

League of Legends Champions Analysis Summary

Links

- [GitHub Repo.](#)
- [Dataset](#)
- [Initial Tableau Story](#)
- [Final Tableau Story](#)

Summary

1. Top Champions (Top/Mid/ADC)
 - Top lane champions have a number of popular choices
 - Mid/Bottom lanes have one/two champions that are overwhelmingly more popular
2. Top Champions (Support/Jungle)
 - The same thing goes for Thresh and Lee Sin, these champions are overwhelmingly popular
 - This means not only that it would be a good idea to choose these champions because they are popular but it also means that there will be a lot of online material to help learn how to play these champions
3. Who are the most banned champions?
 - Yasuo, Fiora and Xayah have high counts in slide 1 despite being one of the most banned champions of the season
 - It is likely that they are very powerful champions but it might not be worth learning to play them because of how often they are banned
4. Explore Popular Champions by Position/Role
 - Possible to scroll down and see some of the least picked champions, these are likely the ones you want to avoid.
 - By having exploration, it is possible for each person to find a position of interest and find out where each champions ranks

Design

- Chose a bar graph to show counts of categorical variables (Names).
- Chose different colors to help highlight the difference in positions.
- Oriented graph horizontally because desktop/laptop screens are normally wider than they are all meaning that the difference in lengths become more obvious.
- Did not put all 5 positions/roles onto one sheet in final story because otherwise the diagram would become too cluttered without introducing scrolling.
- Added exploration at the end so that.

Feedback

- Looks Nice
- Good use of Colours
- Chart type is a little monotonous, not a lot of variety
- Story is perhaps a little too focused on a small story when there might be something bigger to explore

Resources

N/A