

League of Legends Pro Dataset Glossary (Oracle's Elixir Format)

Metadata & Match Information

Column(s)	Meaning
gameid	Unique ID for the match (shared by all rows).
datacompleteness	Whether data is 'complete' or 'partial'.
url	Link to match page.
league	League tag (LPL, LEC, LFL2).
year	Season year (e.g., 2025).
split	Split name (Winter, Spring, etc.).
playoffs	Playoff indicator (1 or 0).
date	Datetime of match.
game	Game number in series.
patch	Patch version used.

Player & Team Identification

Column(s)	Meaning
participantid	Player match instance ID.
side	Blue or Red team.
position	Top, Jungle, Mid, Bot, Support.
playername	Pro's in-game name.
playerid	Internal player ID.
teamname	Team name.
teamid	Team ID.
champion	Champion used in match.

Draft Phase Data

Column(s)	Meaning
ban1–ban5	Champions banned by this team.
pick1–pick5	Champions picked by this team.

Combat Performance

Column(s)	Meaning
gamelength	Game duration (seconds).
result	Win/loss result (1 or 0).
kills/deaths/assists	Player KDA.
teamkills/teamdeaths	Team total kills/deaths.
doublekills–pentakills	Multi-kill counts.
firstblood	Whether this team got first blood.
firstbloodkill/assist/victim	First blood participants.
team kpm	Team kills per minute.
ckpm	Champion kills per minute.

Objective Control

Column(s)	Meaning
firstdragon	Whether team got first dragon.
dragons/opp_dragons	Total dragons secured by side/opponent.
elementaldrakes/opp_elementaldrakes	Elemental-only dragons.
infernals–hextechs	Counts of dragon types.
elders/opp_elders	Elder dragon kills.
firstherald	Team got first Rift Herald.
heralds/opp_heralds	Total Heralds taken.
void_grubs/opp_void_grubs	Void Grub counts (new objective).
firstbaron	Team got first Baron.
barons/opp_barons	Total Barons taken.
atakhans/opp_atakhans	Atakhan kills (new epic monster).
firsttower	Team destroyed first tower.
towers/opp_towers	Total towers destroyed.
firstmidtower	First mid tower destroyed.
turretplates/opp_turretplates	Turret plates destroyed.
inhibitors/opp_inhibitors	Inhibitors destroyed.

Economy & Resources

Column(s)	Meaning
totalgold/earnedgold	Total and earned gold.
earned gpm	Earned gold per minute.
earnedgoldshare	Share of team gold earned.

goldspent	Gold spent during match.
gspd	Gold Spend metric (possibly per death).
gpr	Gold Percent Rating (efficiency metric).

Vision & Map Control

Column(s)	Meaning
wardsplaced/wpm	Wards placed and wards per minute.
wardskilled/wcpm	Wards destroyed and per-minute rate.
controlwardsbought	Control wards purchased.
visionscore/vspm	Vision score and vision per minute.

Damage & Defense

Column(s)	Meaning
damageto champions	Damage dealt to champions.
dpm	Damage per minute.
damageshare	Share of team damage done.
damagetakenperminute	Damage taken per minute.
damagemitigatedperminute	Damage mitigated per minute.
damagetotowers	Damage dealt to towers.

Farming & CS

Column(s)	Meaning
total cs	Total creep score.
minionkills	Minions killed.
monsterkills	Jungle monsters killed.
monsterkillsownjungle	Own jungle monsters killed.
monsterkillsenemyjungle	Enemy jungle monsters killed.
cspm	Creep score per minute.

Time-Checkpoint Statistics

Column(s)	Meaning
goldat10–goldat25	Gold at 10, 15, 20, 25 min marks.
xpat10–xpat25	Experience points at checkpoints.
csat10–csat25	CS counts at checkpoints.

golddiffat10–golddiffat25	Gold differences vs opponent.
killsat10–killsat25	Kills up to each checkpoint.

Uncertain/New Terms

Column(s)	Meaning
gspd	Likely 'Gold Spent per Death' (unconfirmed).
gpr	Gold Percent Rating (efficiency).
atakhans	New epic monster introduced in 2025.
void_grubs	Early neutral objective replacing Herald in some patches.
dragons (type unknown)	Dragons not classified into elemental types.