



LoL Genius

KNOW MORE, WIN MORE.

Actionable, detailed, ML/AI powered data and analysis

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RebirthNA#2359



@LoL-Genius



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WHO AM I?

Karl, Aerospace & Computer Science

Graduate Researcher, Data Analyst

Past work and collaborations:

- Lockheed Martin
- Wells Fargo
- Mozilla
- Air Force Research Lab
- NASA, FAA
- Siemens, GSK
- Aerojet Rocketdyne
- American Institute of Aeronautics and Astronautics

Experience in everything from AI/ML to jet engine design

“Solve difficult problems with novel methods, by any means necessary”



LEAGUE OF LEGENDS

- Played for over 10 years
- Ranked since S4
- Positional analysis of top 200 players across NA, KR, EUW

LET'S DIVE IN

OP.GG



 **BLITZ**

WHAT'S OUT THERE?

OP.GG


MOBALYTICS

BLITZ.GG

WHAT IS OFFERED?

			 BLITZ
Match history “at a glance”	✓	✓	✓
Overall profile stats	✓	✓	✓
Short game descriptions		✓	✓
Comparison to other ranks			✓
In-depth game stats	✗	✗	✗
	<i>Clean match history overview</i>	<i>Brief account overview</i>	<i>Quick game to game information</i>

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“Outside of dedicated coaching and professional players’ teams of analysts, there is no easy way to get detailed stats and analysis”

CONVERSATIONS WITH PRO ANALYSTS



WHAT IS MISSING?

Available match data

- Win or loss
- Duration
- Score line (K/D/A)
- Role
- End game CS
- Kill participation
- CS/min
- Wards
- Champion, items, runes

Ranked Solo

21 days ago

Victory

25m 40s

Ezreal

2 / 4 / 8

2.50:1 KDA

Level 11

120 (4.7) CS

P/Kill 30%

Tier Average

Gold 2

Sirestormer

Gank110

amôres

DA FUKN...

Nothing fun

Kylesito

Baboons ...

Bidebecca

RebirthNA

Vibes NYC

Overview	Team Analysis			Builds			etc		
Victory (Red Team)	Tier	OP Score	KDA	Damage	Wards	CS	Item		
<div>13</div> <div> <div>Kylesito</div> <div> <div>Gold 2</div> <div>6.4</div> <div>4th</div> </div> </div>	Gold 2	6.4	2.83:1 6/6/11 (52%)	19,746	2 9 / 0	104 4.1/m	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>		
<div>13</div> <div> <div>Baboons Butt</div> <div> <div>Gold 2</div> <div>8.2</div> <div>2nd</div> </div> </div>	Gold 2	8.2	7.33:1 4/3/18 (67%)	10,291	5 6 / 2	129 5/m	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>		
<div>15</div> <div> <div>Bidebecca</div> <div> <div>Platinum 4</div> <div>8.9</div> <div>MVP</div> </div> </div>	Platinum 4	8.9	Perfect 10/0/5 (45%)	23,135	2 8 / 0	200 7.8/m	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>		
<div>11</div> <div> <div>RebirthNA</div> <div> <div>Gold 3</div> <div>6.3</div> <div>5th</div> </div> </div>	Gold 3	6.3	2.50:1 2/4/8 (30%)	10,727	0 8 / 2	120 4.7/m	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>		
<div>13</div> <div> <div>Vibes NYC</div> <div> <div>Gold 2</div> <div>7.6</div> <div>3rd</div> </div> </div>	Gold 2	7.6	11.50:1 11/2/12 (70%)	25,741	0 11 / 0	83 3.2/m	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>		
Total Kill		33	<div> <div></div> <div></div> </div>				15	<div> <div></div> <div></div> </div>	
Total Gold		61128	<div> <div></div> <div></div> </div>				39545	<div> <div></div> <div></div> </div>	

0

3

9

0

0

0

Team 1 33 / 15 / 54 8 2 0 1 3 51.1k

Kylesito	4th	G1	6 / 6 / 11	104 (4.1) CS	19,746 Dmg
Baboons Butt	3rd	G2	4 / 3 / 18	129 (5.0) CS	10,291 Dmg
Bidebecca	2nd	G1	10 / 0 / 5	200 (7.8) CS	23,135 Dmg
RebirthNA	8th	G2	2 / 4 / 8	120 (4.7) CS	10,727 Dmg
Vibes NYC	MVP	G1	11 / 2 / 12	83 (3.2) CS	25,741 Dmg

RANKED SOLO 21d ago · 26 minutes · P10.23

Pre Game · Post Game

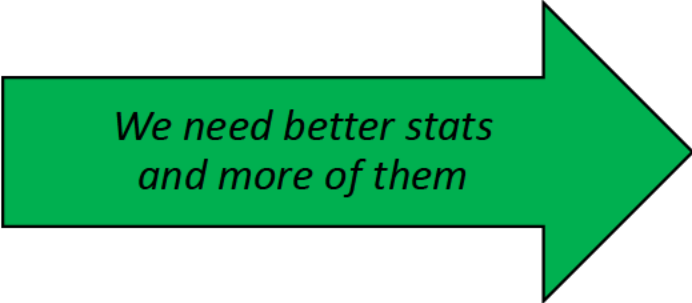
Kylesito	Sirest...
Baboo...	Gank1...
Bideb...	pâk
Rebirt...	DA FU...
Vibes ...	Nothi...

Bot Servant Of Darkness Teamfight God No Control Stomp

WHAT IS MISSING?

