Review – LoLIntelligence: Alpha Development, by Alyssa Adams

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Kudos to the author for picking a fascinating paper topic. Rigorous analysis of the dynamics of online gaming is an area of research that is highly understudied, and this paper hints at some of the insights that might be waiting for investigation.

The author did a reasonably good job of explaining the gameplay and structure of League of Legends, and, for the most part, managed to avoid the jargon that comes with online gaming. However, there were at least a few areas where statements were left unexplained. In particular, on page 4, mention was made of popular players switching Teemo from being a 'tank' to a 'mage', without explaining the significance of this change in the context of the game. Does this represent a major shift in player strategy, or a relatively trivial one?

The paper is heavy on figures, and while these are generally helpful, figures 4, 5, and 6 probably could be combined into a single, multi-color-coded network graph. Additionally, figures 13 and 14 appear to have been given the caption for figure 2 by mistake. Otherwise, they do a good job of making the author's points in a clear manner.

Lastly, while acknowledging that this project is still in its early phases, and the limited data that the author had available for study, I was left wanting more information. Does adding new nodes frequently really avoid an attractor state, and if so, how does that affect the overall dynamics of the system? Does the lack of an attractor state help explain the short memory of the system? I'm intrigued by this project, and look forward to hearing more!