challenge_description

Format

This data frame contains the following columns:

`version` Country code for the version of the show

`version_season` Version season key

`season` The season number

`episode` Episode number

`challenge_id` Primary key

`challenge_number`

`challenge_type`

`name` The name of the challenge

`recurring_name` Challenges can go by different names but are often associated with a particular challenge or element of a challenge. Some challenges use combinations of other challenges so it's not perfect but consistent with the wiki page. Use `recurring_name` to analyse how often a challenge has been run.

`description` Description of the challenge

`reward` Description of the reward

`additional_stipulation` Some challenges come with various rules or success criteria. This states those conditions.

`race` If the challenge is a race between tribes, teams or individuals

`endurance` If the challenge is an endurance event e.g. last tribe, team, individual standing

`turn_based` If the challenge is turn bases i.e. conducted in rounds

`puzzle` If the challenge contains a puzzle element

`puzzle_slide` If the challenge contained a slide puzzle

`puzzle_word` If the challenge contained a word puzzle

`precision` If the challenge contains a precision element e.g. shooting an arrow, hitting a target, etc

`precision_catch` If the challenge featured catching a ball or similar

`precision_roll_ball` If the challenge featured rolling a ball

`precision_slingshot` If the challenge featured a slingshot, either the large version or handheld version

`precision_throw_balls` If the challenge featured throwing balls

`precision_throw_coconuts` If the challenge featured throwing coconuts

`precision_throw_rings` if the challenge featured throwing rings

`precision_throw_sandbags` if the challenge featured throwing sandbags

`strength` If the challenge has a strength based

`balance` If the challenge contains a balancing element. My refer to the player balancing on something or the player balancing an object on something e.g. The Ball Drop

`balance_beam` If the challenge featured a balance beam of similar they were required to balance on

`balance_ball` If the challenge featured balancing a ball on something

`food` If the challenge contains a food element e.g. the food challenge, biting off chunks of meat

`knowledge` If the challenge contains a knowledge component e.g. Q and A about the location

`memory` If the challenge contains a memory element e.g. memorising a sequence of items

`fire` If the challenge contains an element of fire making / maintaining

`water` If the challenge is held, in part, in the water

`water_swim` If castaways had to swim in the challenge

`water_paddling` If castwways were required to paddle a boat or similar

`obstacle_blindfolded` If the challenge required castaways to be blindfolded

`obstacle_cargo_net` If the challenge featured a cargo net

`obstacle_chopping` If castaways were required to chop a rope or similar

`obstacle_combination_lock` If the challenge feature a combination lock

`obstacle_digging` If the challenge involved digging

`obstacle_knots` If the challenge involved untying knots

`obstacle_padlocks` If the challenge featured opening padlocks

`mud` If the challenge required castaways to get covered in mud

Details

This data set contains the name, description, and descriptive features for each challenge where it is known. Challenges can go by different names so have included the unique name and the recurring challenge name. These are taken directly from the Survivor Wiki. Sometimes there can be variations made on the challenge but go but the same name, or the challenge is integrated with a longer obstacle. In these cases the challenge may share the same recurring challenge name but have a different challenge name. Even if they share the same names the description could be different.

The features of each challenge have been determined largely through string searches of key words that describe the challenge. It may not be 100% accurate due to the different and inconsistent descriptions but in most part they will provide a good basis for analysis.

If any descriptive features need altering please let me know in the issues.

For updated data please see the git version.

Source

https://survivor.fandom.com/wiki/Category:Challenges https://survivor.fandom.com/wiki/Main_Page

Examples

```
library(dplyr)
library(tidyr)
challenge_description
```

---

challenge_results   *Challenge Results*

Description

A dataset detailing the challenges played including reward and immunity challenges.

