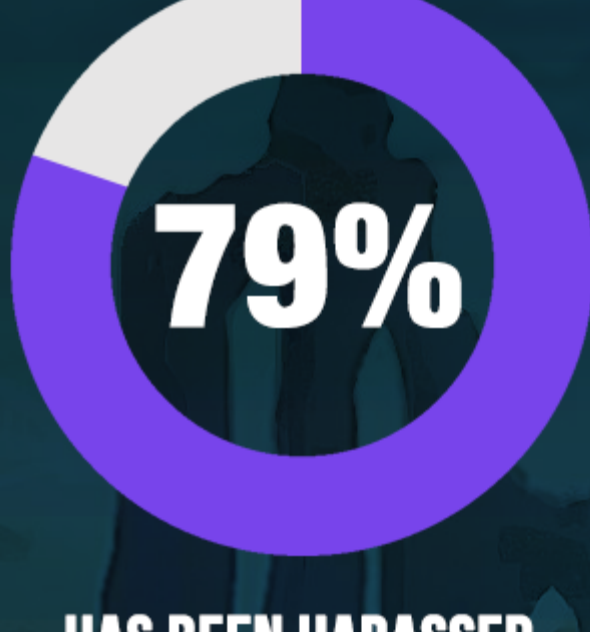


## TOXICITY

DID YOU KNOW IN A SURVEY WITH OVER 2K RESPONSES,  
2% IS THE MARGIN OF ERROR RATE?



