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| **TOPIC** | **SUMMARY** |
| League of Legends | * League of Legends is a team-based strategy game where two teams of five face off to destroy the other teams base. The Nexus is the heart of both teams’ bases. To win the game, a team must destroy the enemy’s Nexus first. (Riot Games Limited, kuupäev puudub) * The game was released on 27th of October 2009. The game is both developed and produced by Riot Games. The game is categorized under the action, and the MOBA (Multiplayer Online Battle Arena) genres. (IGN Entertainment, kuupäev puudub) * Gameplay itself unfolds on one of several maps, the most common being the Summoner’s Rift. Summoner’s Rift. The map consists of three primary “lanes” leading directly from each team’s central home base, or “nexus” to the others. In between the lanes is the “jungle” a forested area where stationary mobs are found. Bifurcating the map is the “river”, which players can travel from the jungle or one of the lanes. Each player has a small “minimap” in the corner of the screen which allows them to see the entire gameplay area. Players can “ping” specific areas on the minimap, which can be used for various reasons, After the match begins, “creep waves” begin emerging from each team’s nexus and marching down each of the lanes. To gain experience and gold players can kill opposing teams’ creeps, neutral monsters found in the jungle, and opposing teams’ champions. After a champion or neutral monster is killed, a period of time must pass before it can respawn and rejoin the game. The lanes on each team’s side of the river are protected by towers, which shoot at enemy champions and creep waves alike. The goal of the game is to push forward down these lanes, destroying the towers and eventually the nexus that they protect. The map and timing of creep waves are always the same, the only variation on the players’ side is on which end they start: the purple/red team to the top right of the map and the blue team to the bottom left. (Watson, 2015) * The game's main map. It is a square, with the team bases on the top right and bottom right corners. There are three pathways to each base: one diagonally across the centre, and the others going up and turning at the top left and bottom right corners. (https://commons.wikimedia.org/wiki/File:Map\_of\_MOBA.svg#/media/File:Map\_of\_MOBA.svg)   A simplified representation of Summoner's Rift. The yellow paths are the "lanes" down which minions march; blue and red dots represent turrets. The fountains are the dark areas within each base, and are beside each Nexus. The dotted black line indicates the river. |
| LoL as an eSport | Since its debut in 2009, League of Legends has evolved from a small population of desktop-computer warriors into a full-scale phenomenon. In the process, it has become an e-sport.  Though e-sports were around for about a decade before Riot Games was born, no company has jumped in with the same intensity. Riot controls every aspect of the professional league, right down to the music composed for live events. It runs tournaments worldwide, with its own slick broadcasting operation streaming to various Internet video sites, complete with color commentators and highlight reels — a kind of ESPN for gamers.  The company also keeps a few hundred professional players on salary, ensuring that they can spend up to 14 hours a day practicing, the time required to compete at the highest level.  When League of Legends went live, in October 2009, the free-to-play model was little loved in the United States, where it was associated with lame graphics and money cadging. (Players were constantly begged for dollars.) But in Asia, free-to-play companies were raking in so much cash that subscription games were unplugging, temporarily, so they could re-emerge later as giveaways.  Four months after League of Legends was introduced, 20,000 people were playing it simultaneously.  (Segal, 2014)  WORLDS  S1  Season 1 Championship for League of Legends took place at Dreamhack on June 18-June 21. The prize pool was $100,000. (Senior, 2011) The European team Fnatic won the tournament and received $50,000 in prize money. (Fnatic, 2011)  S2  The Season 2 World Championship was held in early October 2012 in Los Angeles, California. Twelve qualifying teams from around the world participated in the championship. The group stage, quarterfinal, and semifinal matches took place between 4 and 6 October. The grand final took place on 13 October in the University of Southern California's Galen. (Scarpa, 2012)  In the grand final, Taiwan's professional team Taipei Assassins triumphed over South Korea's Azubu Frost 3 to 1 and claimed the US$1 million in prize money. (Benedetti, 2012)  S3  The Season 3 World Championship was held in October 2013 in Los Angeles, California. (Nunneley-Jackson, 2013)  Korean team SK Telecom T1 bested Chinese team Royal Club during