Usage

challenge_results

Format

This data frame contains the following columns

version Country code for the version of the show

version_season Version season key

season The season number

episode Episode number

n_boots The number of boots that there have been in the game e.g. if n_boots == 2 there have been 2 boots in the game so far and there are N-2 castaways left in the game

castaway_id ID of the castaway (primary key). Consistent across seasons and name changes e.g. Amber Brkich / Amber Mariano. The first two letters reference the country of the version played e.g. US, AU (TBA).

castaway Name of castaway. Generally this is the name they were most commonly referred to or nickname e.g. no one called Coach, Benjamin. He was simply Coach

outcome_type Whether the challenge is individual or tribal. Some individual reward challenges may involve multiple castaways as the winner gets to choose who they bring along

tribe Current tribe the castaway is on

tribe_status The status of the tribe e.g. original, swapped, merged, etc. See details for more

challenge_type The challenge type e.g. immunity, reward, etc

challenge_id Primary key to the challenge_description data set which contains features of the challenge

result Result of challenge

result_notes Additional notes about the result of the challenge

order_of_finish Order of finish for tribal challenges. Useful when there are 3 or more tribes to see who actually came first, second and who lost the challenge.

chosen_for_reward If after the reward challenge the castaway was chosen to participate in the reward

sit_out TRUE if they sat out of the challenge or FALSE if they participate

team Team allocation when they are split into teams

sog_id Stage of game ID for joining to boot_mapping and vote_history

Source

https://en.wikipedia.org/wiki/Survivor_(American_TV_series) https://survivor.fandom.com/wiki/Main_Page

Examples

```
library(dplyr)
library(tidyr)
challenge_results %>%
  filter(season == 40)
```

---

challenge_summary   *Challenge Summary*

Description

A dataset summarising `challenge_results`

Usage

```
challenge_summary
```

Format

This data frame contains the following columns

category The category of the challenge e.g. tribal, individual, individual immunity, duel, etc. This makes it easy to split out the difference types of challenges and avoid complications such as 'Team / Individual' challenges where there is a dependent outcome structure. Join to `challenge_results` using `challenge_id`, `version_season` and `castaway_id`

version Country code for the version of the show

version_season Version season key

season The season number

episode Episode number

challenge_id Primary key to the `challenge_description` data set which contains features of the challenge

challenge_type The challenge type e.g. immunity, reward, etc

outcome_type Whether the challenge is individual or tribal. Some individual reward challenges may involve multiple castaways as the winner gets to choose who they bring along

tribe Current tribe the castaway is on

castaway Name of castaway. Generally this is the name they were most commonly referred to or nickname e.g. no one called Coach, Benjamin. He was simply Coach

castaway_id ID of the castaway (primary key). Consistent across seasons and name changes e.g. Amber Brkich / Amber Mariano. The first two letters reference the country of the version played e.g. US, AU (TBA).

n_entities Number of entities competing for the win e.g. the number of tribes, teams, or people.

n_winners Number of winners (or winning entities) e.g. if there are two tribes there is only one winning tribe, if there are three tribes like the new era there are two winning tribes and one that goes to tribal council.

won number of challenges won

Source

<https://en.wikipedia.org/wiki/Survivor_(American_TV_series)> https://survivor.fandom.com/wiki/Main_Page

Examples

```
library(dplyr)
library(tidyr)
challenge_summary %>%
  filter(version_season == 46)
```

---

confessionals   *Confessionals*

Description

A dataset containing the count of confessionals per castaway per episode. A confessional is when the castaway is speaking directly to the camera about their game.

Usage

```
confessionals
```

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season The season number

episode Episode number

castaway Name of the castaway

castaway_id ID of the castaway (primary key). Consistent across seasons and name changes e.g. Amber Brkich / Amber Mariano. The first two letters reference the country of the version played e.g. US, AU.

confessional_count The count of confessionals for the castaway during the episode

confessional_time The total time for all confessionals for the episode for each castaway

exp_count The expected confessional counts. See details.

exp_time The expected confessional time. See details.

