Submitted in part fulfilment of the requirements for the degree
of
Master of Science in Business Analytics

League of Legends Victory Prediction Analysis

By

Calum Palmer

Faculty of Arts and Social Sciences

University of Surrey

September 2022

Word Count: 15,000

Executive Summary

Here is the executive summary.

Declaration of Originality

I hereby declare that this thesis has been composed by myself and has not been presented or accepted in any previous application for a degree. The work, of which this is a record, has been carried out by myself unless otherwise stated and where the work is mine, it reflects personal views and values. All quotations have been distinguished by quotation marks and all sources of information have been acknowledged by means of references including those of the Internet. ***I agree that the University has the right to submit my work to the plagiarism detection sources for originality checks.***

Name: Calum Palmer

Signature:

Date: 01/09/2022

Contents

List of Figures

List of Tables

Chapter 1

Introduction

Add introduction

1.1 Literature Review

Add Literature Review

1.2 Methodology

Hello, this is our first document and I referencing this section 1 I am then citing this source Ani et al. (2019)

This references Figure 1.1

Figure 1.1: Spirited Away Duck

Bibliography

Ani, R., Harikumar, V., Devan, A. K. & Deepa, O. (2019), Victory prediction in league of legends using feature selection and ensemble methods, *in* '2019 International Conference on Intelligent Computing and Control Systems (ICCS)', IEEE, pp. 74–77.