

[SUMMONER NAME]

Tier 1: "I just want numbers"

[DATE]

LoL Genius

KNOW MORE, WIN MORE.

Actionable, detailed, ML/AI powered data and analysis

**Just give me the data
(Tier 1)**

- Raw data file
- Listed stats + basic info
- JSON format



BASIC INFO

- Product Tier= [number]
- Number of games = [number]
- Queue= [queue]
- Role= [role]

LET'S DIVE IN

FILE FORMATTING



Standard JSON formatting

Keys are the stat name

Values are the stat values by game



Time data is split by 10-minute intervals



**Data types clearly indicated
and include**

Int and Float
String
Boolean



Issues with data are flagged

values= None

```
1 { "MatchID": [3677119768, 3482350260, 3482237061, 3482224187, 3470597256, 3470593866, 3465012552, 3461340952, 2 "duration": ["0:25:40", "0:28:03", "0:31:43", "0:28:28", "0:25:00", "0:24:49", "0:34:26", "0:23:40", "0:26:15", 3 "role": ["DUO_CARRY", "DUO_CARRY", "DUO_CARRY", "DUO_CARRY", "DUO_CARRY", "DUO_CARRY", "SOLO", "DUO_CARRY", 4 "lane": ["BOT_LANE", "BOT_LANE", "BOT_LANE", "BOT_LANE", "BOT_LANE", "BOT_LANE", "MID_LANE", "BOT_LANE", "BOT_LANE", 5 "champion": ["Ezreal", "Kaisa", "Caitlyn", "Vayne", "Aphelios", "Aphelios", "Galio", "Kaisa", "Twitch", "Kai 6 "win": [true, true, true, false, false, true, true, true, true, false, true, false, false, false, false, true, 7 "KDA": [2.5, 4.8, 2.0, 0.5, 1.5, 2.5, 2.6666666666666665, 7.0, 7.0, 24.0, 1.3636363636363635, 3.2, 0.5, 1.66 8 "CS": [116, 156, 193, 163, 168, 176, 186, 155, 160, 233, 189, 211, 85, 194, 212, 167, 248, 169, 167, 233, 21 9 "gold_earned": [7961, 14194, 12737, 8721, 9617, 8773, 13123, 9075, 10906, 17278, 12618, 14943, 4489, 11135, 10 "gold_spent": [6883, 11575, 11400, 8725, 9175, 8375, 12000, 7850, 9275, 14050, 12645, 12975, 3150, 10730, 11 11 "total_damage": [82258, 158956, 131817, 75211, 98541, 92074, 168392, 87801, 124276, 220524, 154715, 181562, 12 13 "total_damage_champs": [10727, 30732, 15416, 13123, 8048, 8671, 20309, 7965, 16481, 35944, 20177, 26356, 473 14 "total_damage_taken": [12300, 23487, 18881, 18897, 16333, 9434, 27719, 9733, 13584, 14471, 26064, 17869, 824 15 "cs_per_min": [] 16 "csd_per_min": [] 17 "gold_per_min": [] 18 "dmgDiff_per_min": [] 19 "xpDiff_per_min": [] 20 21 "vision_score": [12, 14, 25, 25, 15, 21, 37, 13, 19, 31, 31, 21, 5, 25, 19, 26, 28, 18, 22, 32, 24, 17, 10], 22 "pink_wards": [0, 1, 4, 1, 3, 3, 6, 2, 3, 0, 2, 1, 0, 0, 3, 3, 0, 1, 2, 1, 3, 0, 1], 23 "wards_killed": [2, 0, 1, 5, 1, 7, 4, 1, 1, 9, 5, 3, 0, 1, 7, 2, 1, 3, 3, 6, 4, 3, 1], 24 "wards_placed": [8, 9, 13, 9, 9, 8, 15, 7, 11, 8, 11, 6, 4, 8, 10, 12, 11, 9, 9, 11, 13, 7, 6], 25 "cc_time": [0, 2, 17, 10, 5, 12, 31, 0, 15, 5, 3, 1, 30, 3, 4, 8, 0, 4, 2, 15, 8], 26 "heals": [1781, 7453, 3345, 1962, 2141, 1384, 2208, 3432, 1986, 5325, 4523, 4230, 330, 2876, 5047, 3390, 27 28 "jungle_monsters": [4, 28, 16, 4, 8, 14, 20, 4, 7, 29, 28, 26, 0, 8, 14, 19, 22, 16, 9, 34, 36, 4, 4], 29 "jg_per_min": [0.156, 0.998, 0.504, 0.141, 0.32, 0.564, 0.581, 0.169, 0.265, 0.941, 0.839, 0.949, 0.0, 0.255, 30 "largest_critical_strike": [0, 534, 1077, 0, 538, 553, 0, 0, 496, 548, 0, 568, 0, 362, 421, 447, 509, 513, 0, 31 "largest_killing_spree": [0, 7, 2, 3, 3, 2, 5, 4, 5, 15, 3, 10, 0, 3, 2, 3, 3, 7, 3, 8, 4, 4, 2], 32 "longest_time_spent_living": [565, 464, 432, 494, 392, 593, 831, 1415, 958, 0, 452, 488, 543, 545, 536, 481, 33 ] }
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18     }, {  
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21     }, {  
22         "10-20": 6.699999999999999,  
23         "0-10": 7.1,  
24         "20-30": 5.5  
25     }, {  
26         "10-20": 6.300000000000001,  
27         "0-10": 6  
28     }], {
```



WHAT'S NEXT?

***Further questions? Feedback?
Just reach out!***

If you know anyone else who could benefit from this, don't hesitate to send them my way!

Contact me



RebirthNA#2359



@LoL-Genius



417devops@gmail.com

[SUMMONER NAME]

Tier 2: "I need a little help"

[DATE]

LoL Genius

KNOW MORE, WIN MORE.

Actionable, detailed, ML/AI powered data and analysis

I need a little help (Tier 2)

- Short report with info
- Pick 5 stats from list
- Performance graphs (for stats)
- Basic analysis



BASIC INFO

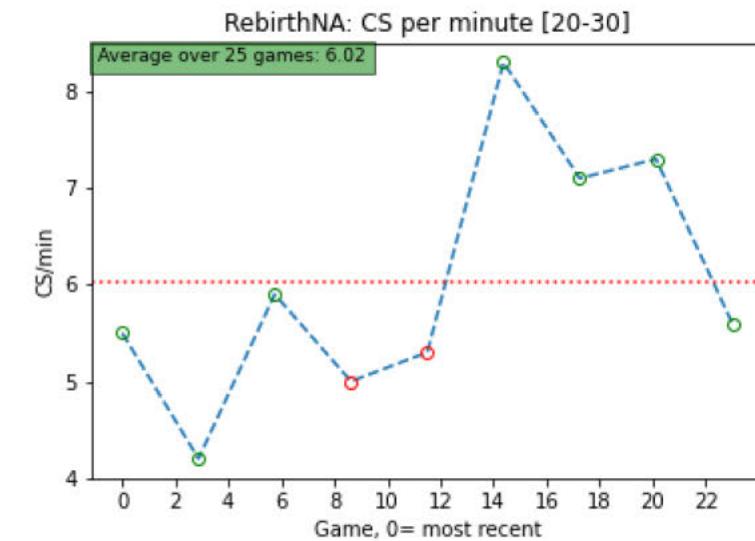
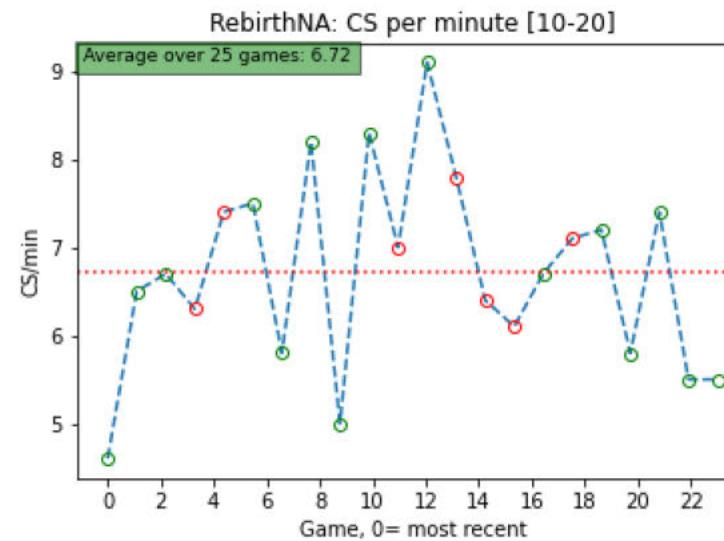
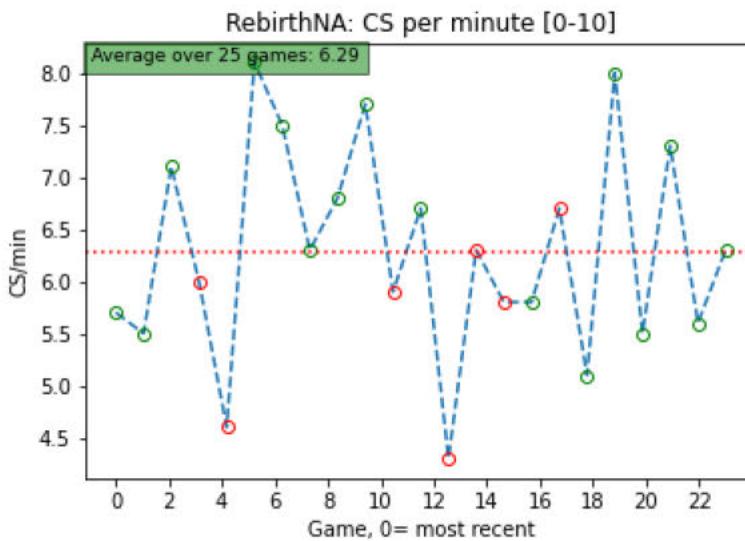
- Product Tier= 2
- Number of games = 25
- Queue= Solo/Duo
- Role= ADC