Details

Confessional data has been counted by contributors of the survivoR R package and consolidated with external sources. The aim is to establish consistency in confessional counts in the absence of official sources. Given the subjective nature of the counts and the potential for clerical error no single source is more valid than another. Therefore, it is reasonable to average across all sources.

In the case of double or extended episodes, if the episode only has one title it is considered a single episode. This means the average number of confessionals per person is likely to be higher for this episode given it's length. If there are two episode titles the confessionals are counted for the appropriate episode. This is to ensure consistency across all other datasets.

In the case of recap episodes, this episode is left blank.

The fields `exp_count` and `exp_time` are the expected values given the game events. For example players that attend tribal council, find advantages, go on rewards, and if it's their boot episode typically get more confessionals - we should expect them to get more as well. This enables analysis of the observed and expected confessionals and those that received more or fewer than expected.

If you also count confessionals, please get in touch and I'll add them into the package.

---

episodes   *Episodes*

Description

A dataset containing details for each episode

Usage

```
episodes
```

Format

This data frame contains the following columns:

`version` Country code for the version of the show

`version_season` Version season key

`season` Season number

`episode_number_overall` The cumulative episode number

`episode` Episode number for the season

`episode_title` Episode title

`episode_label` A standardised episode label

`episode_date` Date the episode aired

`episode_length` Episode length in minutes

`viewers` Number of viewers (millions) who tuned in

`imdb_rating` IMDb rating for the episode on a scale of 0-10

`n_ratings` The number of ratings submitted to IMDb

`episode_summary` Description of the episode from wikipedia

Source

https://en.wikipedia.org/wiki/Survivor_(American_TV_series)

---

filter_alive   *Filter Alive*

Description

Filters a given dataset to those that are still alive in the game at the start or end of a user specified episode.

Usage

```
filter_alive(df, .ep = NULL, .at = "end")
```

Arguments

df	Input data frame. Must have version_season
.ep	Episode. This will filter the castaways that are still alive at either the start or end of the episode.
.at	Either 'start' or 'end' to filter those who are still alive in the game.

Value

A data frame filtered to castaways who are alive.

Examples

```
library(survivoR)
library(dplyr)

confessionals |>
  filter_us(47) |>
  filter_alive(12) |>
  group_by(castaway) |>
  summarise(n = sum(confessional_count))
```

---

filter_finalist   *Filter to finalists*

Description

Filters a data set to the finalists of a given season.

Usage

```
filter_finalist(df)
```

Arguments

df   Data frame. Requires `version_season` and `castaway_id`.

Value

A data frame filtered to the finalists

Examples

```
library(survivoR)
library(dplyr)

confessionals |>
  filter_finalist()
```

---

filter_final_n   *Filter final* n

Description

Filters to the final n players e.g. the final 4.

Usage

```
filter_final_n(df, .final_n)
```

Arguments

df   Input data frame. Must have `version_season`
.final_n   An integer to represent the final n.

Value

A data frame filtered to only the final n

Examples

```
library(survivoR)
library(dplyr)

confessionals |>
  filter_us(47) |>
  filter_final_n(6) |>
  group_by(castaway) |>
  summarise(n = sum(confessional_count))
```

---

filter_jury   *Filter to jury*

Description

Filters a data set to the jury members of a given season.

Usage

```
filter_jury(df)
```

Arguments

df   Data frame. Requires version_season and castaway_id.

Value

A data frame filtered to the jury members

Examples

```
library(survivoR)
library(dplyr)

confessionals |>
  filter_jury()
```

---

filter_new_era   *Filter to the new era seasons*

Description

Filters a data set to all New Era seasons.

Usage

```
filter_new_era(df)
```

Arguments

df   Data frame. Must include `version` and `season`.

Value

A data frame filtered to the New Era seasons.

Examples

```
library(survivoR)
library(dplyr)

confessionals |>
  filter_new_era() |>
  distinct(version_season)
```

---

filter_us   *Filter to US seasons*

Description

Filter a data set to a specified set of US season or list of seasons. A shorthand version of filter_vs()
for the US seasons.