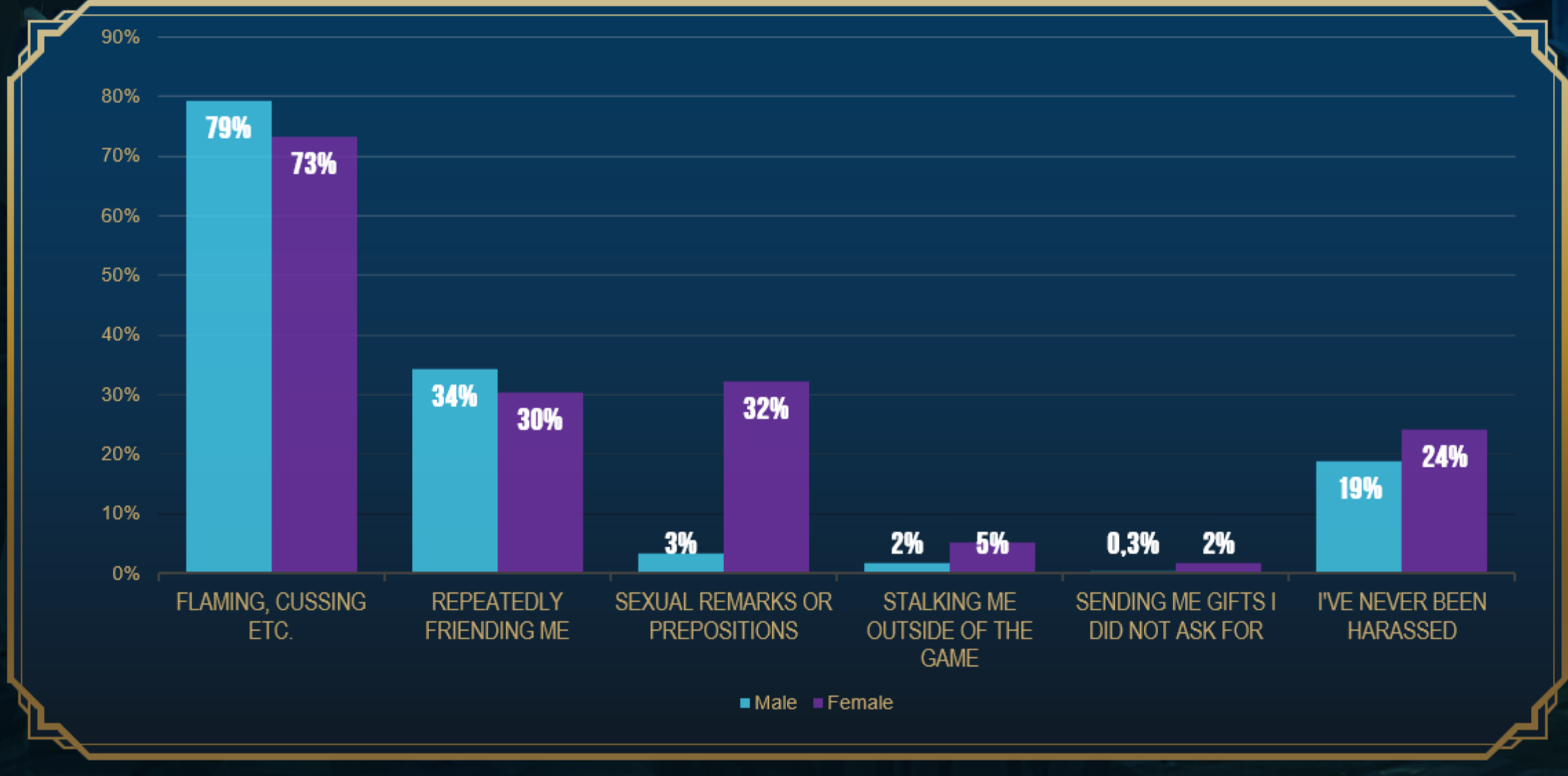
HAS BEEN FLAMED  
DURING THE GAME



HAS BEEN HARASSED  
AFTER THE GAME



### WHAT KIND OF TOXICITY HAVE YOU EXPERIENCED AFTER THE GAME?



Overwhelmingly, players have received harassment in-game and after the game. **Male players** are slightly more the target of general abuse, such as flaming, slurs, or repeatedly getting a friend invite. 24% of **female players** have said they've never been harassed after the game, compared to 19% of male players. Female players instead got the brunt of sexual harassment instead, with 32% experiencing said abuse, and only 3% of male players. Some players received gifts that were meant to annoy them (i.e. getting a skin of your most hated champ).

♂  
MALE  
PLAYERS

39%

41%

19%

♀  
FEMALE  
PLAYERS

55%

36%

9%

NEVER BEEN  
TOXIC BEFORE

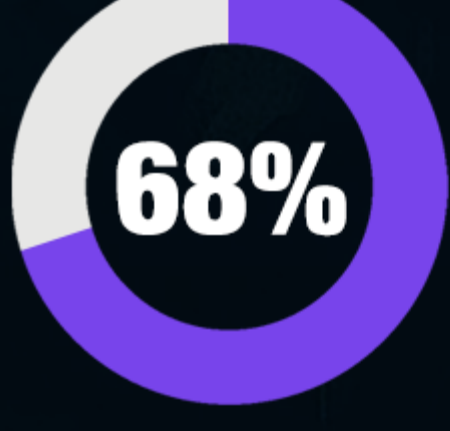
USED TO BE  
TOXIC BEFORE

STILL SOMETIMES  
TOXIC

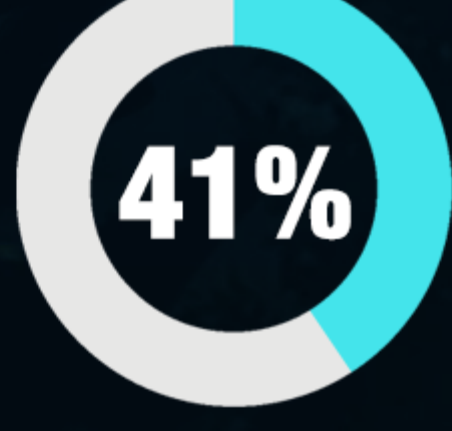
While **female players** are more likely to have never been toxic before, the difference between if they have been toxic before in the past isn't all that huge (5%). Some respondents confessed they are still sometimes toxic (with some even saying they are toxic *a lot*).



