

Overview of certain key metrics and state of different regions.

- LPL and LEC are finishing games fastest out of the other leagues
- Herald actually has a winrate of 43% across all regions. Taking down Rift Herald super early can be a bait. It is a good objective but getting it pre 12 minutes is not high priority compared to towers due to the existence of tower plates.
- Teams may be trying to over commit by getting the perfect payoff with RIFT + Plates but this is often not realistic.
- Moreso, it could be an important time to capitalise on the amount of resources opponents are spending on securing rift.
- In other metrics, LCK still buys lots of wards in relation to LEC and LCS. Cs differences at 15 are more prominent in 'weaker' regions where skillcap is wider.

Out[1]:

The raw code for this IPython notebook is by default hidden for easier reading. To toggle on/off the raw code, click [here](#).

General overview of the data

Out[4]:

	gameid	url	league	split	date	we
0	1092338	http://matchhistory.na.leagueoflegends.com/en/...	LCS	2019-2	43617.6499189815	
1	1092338	http://matchhistory.na.leagueoflegends.com/en/...	LCS	2019-2	43617.6499189815	
2	1092338	http://matchhistory.na.leagueoflegends.com/en/...	LCS	2019-2	43617.6499189815	
3	1092338	http://matchhistory.na.leagueoflegends.com/en/...	LCS	2019-2	43617.6499189815	
4	1092338	http://matchhistory.na.leagueoflegends.com/en/...	LCS	2019-2	43617.6499189815	
5	1092338	http://matchhistory.na.leagueoflegends.com/en/...	LCS	2019-2	43617.6499189815	
6	1092338	http://matchhistory.na.leagueoflegends.com/en/...	LCS	2019-2	43617.6499189815	
7	1092338	http://matchhistory.na.leagueoflegends.com/en/...	LCS	2019-2	43617.6499189815	
8	1092338	http://matchhistory.na.leagueoflegends.com/en/...	LCS	2019-2	43617.6499189815	
9	1092338	http://matchhistory.na.leagueoflegends.com/en/...	LCS	2019-2	43617.6499189815	

10 rows × 98 columns

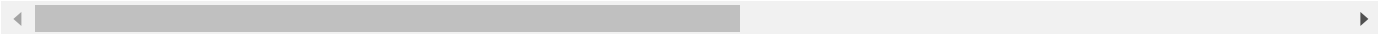


Data comes from Oracle Elixir's 2019 Summer file, updated as of June 17.

It consists of 2460 rows and 90 columns
246.0 games across EU, NA, LMS, CBLOL and LCK are explored.
Some data from LPL appears to be missing

Key metrics in the global meta and differences between regions

- The low amount of games makes it easy for the data to be biased by a few standout games
- Coaches/analysts would be able to extract more by reviewing the game qualitatively
- Therefore an overview of the meta was conducted to determine the competitive state of the game