LET'S DIVE IN

CS PER MINUTE

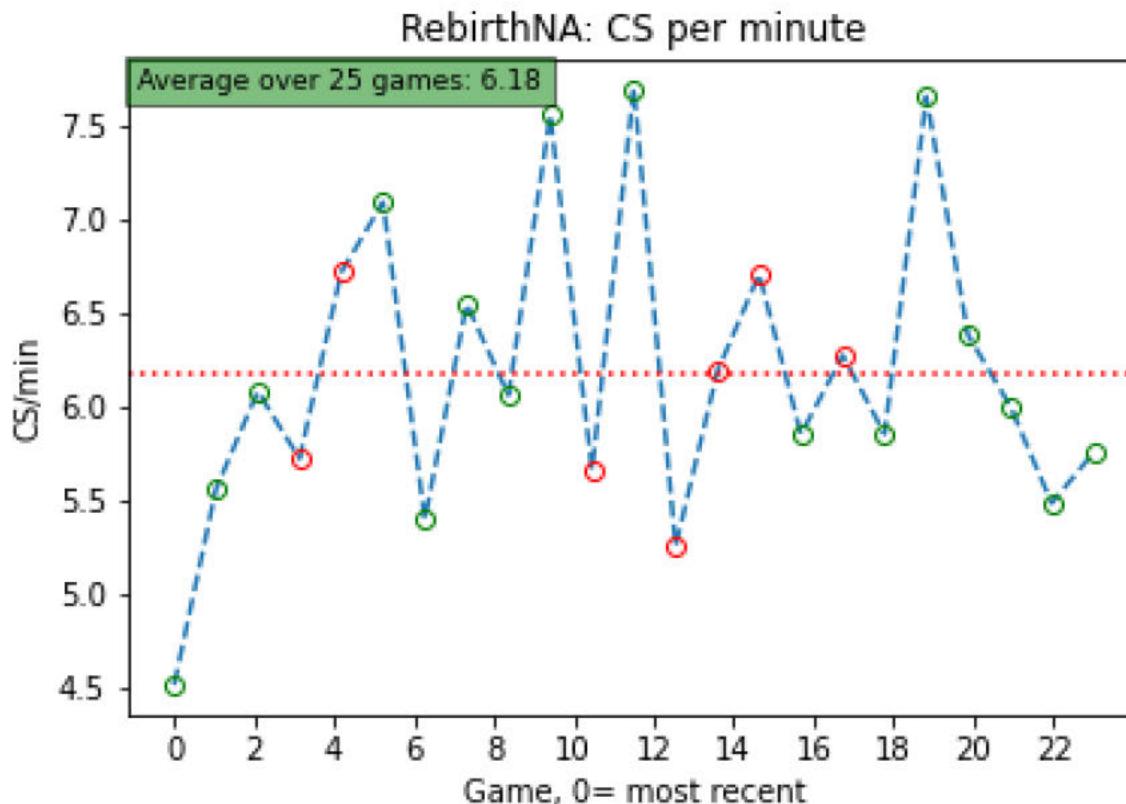
- Typical CS/min around 6
- High emphasis on sweeping up CS in mid game [10-20 min]
- Overall CS/min value is inconsistent
- CS/min does not change whether W or L

- **Target consistent CS/min across games**
- **Focus on late game wave clearing**
- **Shoot for 7-9 CS/min**



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Perfect CS

- 5min = 50
- 10min= 114
- 15min= 177
- 20min= 242
- 25min= 307
- 30min= 377
- 35min= 447



WHAT'S NEXT?

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[SUMMONER NAME]

Tier 3: "I want to dominate"

[DATE]

LoL Genius

KNOW MORE, WIN MORE.

Actionable, detailed, ML/AI powered data and analysis

I want to dominate (Tier 3)

- Full report
- All stats & graphs
- In-depth analysis
- Identification of areas for improvement
- Comparison to pro players



BASIC INFO

- Product Tier= 3
- Number of games = 25
- Queue= Solo/Duo
- Role= ADC

LET'S DIVE IN

GAME TIME

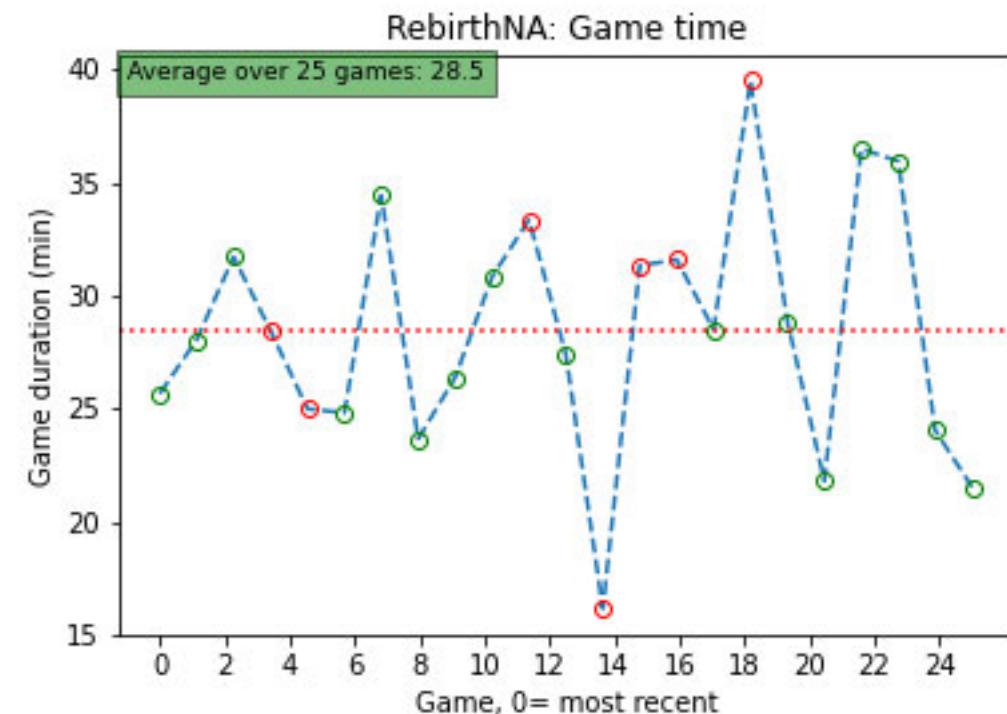
KEY METRIC FOR DERIVATIVE STATS

*** In some graphs, there will be less points since not all games last for long durations***

EX: no CS/min data past 30min; game ended before then

- Wins are typically shorter but not by much
- Unless it is a surrender, losses are dragged out
- Overall game time is rather long

- **Be careful of throwing when ahead**
- **Transition from early lead into closing out the game**
- **If behind, the longer the game goes on, the more likely the opponents will throw**