the final matchup. (Farokhmanesh, 2013)  S4  The 2014 World Championship was help in South Korea. The championship lasted from 18th of September to 19th of October. Group stages took place in Taiwan and Singapore, Quarterfinals, Semifinals and Finals took place in South Korea. The prize pool was $2,130,000. The champion on the 2014 World Championship was Samsung White. <https://lol.fandom.com/wiki/2014_Season_World_Championship>  S5  The 2015 World Championship concluded the 2015 season and was held at several venues across Europe in October 2015. Like the 2014 World Championship, the 2015 World Championship was a multi-city, multi-country event. (Nunneley-Jackson, League of Legends 2015 World Championship will be held in Europe, 2015)  2015 Worlds was won by SK Telecom T1, their second title, as they won the 2013 Worlds too. SKT top laner Jang "MaRin" Gyeong-hwan was named the tournament most valuable player (MVP). (Magrino, Fields, & Spinn, 2015)  S6  The various stages of the 2016 Worlds were held throughout the United States in Chicago, San Francisco, New York City, and Los Angeles.  The games were played on the 6.18 patch of the game with Yorick disabled, and Aurelion Sol disabled for days 1–3. There were 16 teams and 4 groups that consisted of 4 teams. advance to the Knockout Stage. The Knockout Stage was Bo5 and the #1 vs #2 teams from each group would face each other in the bracket. The total prize pool was US$5,070,000 and it was spread among the teams. The championship was won by SK Telecom T1. <https://lol.fandom.com/wiki/2016_Season_World_Championship>  S7  The 2017 World Championship series started in September and concluded in November. It was held in 4 different locations throughout China. (LOLESPORTS STAFF, 2017)  A total of 24 teams participated in the tournament. Samsung Galaxy was declared the champion that year.reversed the previous year's result and defeated SK Telecom T1 3–0 in the 2017 World Championship final. Park "Ruler" Jae-hyuk, the AD carry of Samsung, was named MVP. (Gosling, 2018)  S8  The 2018 World Championship was held from 1 October to 3 November 2018, in 4 cities across South Korea. (LOLESPORTS STAFF, 2018)  The World Championship final was played between Invictus Gaming and Fnatic. Invictus Gaming won against Fnatic, granting China their first World Championship. (Marshall, 2019) The final was watched by 99.6 million unique viewers, with concurrent viewership reaching a peak of 44 million viewers, breaking 2017's final's viewership record. (Gosling, The 2018 League of Legends World Finals had nearly 100 million viewers, 2018)  S9  The 2019 World Championship was held between 2 October to 10 November 2019, in three countries and cities in Europe: Berlin, Madrid, and Paris (final). (LOLESPORTS STAFF, 2019) Twenty-four teams qualified to participate. (LOLESPORTS STAFF, 2019)  The 2019 World Championship was played on Patch 9.19 from start to finish. (Woo, 2019) The World Championship final was played on 10 November 2019. FunPlus Phoenix won G2 Esports, granting China and the LPL back-to-back World Championships. (Webb, 2019)  S10  The 2020 World Championship was held from 25 September to 31 October 2020 in Shanghai, China. (LOLESPORTS STAFF, 2020) As a result of travel restrictions related to the COVID-19 pandemic, two teams that qualified were unable to attend the event. (LOLESPORTS STAFF, 2020)  All games leading up to the final were hosted in the Shanghai Media Tech Studio with no fans in attendance. The final was hosted in the Pudong Football Stadium, hosting a limited number of 6,312 fans due to the COVID-19 pandemic. (Ocal & ESPN, 2020) The final was played on 31 October 2020 between Suning and Damwon Gaming, with Damwon Gaming winning the championship 3–1. (Stubbs, 2020)  S11  The 2021 World Championship was held from 5 October to 6 November 2021 in Reykjavík, Iceland. 22 teams qualified to participate at the World Championship (LOLESPORTS STAFF, 2021).  All games of the tournament were hosted in the Laugardalshöll, with no fans in attendance due to the COVID-19 pandemic. The final was played on 6 November 2021 between Edward Gaming, and defending champions DWG KIA (formerly Damwon Gaming), with Edward Gaming winning the championship 3–2. (Pack & Kwon, 2021)  S12  The 2022 World Championship was held from 29 September to 5 November 2022, with the event taking place in 4 cities across North America: Mexico City, New York City, Atlanta, and San Francisco. Twenty-four teams qualified to participate at the World Championship. As a result of the Russian invasion of Ukraine, the League of Legends Continental League was unable to send a representative to participate in the event. (LOLESPORTS STAFF, 2022)  The finals were played at the Chase Center on 5 November 2022 between T1 and DRX. In the final, DRX defeated T1 3–2. (Popko, 2022) |
| Players |  |
| Clubs |  |
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