

# LEAGUE OF LEGENDS SEASON 8 REGIONAL DATA DICTIONARY

DATA DICTIONARY OF THE COMBINED DATA SETS WRANGLER WITH COLUMNS REMOVED AND  
NEW COLUMNS ADDED AND RESTRUCTURING OF THE COLUMN NAMES

## DATA DICTIONARY

Column Name	Structured or Unstructured	Data Type	Description
<b>server</b>	Structured	String	What server/region the match data was pulled from
<b>season_id</b>	Structured	Unique Id	Unique Id for a given match that shows what season the game was played in ('seasonid 11' refers to Season 8)
<b>match_id</b>	Structured	Unique Id	Unique Id for a given match, used to match 2 rows that signify the two teams playing.
<b>game_created</b>	Structured	String	Details of when the match was started in UNIX epoch format
<b>game_duration</b>	Structured	Integer	How long in seconds a match was played for
<b>team</b>	Structured	Boolean/ Integer	Boolean value using 0,1, 0 being red side and 1 being blue side
<b>map_side</b>	Structured	String	Utilizing the Boolean value from 'team' column we now apply what side of the map the team played on
<b>win</b>	Structured	Boolean/ Integer	Boolean value using 0,1, 0 being a loss and 1 being a win
<b>outcome</b>	Structured	String	Utilizing the Boolean value from 'win' column we now apply what the outcome of the match was for the specified team
<b>wards_placed</b>	Structured	Integer	Total number of wards placed for the team
<b>first_blood</b>	Structured	Boolean/ Integer	Boolean value using 0,1, 1 being the team that secured the objective, while 0 indicating the team didn't secure the objective. (It is possible for both teams to have 0, but both teams cannot have 1)
<b>first_Tower</b>	Structured	Boolean/ Integer	Boolean value using 0,1, 1 being the team that secured the objective, while 0 indicating the team didn't secure the objective. (It is possible for both teams to have 0, but both teams cannot have 1)
<b>first_Inhibitor</b>	Structured	Boolean/ Integer	Boolean value using 0,1, 1 being the team that secured the objective, while 0 indicating the team didn't secure the objective. (It is possible for both teams to have 0, but both teams cannot have 1)

<b>first_Dragon</b>	Structured	Boolean/ Integer	Boolean value using 0,1, 1 being the team that secured the objective, while 0 indicating the team didn't secure the objective. (It is possible for both teams to have 0, but both teams cannot have 1)
<b>first_rift_herald</b>	Structured	Boolean/ Integer	Boolean value using 0,1, 1 being the team that secured the objective, while 0 indicating the team didn't secure the objective. (It is possible for both teams to have 0, but both teams cannot have 1)
<b>first_baron</b>	Structured	Boolean/ Integer	Boolean value using 0,1, 1 being the team that secured the objective, while 0 indicating the team didn't secure the objective. (It is possible for both teams to have 0, but both teams cannot have 1)
<b>team_kills</b>	Structured	Integer	Number of kills as a team
<b>tower_kills</b>	Structured	Integer	Number of Tower structures taken as a team
<b>inhibitor_kills</b>	Structured	Integer	Number of Inhibitor structures take as a team
<b>dragon_kills</b>	Structured	Integer	Number of Dragons slain by team
<b>rift_herald_kills</b>	Structured	Integer	Number of Rift Herald's slain by team
<b>baron_kills</b>	Structured	Integer	Number of Barons slain by team
<b>ban1</b>	Structured	String	Name of champion banned by player 1 during draft phase
<b>ban2</b>	Structured	String	Name of champion banned by player 2 during draft phase
<b>ban3</b>	Structured	String	Name of champion banned by player 3 during draft phase
<b>ban4</b>	Structured	String	Name of champion banned by player 4 during draft phase
<b>ban5</b>	Structured	String	Name of champion banned by player 5 during draft phase
<b>pick1</b>	Structured	String	Name of champion picked by player 1 during champ select
<b>pick2</b>	Structured	String	Name of champion picked by player 2 during champ select
<b>pick3</b>	Structured	String	Name of champion picked by player 3 during champ select
<b>pick4</b>	Structured	String	Name of champion picked by player 4 during champ select

<b>pick5</b>	Structured	String	Name of champion picked by player 5 during champ select
<b>player1_kills</b>	Structured	Integer	Number of individual kills for player 1
<b>player2_kills</b>	Structured	Integer	Number of individual kills for player 2
<b>player3_kills</b>	Structured	Integer	Number of individual kills for player 3
<b>player4_kills</b>	Structured	Integer	Number of individual kills for player 4
<b>player5_kills</b>	Structured	Integer	Number of individual kills for player 5
<b>solo_Kills</b>	Structured	Integer	Count of how many team members participated in a kill. Solo Kill is 0 assistants
<b>duo_kills</b>	Structured	Integer	Count of how many team members participated in a kill. Duo Kill is 1 killer, 1 assistant
<b>trio_kills</b>	Structured	Integer	Count of how many team members participated in a kill. Trio Kill is 1 killer, 2 assistants
<b>quad_kills</b>	Structured	Integer	Count of how many team members participated in a kill. Quad Kill is 1 killer, 3 assistants
<b>penta_kills</b>	Structured	Integer	Count of how many team members participated in a kill. Penta Kill is 1 killer, 4 assistants