Usage

```
filter_us(df, .season = NULL)
```

Arguments

df   Data frame. Must include `version` and `season`.

.season   Season or vector of seasons. If `NULL` if will filter to all US seasons.

Value

Data frame filtered to the specified US seasons

Examples

```
library(survivoR)
library(dplyr)

confessionals |>
  filter_us(47)
```

---

filter_vs   *Filter version season*

Description

Filters a data set to a specified version season or list of version seasons.

Usage

```
filter_vs(df, .vs)
```

Arguments

df   Data frame. Must have `version_season`

.vs   Version season.

Value

Data frame filtered to the specified version seasons

Examples

```
library(survivoR)
library(dplyr)

confessionals |>
  filter_vs("US47")
```

---

filter_winner *Filter to winners*

Description

Filters a data set to the winners of a given season.

Usage

```
filter_winner(df)
```

Arguments

df   Data frame. Requires `version_season` and `castaway_id`.

Value

A data frame filtered to the winners

Examples

```
library(survivoR)
library(dplyr)

confessionals |>
  filter_winner()
```

---

get_cast *Get cast for a season*

Description

For a given season (or seasons) the function will return a data frame of the cast.

Usage

```
get_cast(.vs)
```

Arguments

.vs   Version season. Can be a vector of `version_season` values.

Value

A data frame

Examples

```
library(survivoR)

get_cast("US47")
```

```
get_castaway_image          Castaway images
```

Description

Returns the URL for the image of the specified castaways by their `castaway_id` and season / version they were in

Usage

```
get_castaway_image(castaway_ids, version_season)
```

Arguments

`castaway_ids`   Castaway ID

`version_season` Version season key for the season they played

Value

Character vector of URLs

Examples

```
library(dplyr)

survivoR::castaways %>%
  filter(version_season == "US42") %>%
  mutate(castaway_image = get_castaway_image(castaway_id, version_season))
```

```
get_confessional_timing
                          Confessional time
```

Description

Takes the output of the times recorded from the Shiny app and aggregates to the final confessional times and confessional counts. `confessional_time` is the total duration in seconds for the episode. `confessional_count` is the number of confessionals recorded to be at least 10 seconds apart.

Usage

```
get_confessional_timing(x, .vs, .episode, .mda = 3)
```

Arguments

x	Either a data frame or path(s) to the csv file containing all the time stamps from the Shiny app
.vs	Version season
.episode	Episode
.mda	Missing duration adjustment (MDA) in seconds. If either start or stop is missing from the records, the missing value is imputed with a 3 second adjustment by default.

Value

data frame

Examples

```
# After running app and recording confessionals, run...
# Example from a saved timing file

library(readr)

path <- system.file(package = "survivoR", "extdata/US4412.csv")
df_us4412 <- read_csv(path)
get_confessional_timing(df_us4412, .vs = "US44", .episode = 12)
```

---

journeys   *Journeys*

Description

Details on who went on Journeys, what they won or if they lost their vote.

Usage

```
journeys
```

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season The season number

episode Episode

sog_id Stage of game ID

castaway_id Castaway ID

castaway Castaway

reward The thing they won (or lost)

lost_vote Logical. If they lost their vote

game_played The game they played on the journey

chose_to_play If they chose to play or not

event The event that occured e.g. risked vote, lost vote

---

jury_votes   *Jury votes*

Description

A dataset containing details on the final jury votes to determine the winner for each season

Usage

```
jury_votes
```

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season The season number

castaway Name of the castaway

finalist The finalists for which a vote can be placed

vote Vote. 0-1 variable for easy summation

castaway_id ID of the castaway (primary key). Consistent across seasons and name changes e.g. Amber Brkich / Amber Mariano. The first two letters reference the country of the version played e.g. US, AU.

finalist_id The ID of the finalist for which a vote can be placed. Consistent with castaway ID

Source

https://en.wikipedia.org/wiki/Survivor_(American_TV_series)

Examples

```
library(dplyr)
jury_votes %>%
  filter(season == 40) %>%
  group_by(finalist) %>%
  summarise(votes = sum(vote))
```

```
launch_confessional_app
```
Launch Confessional App

Description

Launches the confessional timing app in either a browser or viewer. Default is set to browser. The user is required to provide a path for which the time stamps are recorded.

