

League of Legends Dashboard: Visualization Memo

June 3, 2021

My visualization aims to communicate League of Legends professional player performance during the League of Legends 2020 World Championship on the basis of six important in-game statistics: kill-death-assist (KDA), kill participation, average gold difference at ten minutes, average exp. difference at ten minutes, creep score (CS) per minute, and damage per minute. To accomplish this goal, I utilize two interactive plots to highlight certain features of the dataset.

The first plot—a circle plot—identifies the well-roundedness of a given player during the tournament. By scoring each player based on percentile across the six statistics, the user can identify the overall performance of the player by viewing the filled area of the circle. Moreover, I utilize a select input widget, providing the user the option to evaluate the overall performance of different players.

In addition to the first plot, the second plot—a scatter plot—illustrates the relationship between a selected statistic and the win percentage. This scatter plot not only shows the overall relationship between the selected statistic and the win percentage, but also helps compare the selected player's performance among that of other players. Note that the user can also change the selected x-axis variable and the fill aesthetic using two separate radio button widgets. These widgets serve to highlight how team and position are related to the win percentage and the selected x-axis variable.

One major insight from the visualization is that it appears a well-rounded team contributes to a higher win percentage. In particular, the winning team, DWG KIA, featured two players—Ghost and Canyon—with nearly filled circles alongside two other relatively strong players—ShowMaker and Nuguri. The only player on DWG KIA with less outstanding performance was BeryL. However, this may likely stem from his role as support, which tends to prioritize the performance of other positions. In contrast, although one player from the team FlyQuest, PowerOfEvil, had a completely filled circle, the rest of his team had weaker overall performance relative to other players in the tournament. Therefore, the visualization suggests that having a well-rounded team rather than a single superstar player can lead to more wins.