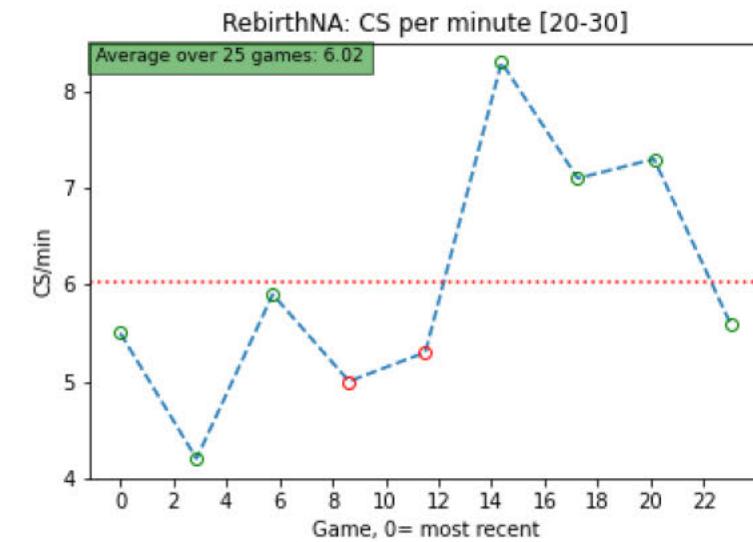
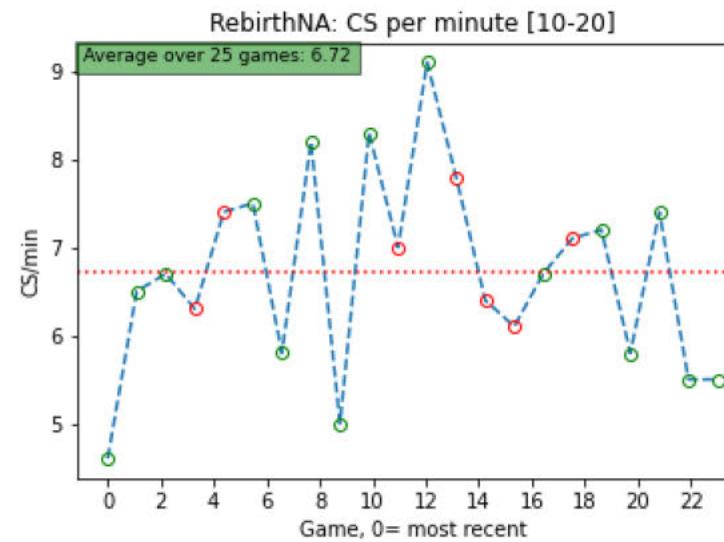
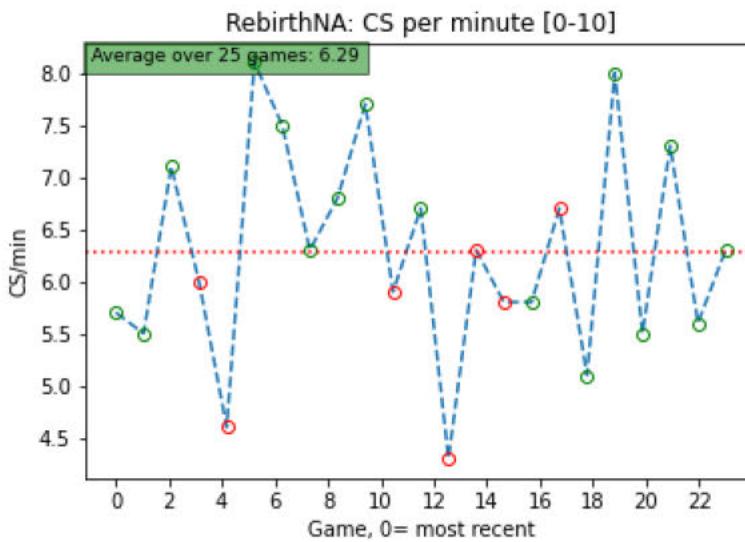
ECONOMICS

CASH MONEY BABY

CS PER MINUTE

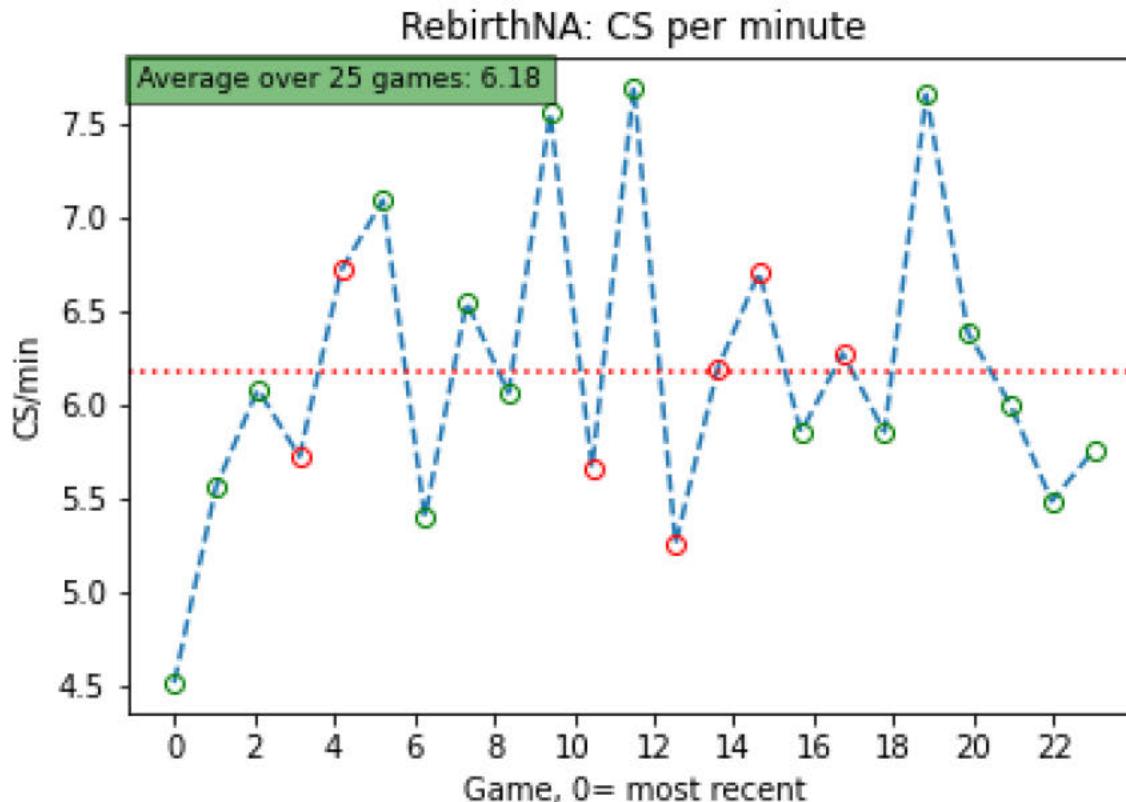
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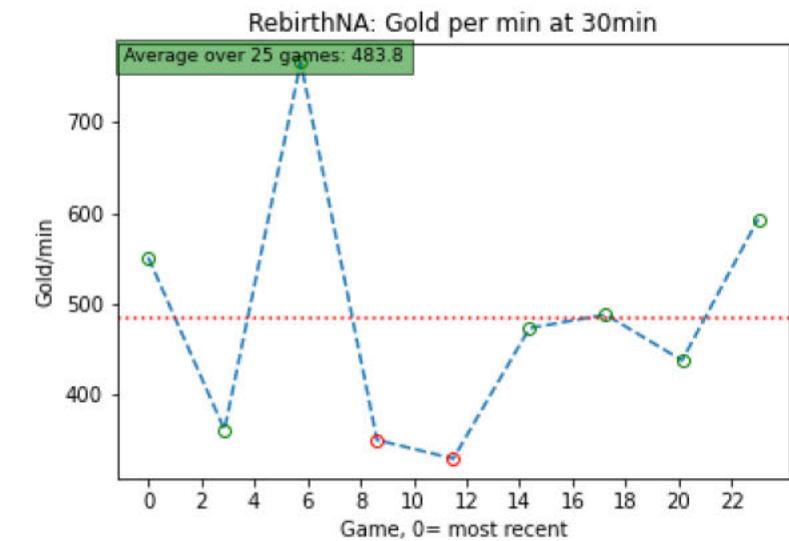
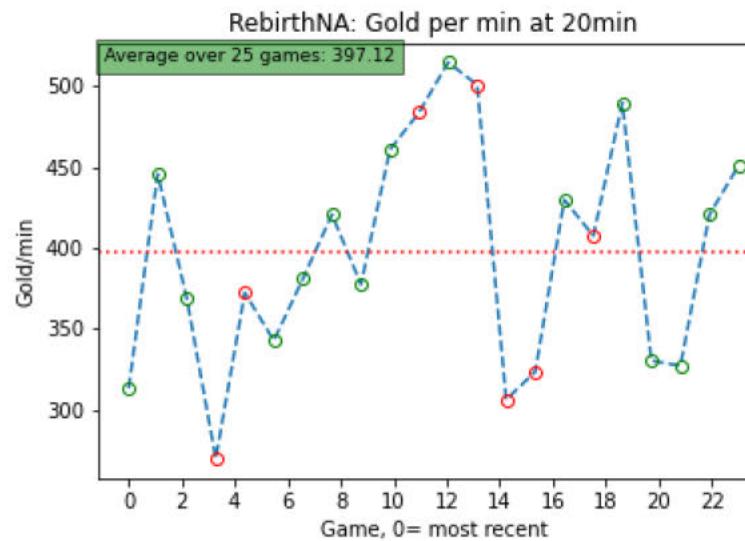
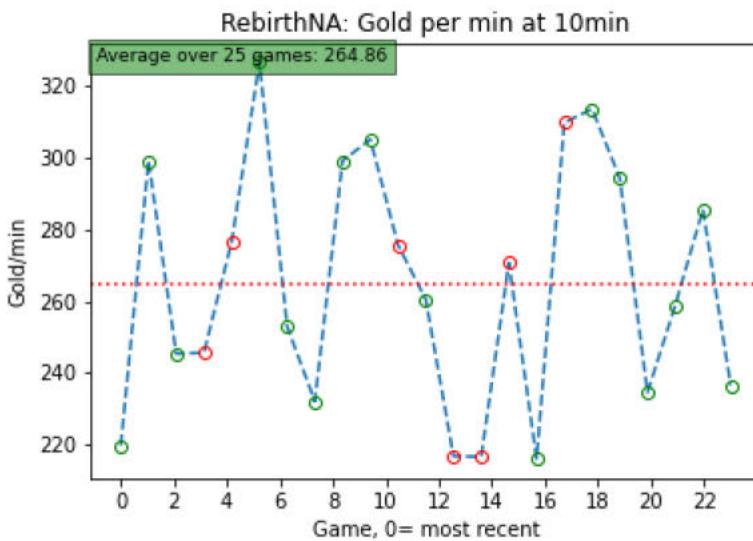