Usage

```
launch_confessional_app(browser = TRUE, path = NULL, write = TRUE)
```

Arguments

browser	Open in browser instead of viewer. Default TRUE
path	Parent directory for output files. Default is a sub-folder 'confessional-timing' in the current working directory.
write	Write to disc. Default TRUE.

Value

An active R shiny application

Examples

```
## Only run this example in interactive R sessions

if(interactive()) {

  # launch app
  # launch_confessional_app()

}
```

```
load_episode_transcripts
```
Read episode transcripts

Description

Read the episode transcripts from Github. File is large and not explicitly part of the package. Data is update by Matt Stiles.

Usage

```
load_episode_transcripts()
```

Value

A data frame of episode transcripts

Examples

```
# Run
# load_episode_transcripts()
# to load all transcripts
```

---

screen_time   *Screen Time*

Description

A dataset summarising the screen time of contestants on the TV show Survivor. Currently only contains Season 1-4 and 42.

Usage

```
screen_time
```

Format

This data frame contains the following columns:

version_season Version season key

episode Episode number

castaway_id ID of the castaway (primary key). Also includes two special IDs of host (i.e. Jeff Probst) or unknown (the image detection couldn't identify the face with sufficient accuracy)

screen_time Estimated screen time for the individual in seconds.

Details

Individuals' screen time is calculated, at a high-level, via the following process:

1. Frames are sampled from episodes on a 1 second time interval

2. MTCNN detects the human faces within each frame

3. VGGFace2 converts each detected face into a 512d vector space

4. A training set of labelled images (1 for each contestant + 3 for Jeff Probst) is processed in the same way to determine where they sit in the vector space. TODO: This could be made more accurate by increasing the number of training images per contestant.

5. The Euclidean distance is calculated for the faces detected in the frame to each of the contestants in the season (+Jeff). If the minimum distance is greater than 1.2 the face is labelled as "unknown". TODO: Review how robust this distance cutoff truly is - currently based on manual review of Season 42.

6. A multi-class SVM is trained on the training set to label faces. For any face not identified as "unknown", the vector embedding is run into this model and a label is generated.

7. All labelled faces are aggregated together, with an assumption of 1 full second of screen time each time a face is seen.

---

season_palettes   *Season palettes*

Description

A dataset containing palettes generated from the season logos

Usage

    season_palettes

Format

This nested data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season The season number

palette The season palette

Source

https://en.wikipedia.org/wiki/Survivor_(American_TV_series)

---

season_summary   *Season summary*

Description

A dataset containing a summary of all seasons of Survivor

Usage

    season_summary

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season Season number

season_name Season name

n_cast Number of cast in the season

n_tribes Number of starting tribes

n_finalists Number of finalists

n_jury Number of jury members

location Location of the season

country Country the season was held

tribe_setup Initial setup of the tribe e.g. heroes vs Healers vs Hustlers

full_name Full name of the winner

winner_id ID for the winner of the season (primary key)

winner Winner of the season

runner_ups Runner ups for the season. Either one or two runner ups as a string

final_vote Final vote allocation. See the jury_votes data set for better aggregation of this data

timeslot Timeslot of the show in the US

premiered Date the first episode aired

ended Date the season ended

filming_started Date the filming of the season started

filming_ended Date the filming ended (39 or 42 days after the start)

viewers_premiere Number of viewers (millions) who tuned in for the premier

viewers_finale Number of viewers (millions) who tuned in for the finale

viewers_reunion Number of viewers (millions) who tuned in for the reunion

viewers_mean Average number of viewers (millions) who tuned in over the season

rank Season rank

Source

https://en.wikipedia.org/wiki/Survivor_(American_TV_series) https://survivor.fandom.com/wiki/Main_Page

---

still_alive   *Still alive*

Description

Finds the set of players that are still alive at either the start or end of an episode, or given a set number of boots.

