

Predicting League of Legends Winner

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Abstract

League of Legends is a popular computer game in which two teams of 5 players faces each other on a battlefield. The publisher of the game, Riot Games, has allowed the public to download match data via an API. These datasets consists of a collection of statistics about matches, such as amount of ressources collected, or number of kills on the enemy. This article will discuss methods of predicting the winner of matches using these datasets.

1 Dataset