Perfect CS

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GOLD PER MINUTE

- Early game is approximately 1 kill per minute
- Increases with game time
- Not tied to win or loss
- You play a very gold vacuum-like playstyle
- **Looks good, keep it up!**
- **Take enemy jungle camps when possible**
- **Focus on clearing minion waves later**

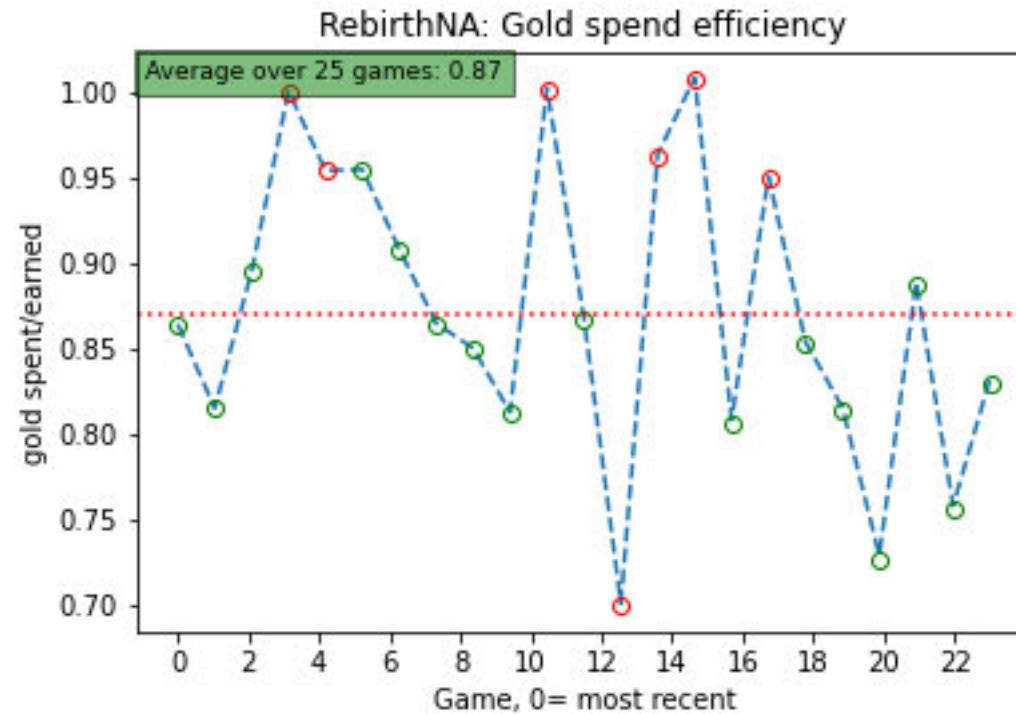


GOLD SPENDING EFFICIENCY

GSE= Gold Spent/Gold Earned

Spending gold is good because it directly = more stats

- Decently high
- Lower when winning
- **Be sure to spend your gold when you are ahead**
- **Try to back more often**



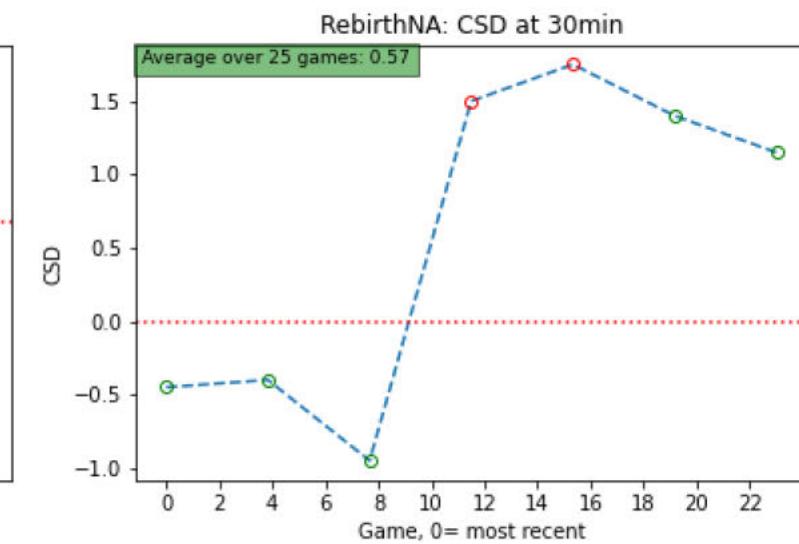
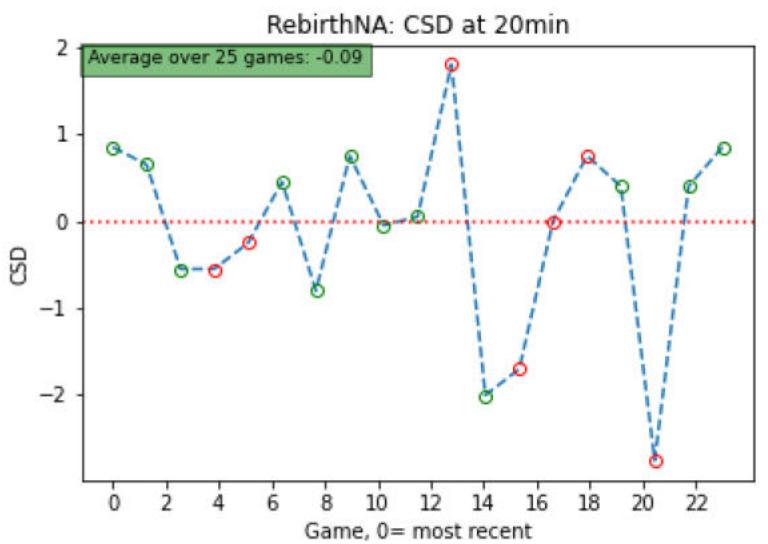
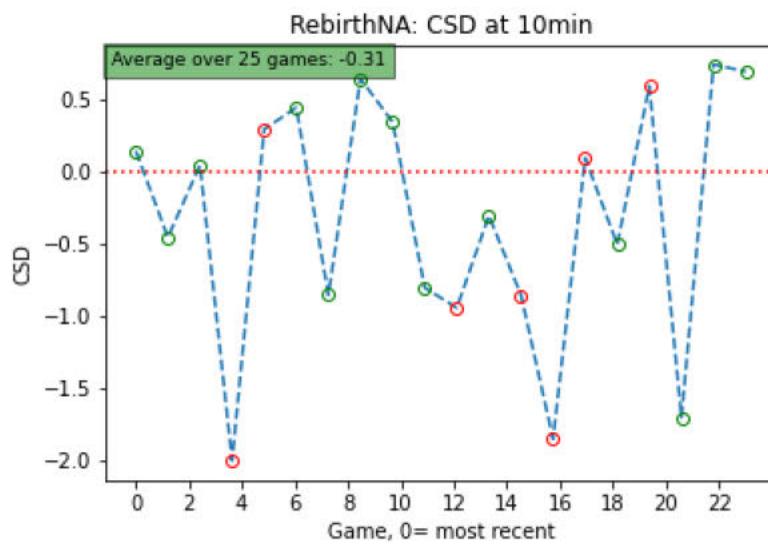


LANING

WIN LANE, WIN GAME (SOMETIMES)