Usage

```
still_alive(.vs, .ep = NULL, .n_boots = NULL, .at = "end")
```

Arguments

.vs	Version season
.ep	Episode to evaluate who is alive.
.n_boots	Number of boots
.at	Either 'start' or 'end'. If 'start' the flag will indicate who is alive at the start of the episode. If 'end' it will indicate who is alive at the end of the episode i.e. after tribal council.

Value

Data frame

Examples

```
library(survivoR)
library(dplyr)

# at the end of the episode
still_alive("US47", 12)

# at the start of the episode
still_alive("US47", 12, .at = "start")
```

---

survivor_auction   *Survivor Auction*

Description

A dataset showing who attended the Survivor Auction during the seasons they were held. survivor_auction is at the castaway level and includes all castaways whether or not they purchased an item and auction_details is at the item level.

Usage

```
survivor_auction
```

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season The season number

episode Episode number

n_boots The number of boots so far in the game

castaway_id ID of the castaway (primary key). Consistent across seasons and name changes e.g.
Amber Brkich / Amber Mariano. The first two letters reference the country of the version
played e.g. US, AU (TBA).

castaway Name of castaway. Generally this is the name they were most commonly referred to or
nickname e.g. no one called Coach, Benjamin. He was simply Coach

tribe_status The status of the tribe e.g. original, swapped, merged, etc. See details for more

tribe Tribe name

currency Currency

total Total amount either given to or found by the castaway

Source

<https://survivor.fandom.com/wiki/Main_Page>

---

survivor_pal   *Survivor season colour palette*

Description

ggplot2 scales for each season of Survivor.

Usage

```
survivor_pal(season = NULL, scale_type = "d", reverse = FALSE, ...)

scale_fill_survivor(season = NULL, scale_type = "d", reverse = FALSE, ...)

scale_colour_survivor(season = NULL, scale_type = "d", reverse = FALSE, ...)
```

Arguments

`season`	Season number
`scale_type`	Discrete or continuous. Input d or c.
`reverse`	Logical. Reverse the palette?
`...`	Other arguments passed on to methods.

Details

Palettes are created from the logo for the season.

Value

Scale functions for ggplot2

Scale functions for ggplot2

Scale functions for ggplot2

Examples

```
library(ggplot2)
library(dplyr)
mpg %>%
  ggplot(aes(x = displ, fill = manufacturer)) +
  geom_histogram(colour = "black") +
  scale_fill_survivor(40)
```

`tribes_pal`	*Tribes colour palette*

Description

To create scale functions for ggplot. Given a season of Survivor, a palette is created from the tribe colours for that season including the merged tribe.

Usage

```
tribes_pal(season = NULL, scale_type = "d", reverse = FALSE, tribe = NULL, ...)

scale_fill_tribes(season = NULL, scale_type = "d", reverse = FALSE, ...)

scale_colour_tribes(season = NULL, scale_type = "d", reverse = FALSE, ...)
```

Arguments

`season`	Season number
`scale_type`	Discrete or continuous. Input d or c.
`reverse`	Logical. Reverse the palette?
`tribe`	Tribe names. Default `NULL`
`...`	Other arguments passed on to methods.

Details

If it is intended the colours will correspond to the tribes e.g. a stacked bar chart of votes given to each finalist and the colour corresponds to their original tribe (as in the example below), the tribe vector needs to be passed to the scale function (for now). If no tribe vector is given it will simply treat the tribe colours as a colour palette.

