

Zachary Squires

10/10/2024

From my KDA Per Game Over Time chart it can be obviously seen that overall my KDA has been increasing as time goes on, but has decreased somewhat following my hiatus. Both of these facts are in line with what I would expect to see. What's interesting is that this rate of improvement was largely consistent even after I took a hiatus from the game. Also notable is that my largest KDA increases tend to come after at least a day's break between playing, possibly indicating that playing multiple days in a row can lead to decreased performance.

Continuing evaluating KDA, the KDA According to Different Attributes chart shows that as damage to structures increases, overall KDA will also increase. However, it's interesting to note that outlying high KDAs tend to appear in games where my damage to structures is towards the median. This is interesting when taken in concert with the Champions by Attribute chart, in which Yorick by far outclasses the other champions in damage to structures and even somewhat surpasses them in terms of damage to enemies. However, Yorick has far less wins than both Mordekaiser and Mundo who have less overall damage of both types. This potentially indicates that Yorick, despite being one of my main champions and putting up very respectable damage numbers, is overall worse for the team and leads to more losses on average.

The gold deterministics chart indicates that kills on minions are more important than kills on players when determining gold, since the Coefficient of Determination for Minions Killed is 0.696455 and for Players Killed it's 0.562933. This indicates that it's more important to farm minions for gold rather than going out of your way to get kills, and that it would improve my economy game if I were to focus more on farming.

Three main takeaways:

1. Take at least one day's break between sessions, could possibly lead to more success.
2. Stop playing Yorick, while good for my personal damage and KDA, potentially not as helpful for the team overall as my other champions.
3. Focus more on minion farming as compared to roaming and attempting to get kills in other lanes, minions killed is a stronger indicator of economic strength.

I will implement these three changes until the end of October, update the dataset, and see how the data has changed.

11/6/2024

Since implementing the takeaways from my analysis, I've had an average KDA of 6.13 and a win rate of 52%. This is compared to September's KDA of 4.7 and win rate of 49%. While it is entirely possible that some of this improvement is related to the simple fact that I've been practicing the game, the impressive 1.47-point improvement in my KDA is nothing to scoff at. This is also despite the fact that I introduced a new champion into my rotation, Malphite, which tends to naturally lower one's stats simply because they're attempting to learn a character they've never played before and other players who already know their characters will be able to kill you easily. What's interesting is that Malphite has the highest average KDA and average gold from October, but also a very low number of wins. Since I played less games with him, this could simply indicate that I got lucky in those games and just happened to have bad opponents. However, I would assert that to do so well on a brand-new champion is fairly unusual, and combined with the KDA and win rate increases during this period this probably indicates that he is in fact a good replacement for Yorick. This is made even more true given the fact that Yorick recently suffered a nerf which dramatically reduced his effectiveness. Given the improvements to my KDA and win rate, I would say that the takeaways from my prior analysis did in fact lead to improvements in my gameplay and I will continue applying them going forward.