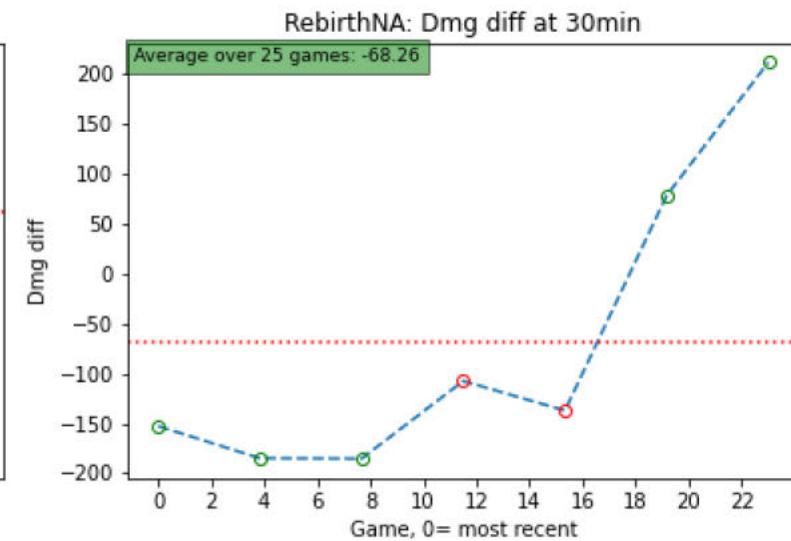
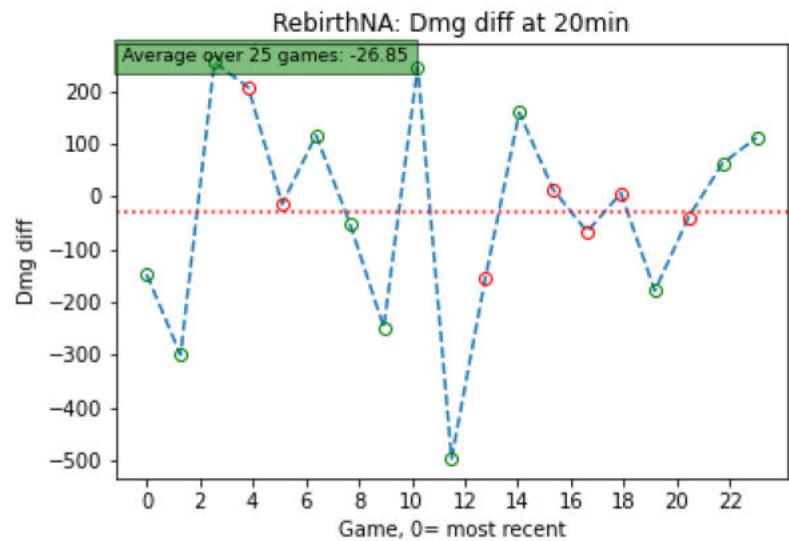
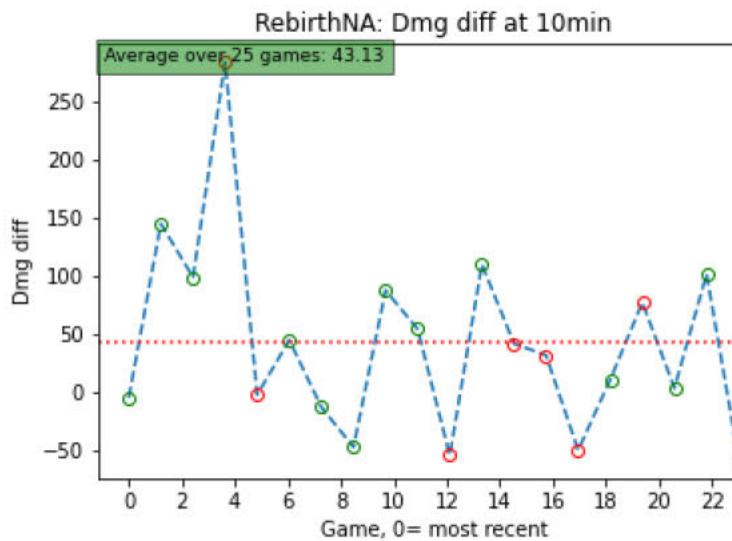
CS DIFFERENCE (CSD) PER MINUTE

- Negative in the early game and then goes positive as the game goes on
- Losses correlated with negative CSD @10min
- Actual differential is minimal
- **Focus on out CS-ing in the early game**
- **If falling behind in CS, get gold through other means**
- **Overall, try to snowball CS advantage**



DAMAGE DIFFERENTIALS

- Early game trades look good!
 - Damage in the early lane is not correlated to loss
 - Very inconsistent
- **Know trading windows to increase damage differentials**
 - **Be more aggressive in the mid and late game**





COMBAT

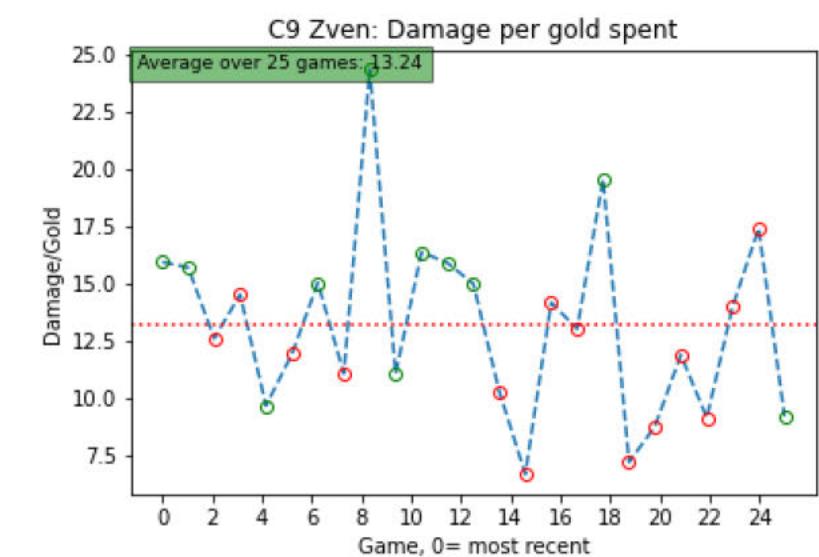
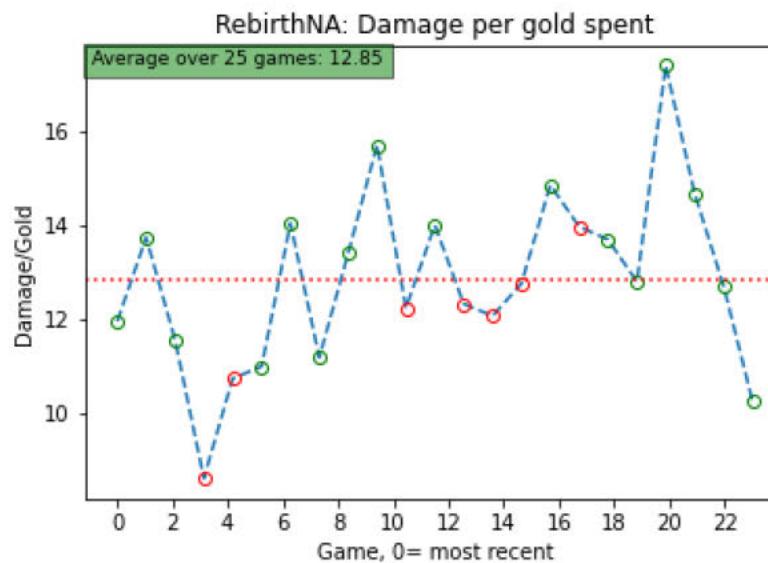
DEATH IS THE BEST CC

DAMAGE PER GOLD

DPG= Damage/Gold

Measure of how effective you are using items

- Looking good
- Losses have lower values (expected)
- Not much to say here
- Looks good, keep it up!

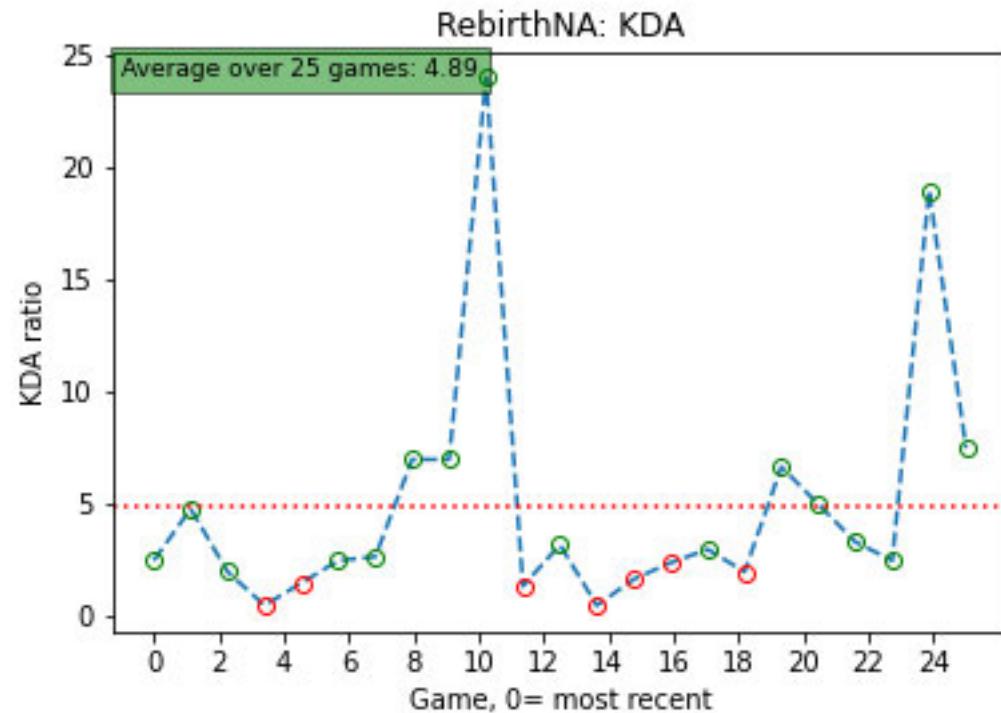


KILL TO DEATH RATIO

KDA= (Kills + Assists)/Deaths

- When you get ahead, you get really ahead
- Losses typically have a lower KDA
- Reasonably consistent (excluding outliers)

- Try taking a few more risks to land kills
- Roam more often for assists
- Keep it up, looks good!





