**Project Report –**

**2023 LoL Worlds Prediction**

1500-2000 words [±10%]

# [GitHub URL]

[SzeWaiHo/UCDPA-SzeWaiHo (github.com)](https://github.com/SzeWaiHo/UCDPA-SzeWaiHo)

# [Abstract]

(Short overview of the entire project and features)

1. LoL Worlds – League of Legends is an esport… [describe briefly the game -3 sentences]

There is a blue side and red side. Dragons.

1. I am trying to predict the next team to win LoL Worlds 2023

22 regional teams pre-qualified

I have 2011 – 2022 statistics to analyse from

1. PlayIns => Swiss Stage => Knockout

[Show Graph]

# [Introduction]

(Explain why you chose this project use case)

1. I can demonstrate my understanding of functions, graphs…. With the analysis
2. There is an abundance of data statistics online
3. I wanted to look at other features other than elo rating which is what a lot of people look at

# [Dataset]

(Provide a description of your dataset and source. Also justify why you chose this source)

1. Leaguepedia

# [Implementation Process]

(Describe your entire process in detail)

1. First I looked at the historical statistics of Worlds – 2011 – 2022. I looked at the Finals Winners (Teams and Regions). There are too many teams and regions to look at to do a full analysis and also data shows that two particular regions have a much higher probability of winning.

After gathering data and doing some summary statistics – I decided to only look at the regions KR and CN (South Korea and China)

# [Results]

(Include the charts and describe them)

# [Insights]

(Point out at least 5 insights in bullet points)

# [References]

(Include any references if required)

[Introduction - Harvard Style Guide - LibGuides at UCD Library](https://libguides.ucd.ie/harvardstyle)

A picture containing text, screenshot, font, line

Description automatically generated