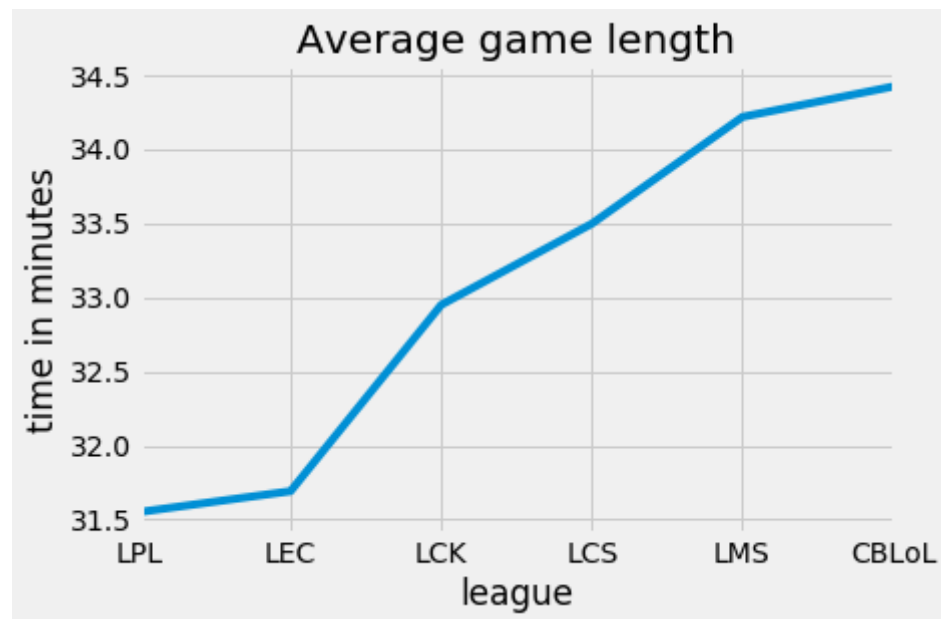


Game Length

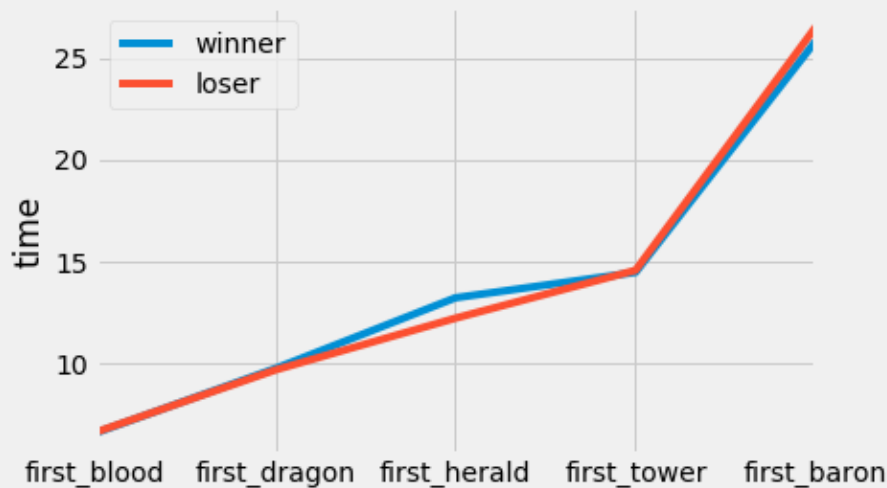
- The regions considered to be worst such as LMS and CBLol tend to have a shorter game time.
- This may imply a playstyle difference or more importantly, suggest a slow game as a sign of weakness due to the inability to macro for closing the game.