TEAMPLAY

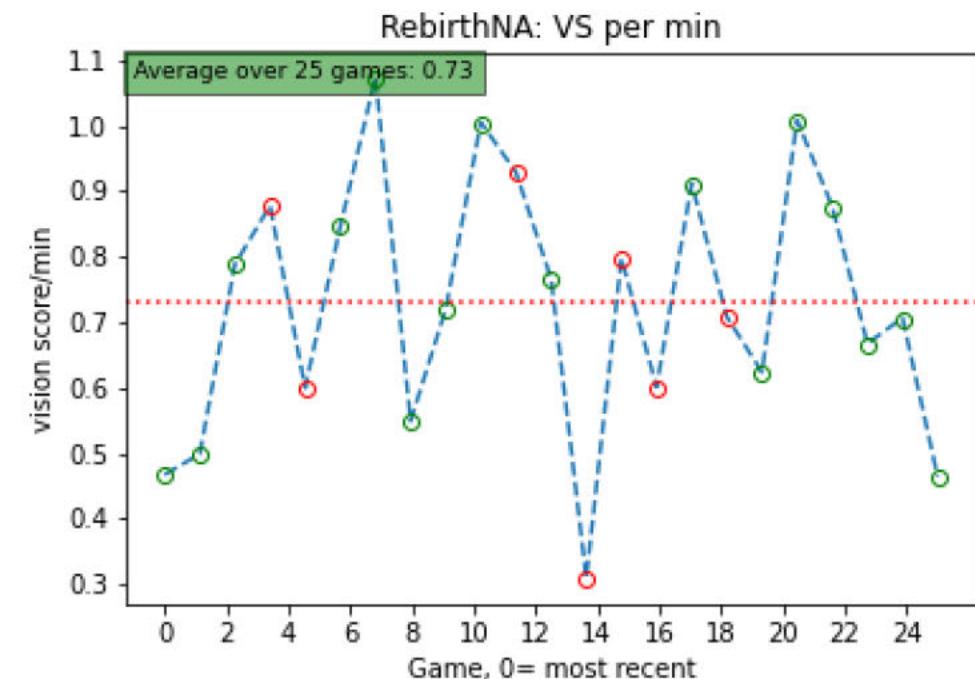
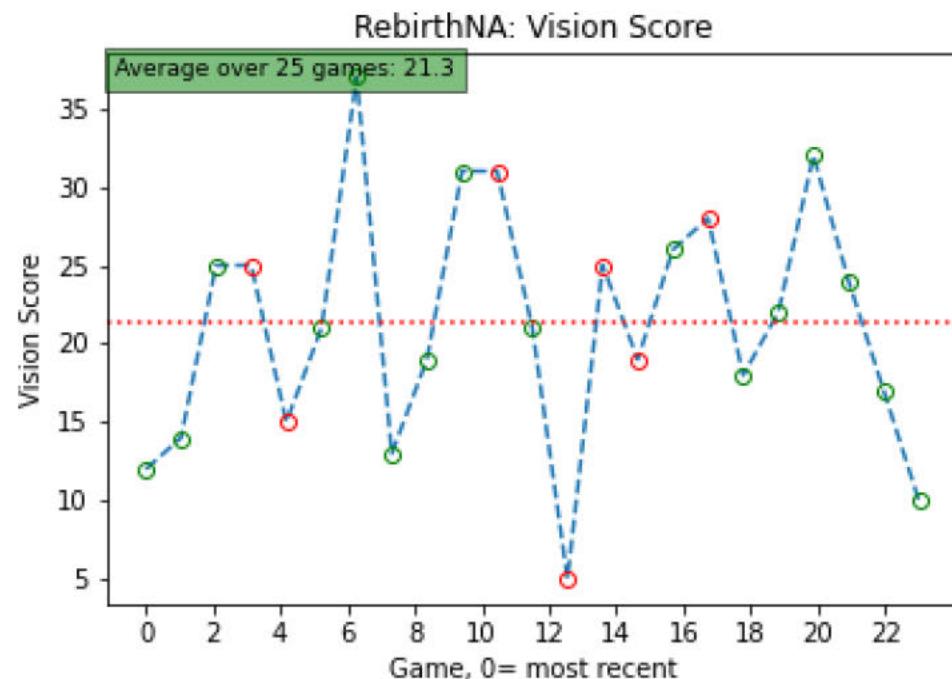
VISION AND JUNGLE

VISION

"Every point of VS is about equal to one minute of ward lifetime in value."

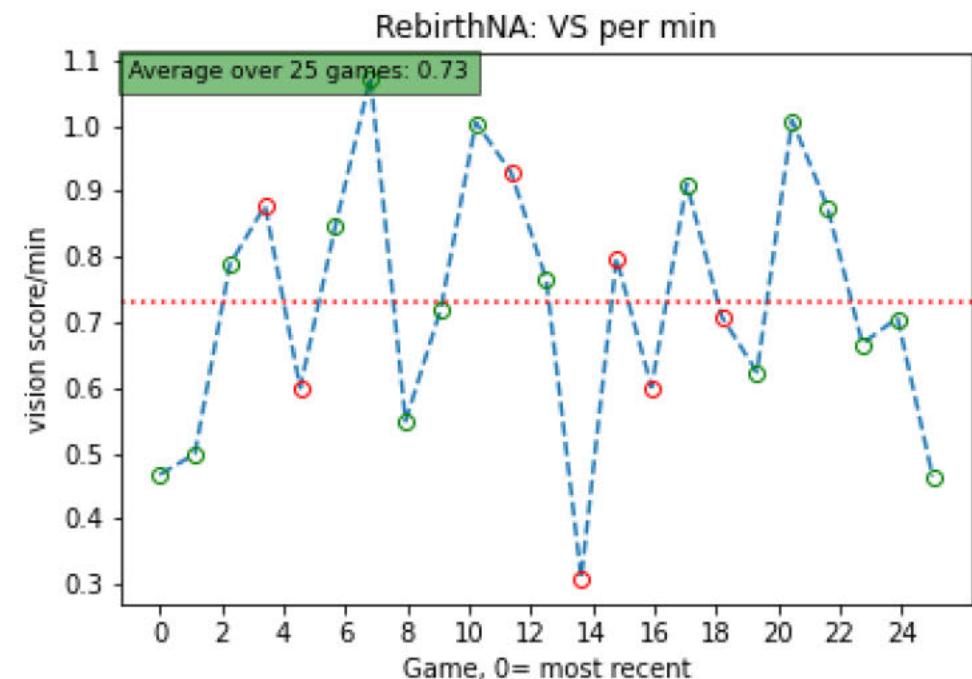
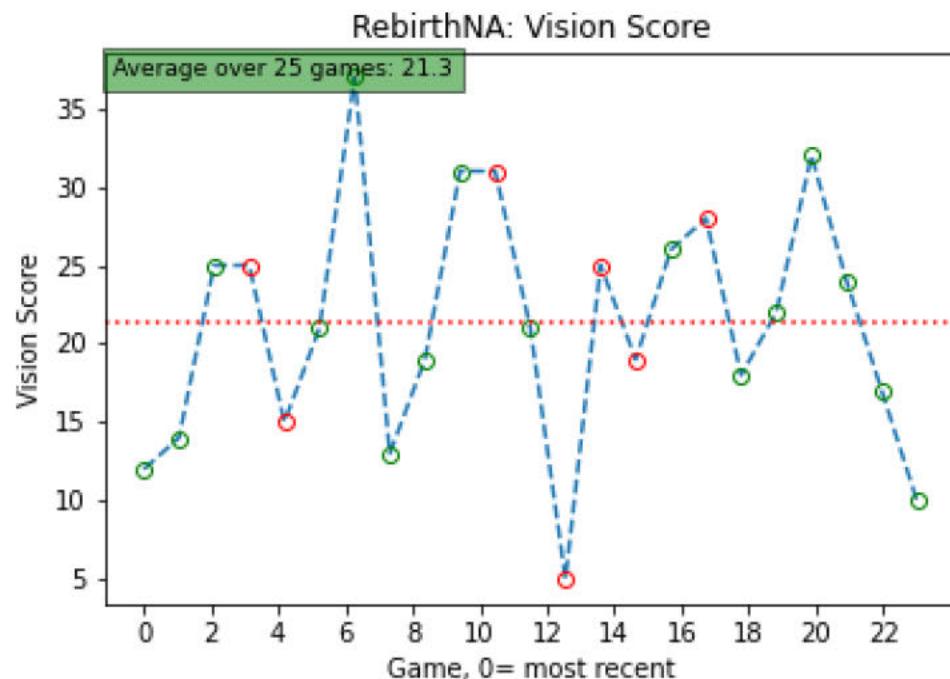
- When you don't ward, you really don't ward
- Vision is independent from W/L
- Many control wards are purchased

- **Ward more often regardless of the game state (winning or losing)**
- **Make active use of your trinket**
- **Swap trinket based on current needs**



WARDING

- Average control wards=
- Average wards placed=
- Average wards killed=
- **Ward more often regardless of the game state (winning or losing)**
- **Make active use of your trinket**
- **Swap trinket based on current needs**



CC & HEALING

$$\text{CC Score} = 1(\text{time}_{\text{hardCC}}) + 0.5(\text{time}_{\text{softCC}}) + \frac{1}{6}(\text{time}_{\text{slow}})$$