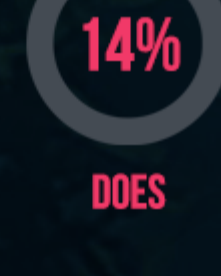
PLAYS WITH A  
TOXIC FRIEND



GETS FRUSTRATED  
WITH PLAYERS

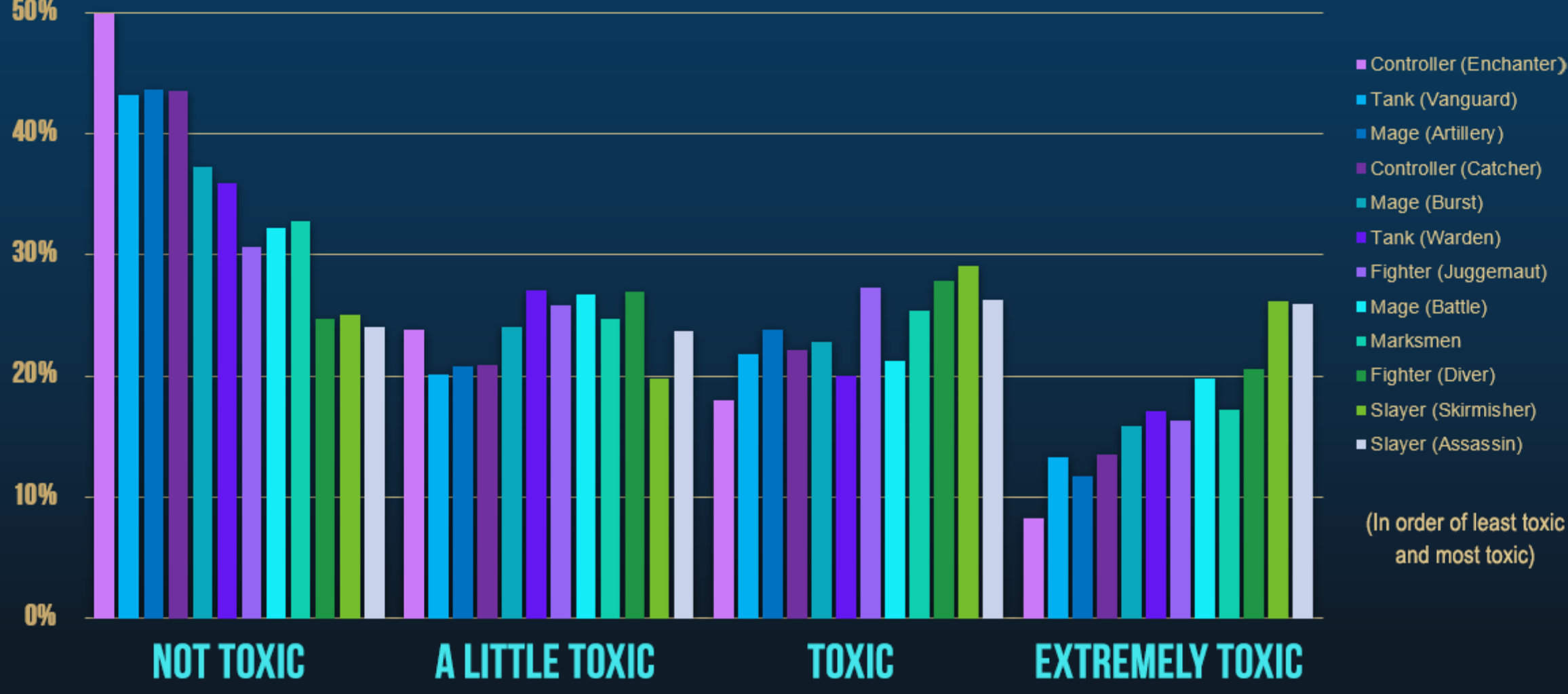


DOESN'T TILT  
EASILY



Only 37% of respondents don't play with friends who are toxic. This means the majority of respondents willingly play with someone they recognize is toxic. Players, either sometimes or often, still suffer from frustration with other players. Whereas 23% said their frustration is with a certain champ. A nice 41% doesn't tilt easily, however they're not immune to getting frustrated with players (44% gets frustrated with players sometimes).

