League of Legends Season 8 Regional Data Dictionary

Data dictionary of the combined data sets wrangled with columns removed and new columns added and restructuring of the column names

# Data Dictionary

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| Column Name | Structured or Unstructured | Data Type | Description |
| server | Structured | String | What server/region the match data was pulled from |
| season\_id | Structured | Unique Id | Unique Id for a given match that shows what season the game was played in (‘seasonid 11’ refers to Season 8) |
| match\_id | Structured | Unique Id | Unique Id for a given match, used to match 2 rows that signify the two teams playing. |
| game\_created | Structured | String | Details of when the match was started in UNIX epoch format |
| game\_duration | Structured | Integer | How long in seconds a match was played for |
| team | Structured | Boolean/ Integer | Boolean value using 0,1, 0 being red side and 1 being blue side |
| map\_side | Structured | String | Utilizing the Boolean value from ‘team’ column we now apply what side of the map the team played on |
| win | Structured | Boolean/ Integer | Boolean value using 0,1, 0 being a loss and 1 being a win |
| outcome | Structured | String | Utilizing the Boolean value from ‘win’ column we now apply what the outcome of the match was for the specified team |
| wards\_placed | Structured | Integer | Total number of wards placed for the team |
| first\_blood | 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) |
| first\_Tower | 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) |
| first\_Inhibitor | 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) |
| first\_Dragon | 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) |
| first\_rift\_herald | 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) |
| first\_baron | 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) |
| team\_kills | Structured | Integer | Number of kills as a team |
| tower\_kills | Structured | Integer | Number of Tower structures taken as a team |
| inhibitor\_kills | Structured | Integer | Number of Inhibitor structures take as a team |
| dragon\_kills | Structured | Integer | Number of Dragons slain by team |
| rift\_herald\_kills | Structured | Integer | Number of Rift Heralds slain by team |
| baron\_kills | Structured | Integer | Number of Barons slain by team |
| ban1 | Structured | String | Name of champion banned by player 1 during draft phase |
| ban2 | Structured | String | Name of champion banned by player 2 during draft phase |
| ban3 | Structured | String | Name of champion banned by player 3 during draft phase |
| ban4 | Structured | String | Name of champion banned by player 4 during draft phase |
| ban5 | Structured | String | Name of champion banned by player 5 during draft phase |
| pick1 | Structured | String | Name of champion picked by player 1 during champ select |
| pick2 | Structured | String | Name of champion picked by player 2 during champ select |
| pick3 | Structured | String | Name of champion picked by player 3 during champ select |
| pick4 | Structured | String | Name of champion picked by player 4 during champ select |
| pick5 | Structured | String | Name of champion picked by player 5 during champ select |
| player1\_kills | Structured | Integer | Number of individual kills for player 1 |
| player2\_kills | Structured | Integer | Number of individual kills for player 2 |
| player3\_kills | Structured | Integer | Number of individual kills for player 3 |
| player4\_kills | Structured | Integer | Number of individual kills for player 4 |
| player5\_kills | Structured | Integer | Number of individual kills for player 5 |
| solo\_Kills | Structured | Integer | Count of how many team members participated in a kill. Solo Kill is 0 assistants |
| duo\_kills | Structured | Integer | Count of how many team members participated in a kill. Duo Kill is 1 killer, 1 assistant |
| trio\_kills | Structured | Integer | Count of how many team members participated in a kill. Trio Kill is 1 killer, 2 assistants |
| quad\_kills | Structured | Integer | Count of how many team members participated in a kill. Quad Kill is 1 killer, 3 assistants |
| penta\_kills | Structured | Integer | Count of how many team members participated in a kill. Penta Kill is 1 killer, 4 assistants |