- Higher CC score is better

- Analysis

-

- **Recommendations**

- **Recommendations**

JUNGLE MONSTERS/MIN

Includes friendly and enemy camps

- I don't have any jungle games
- Analysis
- Recommendations
- Recommendations



STATS COMPARISON

PRO PLAYER

COMPARISONS

Compare vs. *Challenger data*

- Top 300 NA players
- Most recent 20 games
- Specific to your role

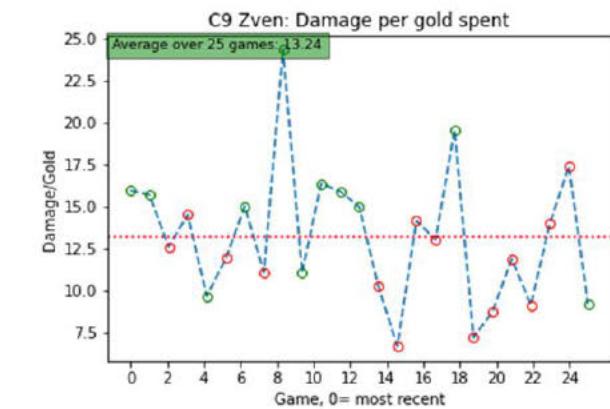
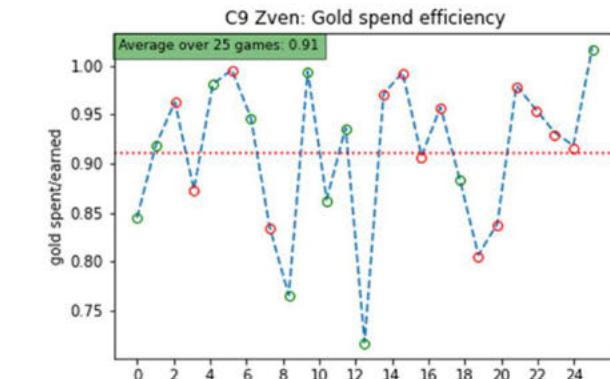
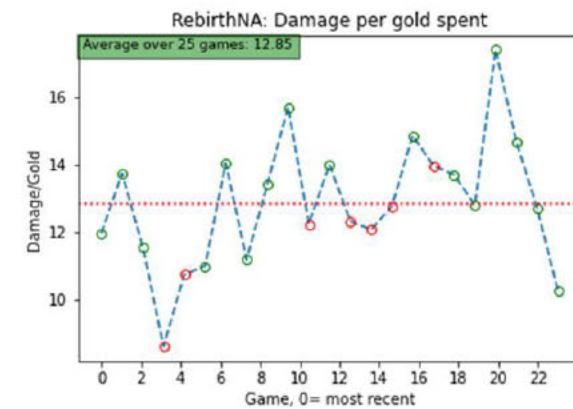
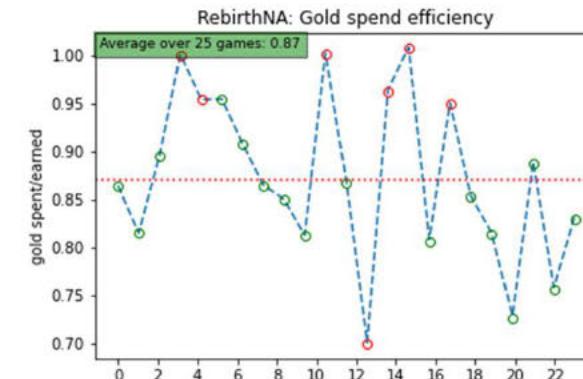
Compare vs. *Specific Player*

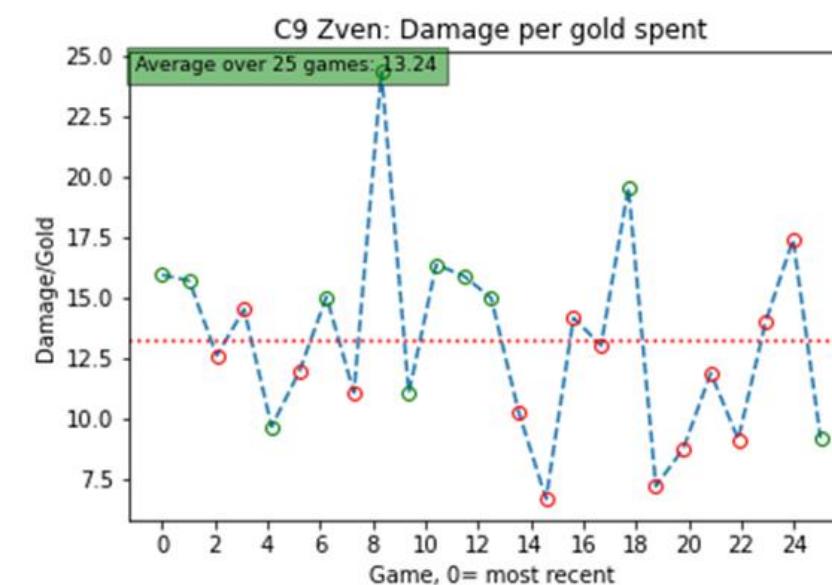
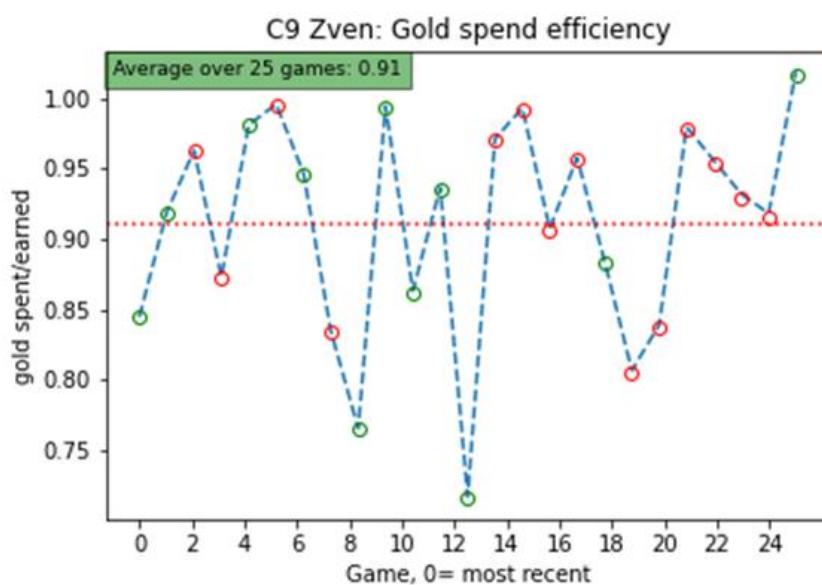
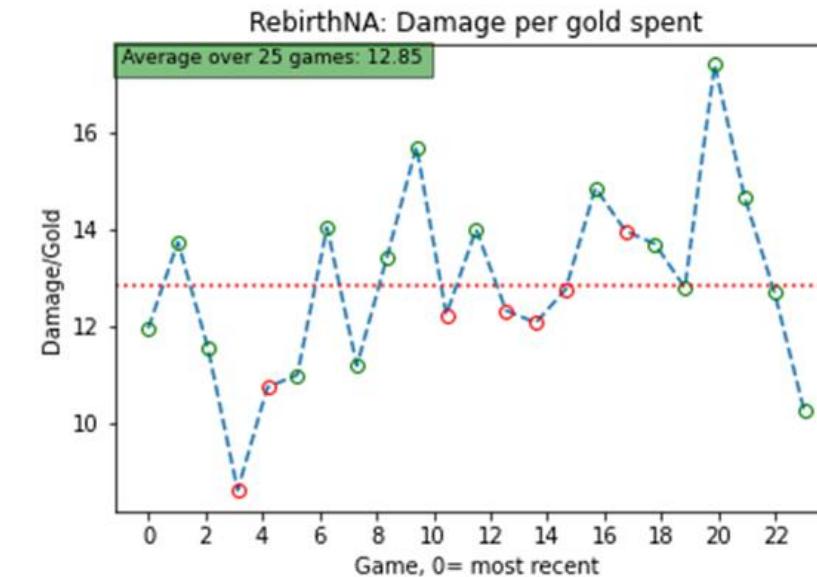
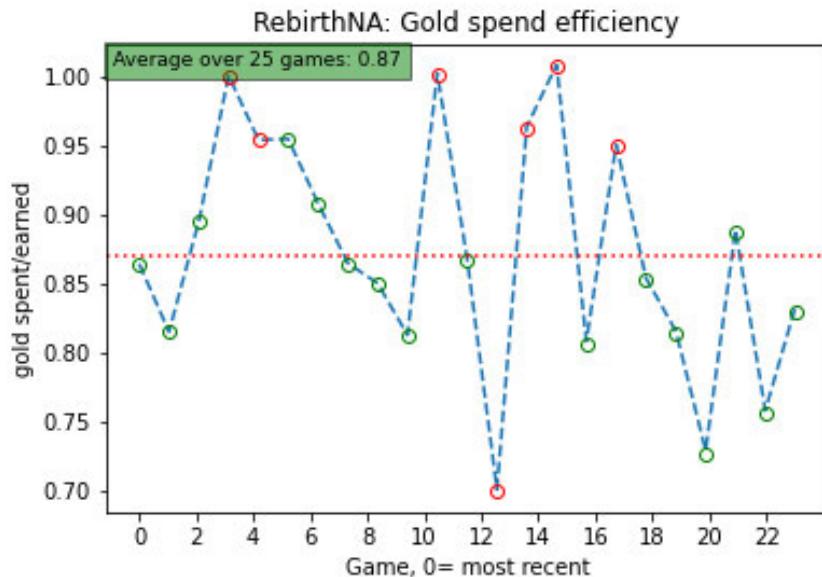
- Pick specific player
- Most recent 20 games
- Specific to your role

