League of Legends Viz Wiz
Jesse Chen, Carl Gao, Shannon Zhu
Design Studio 3: Peer Feedback

Names of peers:
Jili Huang, Jordan Becerra

Issues raised by peers:
Suggestions that were raised include filtering for position type (some heroes play different roles on a team, such as AD Carry, Support, Jungler, and others). It would make sense to display each character's usual role, and allow for filtering for specific roles when viewing comparisons with that champion. This would allow for viewers looking for advice on filling the last position on their team to find this information more readily.
Implementing brushing and greater user interactivity on the graphs and visualizations was also suggested.
A very helpful point was brought up for consideration – that perhaps counterbanning would affect the statistics that we are showing on our graphs – so perhaps the win rates for certain combinations of champions do not actually accurately reflect how well they play together. For example, if Team A picks Character X, and Team B knows that Characters X and Y are very strong together, they may counter this move by banning Character Y.

How to address feedback I future revisions:
First addressing the last point on counter-banning, League of Legends actually plays so that bans are chosen before any side picks a character. Additionally, even if Character Y would be banned in anticipation of the first team picking Character X, the games in which X and Y *are* played together should still show a higher ratio of wins than games that feature weaker combinations of characters. This was very helpful to think through and great advice, though as it turns out, the visualization as we have planned it does not need to be changed to accommodate this thought exercise.
We will, however, add brushing to our list of must-haves for our visualization, as user-interactivity beyond simply searching and sorting would create a more dynamic and interesting tool. Lastly, we also plan on implementing the sort-by-role feature on our nice-to-have list, as this may not be essential for most people looking at the page, but for a few people with very targeted interests, it may prove useful.

Quality of feedback:
The quality of feedback we received was great – both Jili and Jordan listened very well to our description of our project and what our plans were for implementation, and provided feedback on what they thought was interesting and what they might want to see, as described above. They were very friendly and definitely put thought into their suggestions (which were also very fair), and so their help was much appreciated and will be incorporated into our project!