### HOW TOXIC IS EACH CLASS?



### CALCULATING SCORES

Portraying the level of toxicity of the players was a little challenging. Respondents could choose actions which they have performed themselves during the game. Each action was given a weight - a score, based on whether or not I thought it was toxic. Here are the actions and their scores:

Action	Total	Points
Annoyed teammates with pings	2399	1
Flamed teammates or the enemy players	2084	25
I press no on surrendering on purpose	1807	1
Let my teammate die on purpose	1443	1
Ignored what a teammate was saying	1319	1
I spam surrender	1161	0
Ragequit the game	1029	20
I go and tax their lane	751	15
Used a slur to flame	696	35
Purposely inted/fed	693	25
Told someone to kill themselves	514	40
I purposely ban someone's champion	443	5
Wintraded	48	5
None of the above	475	0

Some of the descriptions of the actions are condensed. For example "Ignored what a teammate was saying" was followed by "or went directly against their calls on purpose."

Pressing no on surrender is not inherently toxic. Pressing no on surrender to spite your teammates so that they're held hostage in a game you would normally surrender however, *is* toxic. That said, due to the confusion of this action to many respondents, the resulting score given to this action is only a single point.

All of these actions are done to annoy teammates or enemy players. The more harmful that action would be - whether to the game itself, or to the mental state of the person receiving said abuse - the higher the score.

Respondents who have said or done any of these actions, may have only done so in the past and have reformed their ways. Thus, this isn't an accurate representation of the current state of that player.

A total of **174 points** could be achieved, meaning the respondent ticked every single option. I was expecting most players to tick "none of the above", but a surprising amount of respondents were honest about the things they've said and done in-game. **475 of respondents** said they've done none of these actions, however a true **88%** of them have professed they were "never toxic", with the remainder saying they've been toxic in the past, and a few of them even said they are *still* toxic.

Trying to group the scores into a range I could display in the survey, I quickly noticed that after a certain threshold, the numbers were kind of the same. To put it in simple terms; really toxic people were going to tick a lot of boxes and thus have a really high score. I was going to group them in 5 levels of toxicity, but the 5th one was basically the same as the 4th, so I grouped them together.

Respondents who are categorized in the "extremely toxic" group have scored **86 points** or higher. They have most likely called people slurs, told someone to kill themselves, general flaming, ragequit the game, inted etc. Basically, you don't get this score unless you're *really* toxic. The second most toxic group "toxic" generally contains people who have inted, ragequit or simply flamed their teammate or enemy. Below is how many points each group contains:

NOT TOXIC  
0-15

A LITTLE TOXIC  
16-30

TOXIC  
31-85

EXTREMELY TOXIC  
86+

### TOXICITY PER CLASS

A trend emerged when I calculated everyone's individual toxicity score; it was affected by which class the respondent likes to play. *Not* based on role, mind you, there was no correlation there (yes, supports can be just as toxic as anyone else) However, the scores definitely started changing when looking at classes.

**Enchanters**, a class popular with women, were the least toxic group. Exactly **50%** of them scored **0-15 points**, thus falling into the "not toxic" group. Only a small **8%** of them were "extremely toxic". The next least toxic group was **Vanguard Tank** (44% not toxic), **Artillery Mage** & **Catcher Controller** (43% not toxic).

Then there was a definite trend among classes that turned out more toxic than others. **Slayers**, both **Skirmishers** and **Assassins**, were the most toxic group, scoring **26%** "extremely toxic". When combining the "toxic" group with "extremely toxic", Skirmishers topped out at **55%** and Assassins **52%**. In short, the majority for both of these two classes were in general, toxic. No other class goes above **50%** (with toxic & extremely toxic combined), though the **Diver** class does come close (48%). Focusing on the not toxic group of these classes, Skirmishers and Divers scored **25%**, with Assassins having the lowest score (24%).

In short, a quarter of the **Slayer** class was not toxic and another quarter was extremely toxic. Mood swings. One **Yasuo** player referred to himself as a "dirty, toxic Yasuo player," and another **Slayer** player confessed he's been permabanned 3 times. So at least they're honest about that.