Surface level match data

- Win or loss
- Duration
- Score line (K/D/A)
- Role
- End game CS
- Kill participation
- CS/min
- Wards
- Champion, items, runes

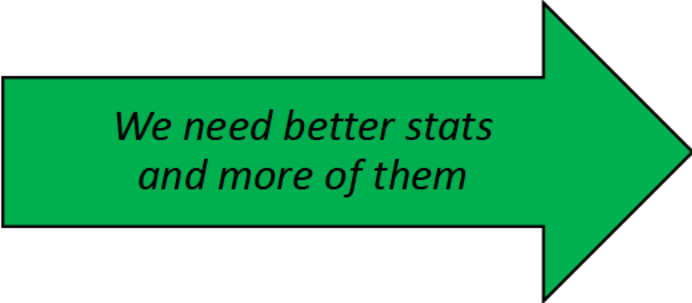


*We need better stats
and more of them*

LOL GENIUS OFFERS MORE

Surface level match data

- Win or loss
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- Score line (K/D/A)
- Role
- End game CS
- Kill participation
- CS/min
- Wards
- Champion, items, runes



*We need better stats
and more of them*

ACTIONABLE, ML/AI powered data

- **Economics**
 - Gold earned
 - Gold spent
 - Gold efficiency
 - Gold per minute (across time intervals)
- **Combat**
 - Damage dealt (total and/or to champions)
 - Damage taken
 - Damage per gold
- **Laning**
 - CS/min for specific time intervals
 - Creep score difference versus laner for time intervals
 - Damage taken difference versus laner for time intervals
- **Jungle and Support**
 - Vision score per minute
 - Jungle monsters per minute

AND MORE!



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isplay: block; list-s  
e-block; line-height  
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HOW DOES THIS BENEFIT YOU?

DO YOU WANT TO GET BETTER?



KNOWLEDGE IS POWER

You can't start to improve until you know what to improve.

From a player (Gold -> Diamond)

- CS/min intervals showed deficit at 20-minute mark
- Allowed them to focus on mid game cs-ing!
- Went from Gold to Diamond in less than a month

Know more, win more.

PRODUCT TIERS

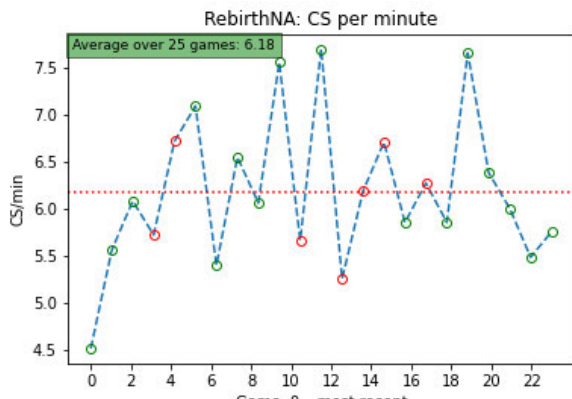
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I just want numbers (Tier 1)

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

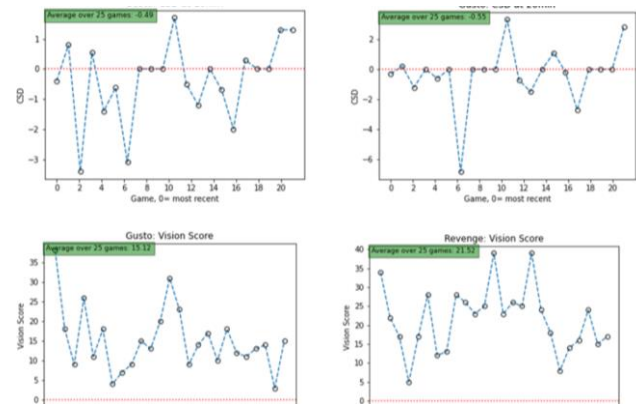
FREE



I need a little help (Tier 2)

- Short report with info
- Pick 5 stats from list (+\$1 for each additional)
- Performance graphs
- Basic analysis

\$5.00



I want to dominate (Tier 3)

- Full presentation + Q&A
- All stats & graphs
- In-depth analysis
- Identification of areas for improvement
- Compare to challenger or specific player

\$20.00

STAT LIST

- **Base stats**

- KDA
- Game time
- CS

- **Economics**

- Gold earned
- Gold spent
- Gold spend efficiency
- Gold per minute (across time intervals)

- **Laning**

- CS/min for specific time intervals
- Creep score difference versus laner for time intervals
- Damage taken difference versus laner for time intervals
- Exp difference versus laner for time intervals

- **Combat**

- Damage dealt (total, champions, objectives, turrets)
- Damage taken
- Damage per gold

- **Jungle/Support**

- Jungle monsters (base number, not CS)
- Jungle monsters per minute
- Number of dragons
- Number of rift heralds, barons
- Heals
- CC score

- **Events**

- First blood
- First tower
- First Rift Herald
- First dragon, first baron

- **Vision**

- Vision score, vision core
- Vision score per minute
- Average control wards, wards placed, wards killed

Special requests are also accepted

- Comparison to pro or top tier player
- Any end game stats from match history
- Any derivative stats (e.g., damage per gold earned)

I'M ON BOARD! WHAT'S NEXT?

Contact me



RebirthNA#2359



@LoL-Genius



417devops@gmail.com

What I'll need:

- Summoner name & Region
- Role (top, jungle, mid, ADC, support)
- Queue (Flex, Solo/Duo, ARAM, etc.)
- How many games (default is past 25)*
- Which package tier (1, 2, or 3) you want

***Have a question or want additional details?
Just reach out!***



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