Out[7]:

```
Text(0.5, 1.0, 'Average game length')
```

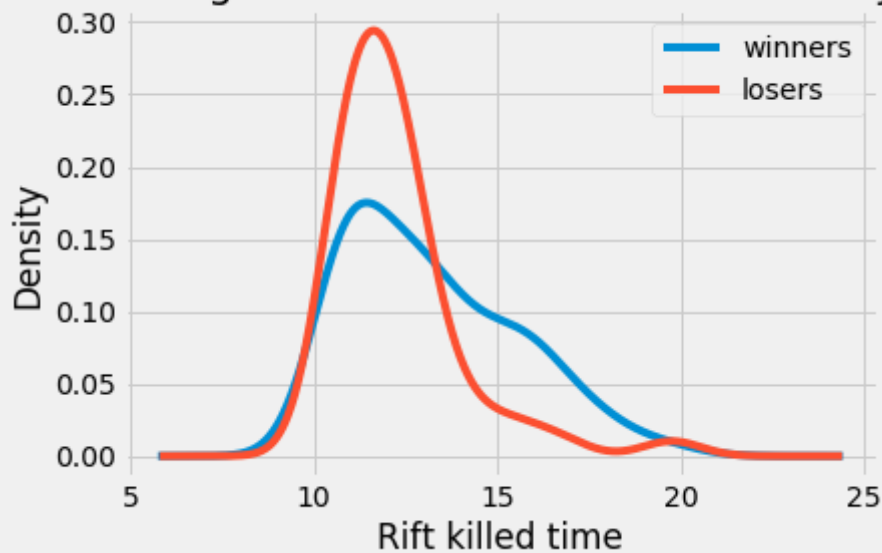


What an average game looks like between a winning and losing team



43.90243902439025% winrate when taking rift

Losing teams claim Rift alot more early



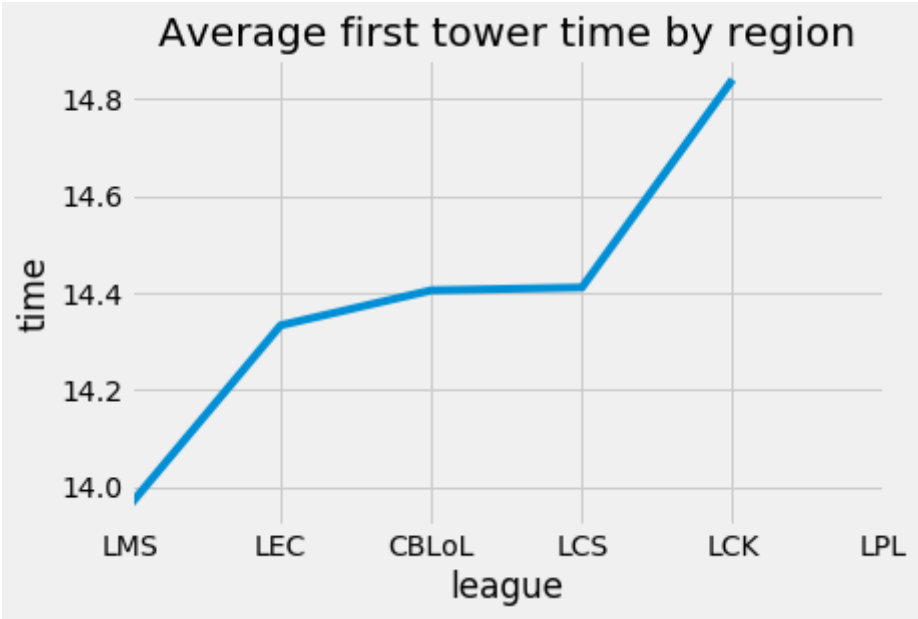
- The meta illustrates less of an emphasis on first tower and dragons leading to wins.
- The introduction of plates may very be helping with this by providing an immediate gold boost that is not reflected in this dataset.
- The biggest difference between the times of a winning and losing team appeared to be Herald, with teams completing it pre 12 minutes being at a disadvantage. Winning teams are not shy to leave Rift on the map for later.

How herald and Towers are prioritised in different regions

First tower time

Out[9]:

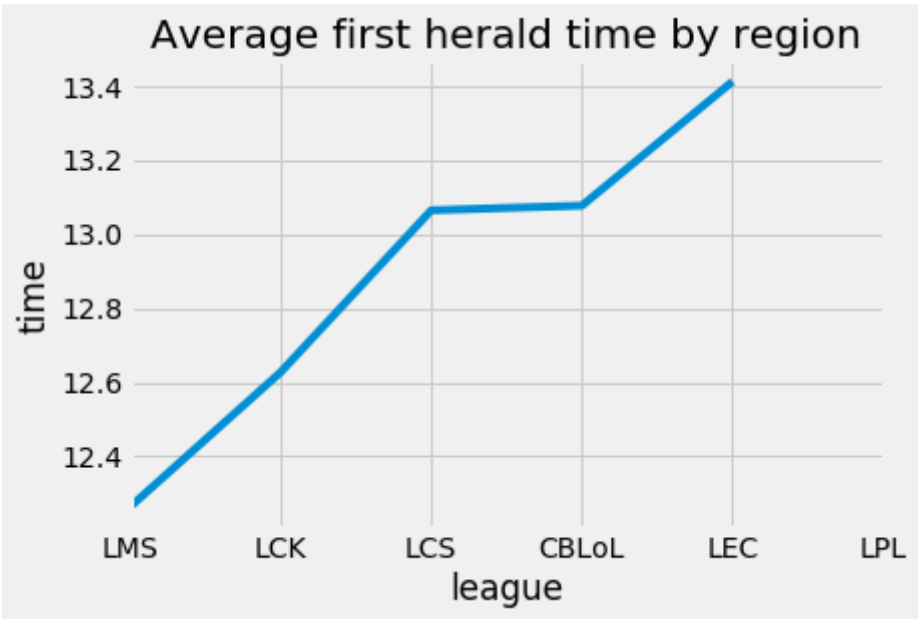
Text(0, 0.5, 'time')