Value

Scale functions for ggplot2

Scale functions for ggplot2

Scale functions for ggplot2

Examples

```
library(ggplot2)
library(stringr)
library(dplyr)
library(glue)
ssn <- 35
labels <- castaways %>%
  filter(
    season == ssn,
    str_detect(result, "Sole|unner")
  ) %>%
  select(castaway, original_tribe) %>%
  mutate(label = glue("{castaway} ({original_tribe})")) %>%
  select(label, castaway)
jury_votes %>%
  filter(season == ssn) %>%
  left_join(
    castaways %>%
      filter(season == ssn) %>%
      select(castaway, original_tribe),
    by = "castaway"
  ) %>%
  group_by(finalist, original_tribe) %>%
  summarise(votes = sum(vote)) %>%
  left_join(labels, by = c("finalist" = "castaway")) %>% {
    ggplot(., aes(x = label, y = votes, fill = original_tribe)) +
      geom_bar(stat = "identity", width = 0.5) +
      scale_fill_tribes(ssn, tribe = .$original_tribe) +
      theme_minimal() +
      labs(
        x = "Finalist (original tribe)",
        y = "Votes",
        fill = "Original\ntribe",
        title = "Votes received by each finalist"
      )
  }
```

---

tribe_colours   *Tribe colours*

Description

A dataset containing the tribe colours for each season

Usage

```
tribe_colours
```

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season The season number

tribe Tribe name

tribe_colour Colour of the tribe

tribe_status Tribe status e.g. original, swapped or merged. In the instance where a tribe is formed at the swap by splitting 2 tribes into 3, the 3rd tribe will be labelled 'swapped'

Source

<https://survivor.fandom.com/wiki/Tribe>

Examples

```
library(ggplot2)
library(dplyr)
library(forcats)
df <- tribe_colours %>%
  group_by(season) %>%
  mutate(
    xmin = 1,
    xmax = 2,
    ymin = 1:n(),
    ymax = ymin + 1
  ) %>%
  ungroup() %>%
  mutate(
    font_colour = ifelse(tribe_colour == "#000000", "white", "black")
  )
ggplot() +
  geom_rect(data = df,
    mapping = aes(xmin = xmin, xmax = xmax, ymin = ymin, ymax = ymax),
    fill = df$tribe_colour) +
```

```
geom_text(data = df,
  mapping = aes(x = xmin+0.5, y = ymin+0.5, label = tribe),
  colour = df$font_colour) +
theme_void() +
facet_wrap(~season, scales = "free_y")
```

---

tribe_mapping   *Tribe mapping*

Description

A mapping for castaways to tribes for each day (day being the day of the tribal council) This is useful for observing who is on what tribe throughout the game.

Usage

```
tribe_mapping
```

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season The season number

episode Episode number

day The day of the tribal council

castaway_id ID of the castaway (primary key). Consistent across seasons and name changes e.g. Amber Brkich / Amber Mariano. The first two letters reference the country of the version played e.g. US, AU.

castaway Name of the castaway

tribe Name of the tribe the castaway was on

tribe_status The status of the tribe e.g. original, swapped, merged, etc. See details for more

Details

Each season by episode and day holds a complete list of castaways still in the game and which tribe they are on. Moving through each day you can observe the changes in the tribe. For example the first day has all castaways mapped to their original tribe. The next day has the same minus the castaway just voted out. This is useful for observing the changes in tribe make either due to castaways being voted off the island, tribe swaps, who is on Redemption Island and Edge of Extinction.

Source

https://en.wikipedia.org/wiki/Survivor_(American_TV_series) https://survivor.fandom.com/wiki/Main_Page

viewers *Viewers*

Description

A dataset containing the viewer history for each season and episode

Usage

```
viewers
```

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season Season number

episode_number_overall The cumulative episode number

episode Episode number for the season

episode_title Episode title

episode_label A standardised episode label

episode_date Date the episode aired

episode_length Episode length in minutes

viewers Number of viewers (millions) who tuned in

imdb_rating IMDb rating for the episode on a scale of 0-10

n_ratings The number of ratings submitted to IMDb

Source

https://en.wikipedia.org/wiki/Survivor_(American_TV_series)