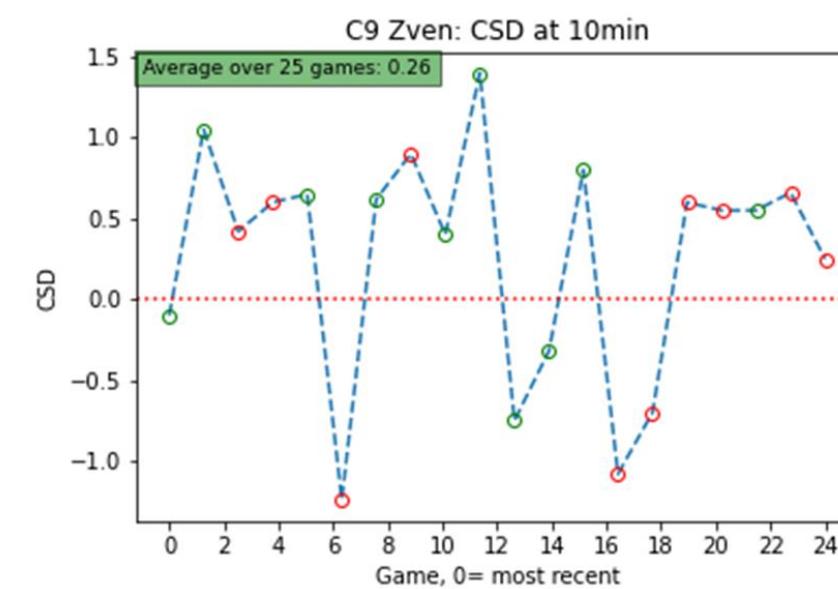
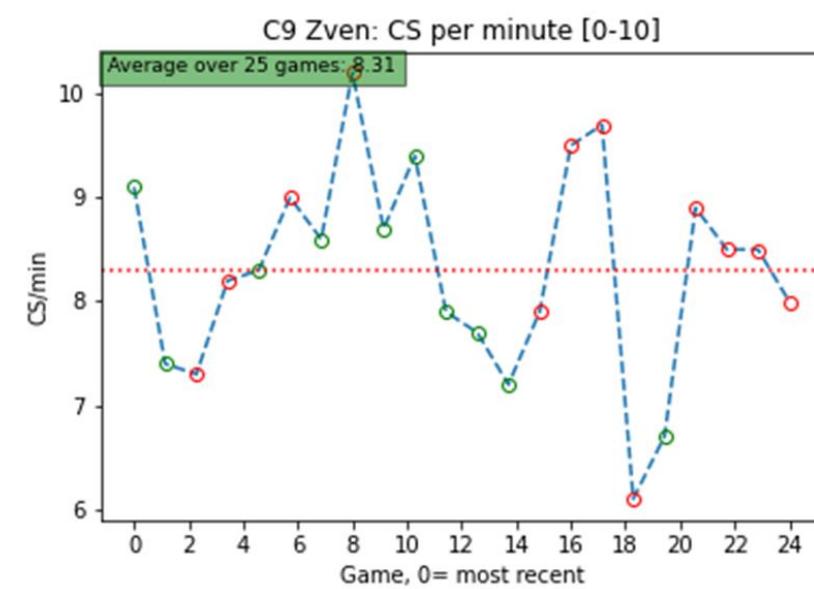
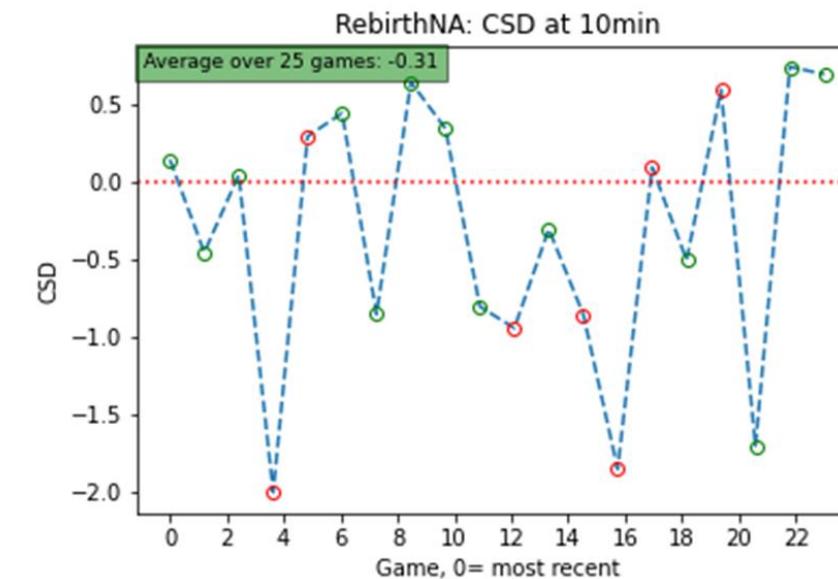
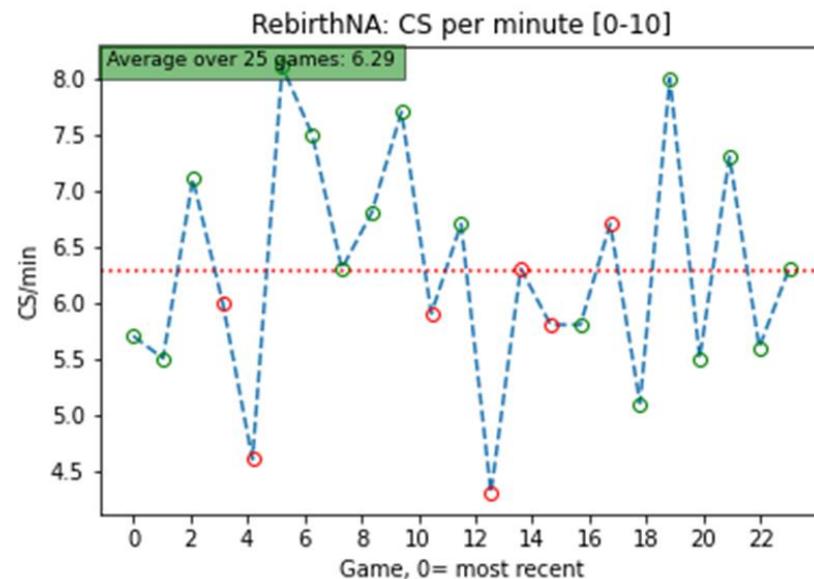
OR

Stat	Challenger	RebirthNA	Difference
Position	BOTTOM_DUO_CARRY		
Avg game duration [min]	26.37	27.9	1.53
Most common champions	[('Jhin', 23), ('Kaisa', 3)		0
KDA	4.53	5.45	0.92
Avg gold spend efficiency	0.9132	0.8921	-0.0211
Avg total_damage	133837.72	123985	-9852.72
Avg total_damage_champs	17856.59	16741.6	-1114.99
Avg Dmg to objs	10069.35	10972.4	903.05
Avg Dmg to turrets	3971.25	4625.7	654.45
Avg total_damage_taken	15685.89	16483.9	798.01
Avg vision_score	21.69	21.2	-0.49
Avg pink_wards	2.41	2.3	-0.11
Avg wards_placed	9.13	9.7	0.57
Avg wards_killed	3.97	3.1	-0.87
Avg cc_time	13.5	9.7	-3.8
Avg heals	3498.29	3101.7	-396.59
Avg Vision Score/min	0.7971	0.7429	-0.0542
Avg Barons	0.49	0.5	0.01
Avg Dragons	1.84	2.3	0.46
Avg Rift Heralds	0.7	0.5	-0.2
Avg jg monsters	12.42	13.4	0.98
Avg jg monsters/min	0.43	0.46	0.03

OR









KEY TAKEAWAYS

- Buy more pink wards and ward more
- Your playstyle favors roaming, do more of it
- Time your roams & backs better to minimize cs loss
- Know trading windows to increase damage differentials
- Be more aggressive in the mid game



ALL TAKEAWAYS

- Buy more pink wards
- Make active use of your trinket
- If using sweeper, use it more often
- Try taking a few more risks to land kills
- Roam more often for assists
- Keep it up, looks good!
- If falling behind in CS, get gold through other means
- Try crashing waves or posturing aggressively in lane to deny CS
- Know trading windows to increase damage differentials
- Be more aggressive in the mid game
- Be sure to spend your gold when you are ahead
- Try to back more often
- Decent averages, focus on <10min
- Take enemy jungle camps when possible
- Convert roams to gold whether it be a kill or taking CS to keep up income
- Your playstyle favors roaming, do more of it
- Time your roams & backs better to minimize cs loss
- Make sure to take CS on successful roam



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