First Herald time

Out[10]:

Text(0, 0.5, 'time')



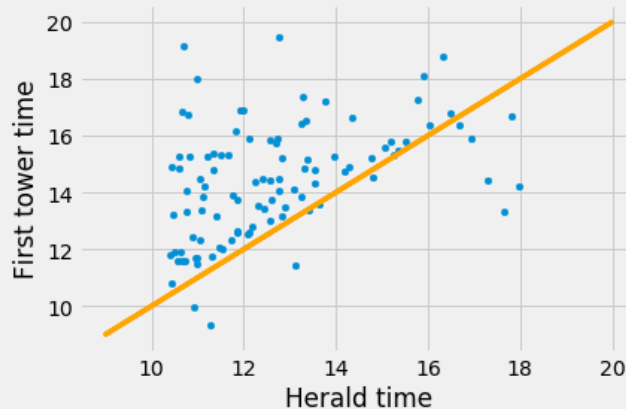
Is there a correlation between herald time and first tower?

- Each point represents the time in which Herald and Tower was taken by the same team
- The orange line represents the time in which Herald spawns until it disappears for Baron
- Points under the orange line are games in which the Herald is taken before the first tower

Out[11]:

<matplotlib.collections.PathCollection at 0x1f963ee22b0>

Points under the orange line are games in which the Herald is taken before the first tower



More often than not the first tower is taken before the Rift.

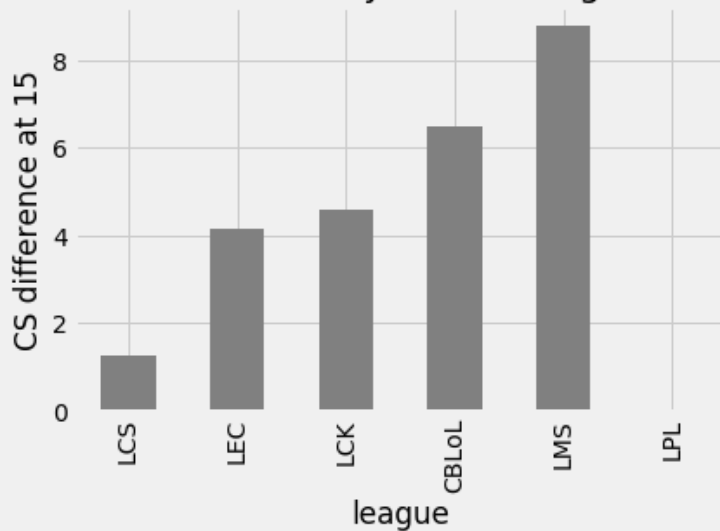
Winrates by tower objectives across all the games

Winrate for first tower is 45.853658536585364 percent
 Winrate for first mid outer tower is 52.19512195121951 percent
 Winrate for first to three towers is 51.21951219512195 percent

Average cs difference at different times for the winning side

- The differences in cs may not appear to be alot because this number is deflated by junglers and supports since it is taking the combined average CS difference of every player
- Skill difference or aggressive plays without information may be the reason for the large differences in cs in the smaller regions
- Stronger regions cannot rely on getting a lane advantage and must take different pursuits to gain a gold lead

Average CS difference at 15 by the winning team in each region



Vision wards purchased

Western regions buy less wards. There is still quite a big emphasis on wards within Korea



Out[15]:

```
league
LEC      14.508333
LCS      14.888889
LMS      15.533333
CBLol    15.583333
LCK      16.440000
LPL      NaN
Name: visionwardbuys, dtype: float64
```