---

vote_history   *Vote history*

Description

A dataset containing details on the vote history for each season

Usage

    vote_history

Format

This data frame contains the following columns:

version Country code for the version of the show

version_season Version season key

season The season number

episode Episode number

day Day the tribal council took place

tribe_status The status of the tribe e.g. original, swapped, merged, etc. See details for more

tribe Tribe name

castaway Name of the castaway

immunity Type of immunity held by the castaway at the time of the vote e.g. individual, hidden
(see details for hidden immunity data)

vote The castaway for which the vote was cast

vote_event Extra details on the vote e.g. Won or lost the fire challenge, played an extra vote, etc

vote_event_outcome The outcome of the vote event

split_vote If there was a decision to split the vote this records who the vote was split with. Helps
to identify successful boots

nullified Was the vote nullified by a hidden immunity idol? Logical

tie If the set of votes resulted in a tie. Logical

voted_out The castaway who was voted out

order Boot order. Order in which castaway was voted out e.g. 5 is the 5th person voted of the
island

vote_order In the case of ties this indicates the order the votes took place

castaway_id ID of the castaway (primary key). Consistent across seasons and name changes e.g.
Amber Brkich / Amber Mariano. The first two letters reference the country of the version
played e.g. US, AU.

vote_id ID of the castaway voted for

voted_out_id ID of the castaway voted_out

sog_id Stage of game ID for joining to boot_mapping and challenge_results

challenge_id Primary key to the challenge_description data set which contains features of
the challenge. The helps map the immunity challenge which result in the tribal.

Details

This data frame contains a complete history of votes cast across all seasons of Survivor. While there are consistent events across the seasons there are some unique events such as the 'mutiny' in Survivor: Cook Islands (season 13) or the 'Outcasts' in Survivor: Pearl Islands (season 7). For maintaining a standard, whenever there has been a change in tribe for the castaways it has been recorded as `swapped`. `swapped` is used as the term since 'the tribe swap' is a typical recurring milestone in each season of Survivor. Subsequent changes are recorded with a trailing digit e.g. `swapped2`. This includes absorbed tribes e.g. Stephanie was 'absorbed' in Survivor: Palau (season 10) and when 3 tribes are reduced to 2. These cases are still considered 'swapped' to indicate a change in tribe status.

Some events result in a castaway attending tribal but not voting. These are recorded as

`Win` The castaway won the fire challenge

`Lose` The castaway lost the fire challenge

`None` The castaway did not cast a vote. This may be due to a vote steal or some other means

`Immune` The castaway did not vote but were immune from the vote

Where a castaway has `immunity == 'hidden'` this means that player is protected by a hidden immunity idol. It may not necessarily mean they played the idol, the idol may have been played for them. While the nullified votes data is complete the `immunity` data does not include those who had immunity but did not receive a vote. This is a TODO.

In the case where the 'steal a vote' advantage was played, there is a second row for the castaway that stole the vote. The castaway who had their vote stolen are is recorded as `None`.

Many castaways have been medically evacuated, quit or left the game for some other reason. In these cases where no votes were cast there is a skip in the `order` variable. Since no votes were cast there is nothing to record on this data frame. The correct order in which castaways departed the island is recorded on `castaways`.

In the case of a tie, `voted_out` is recorded as `tie` to indicate no one was voted off the island in that instance. The re-vote is recorded with `vote_order = 2` to indicate this is the second round of voting. In the case of a second tie `voted_out` is recorded as `tie2`. The third step is either a draw of rocks, fire challenge or countback (in the early days of survivor). In these cases `vote` is recorded as the colour of the rock drawn, result of the fire challenge or 'countback'.

Source

https://en.wikipedia.org/wiki/Survivor_(American_TV_series)

Examples

```
# The number of times Tony voted for each castaway in Survivor: Winners at War
library(dplyr)
vote_history %>%
  filter(
    season == 40,
    castaway == "Tony"
  ) %>%
  count(vote)
```

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