



# Analysis of the esports european stage Of league

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# League of Legends European Championship



## League of Legends

League of Legends (LoL), commonly referred to as League, is a 2009 multiplayer online battle arena video game developed and published by Riot Games

## Esports Scene

League of Legends is one of the world's largest esports. Online viewership and in-person attendance for the game's esports events outperformed those of the National Basketball Association, the World Series, and the Stanley Cup in 2016.

## European Stage

The League of Legends European Championship (LEC) is the professional League of Legends esports league run by Riot Games in Europe, in which ten teams compete. Each annual season of play is divided into two splits, spring and summer, both consisting of nine weeks of round-robin tournament play, which then conclude with play-off tournaments between the top six teams.



# Data



## Gathering the data

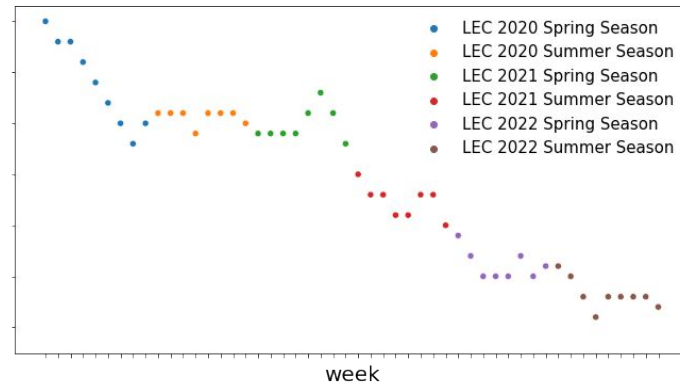
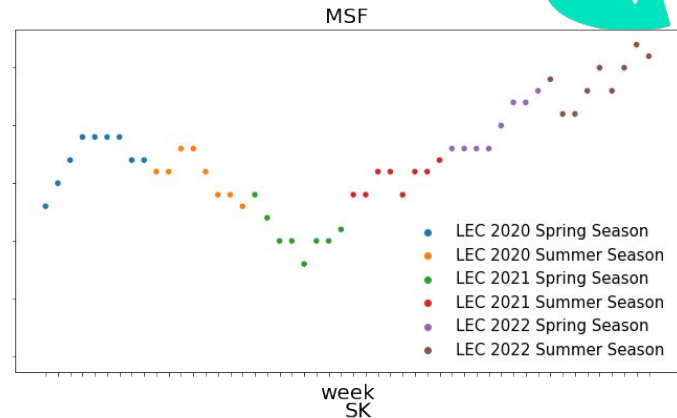
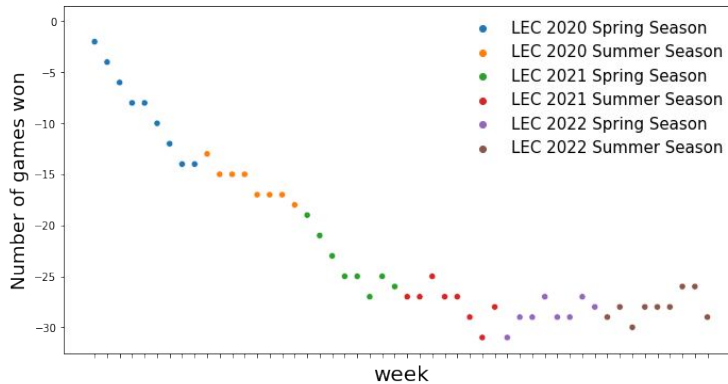
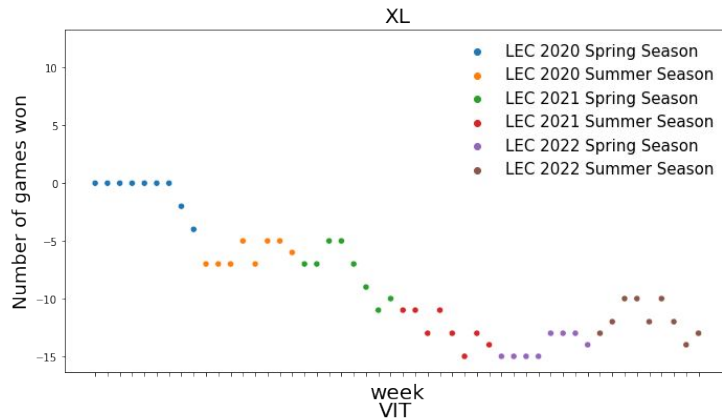
The data for this project was obtained from <https://www.fandom.com/> through the scrapy framework.

## Data processing

Although some work was done through the scrapy code. We cleaned and optimized the data, removing teams that don't exist anymore and grouping the teams results.

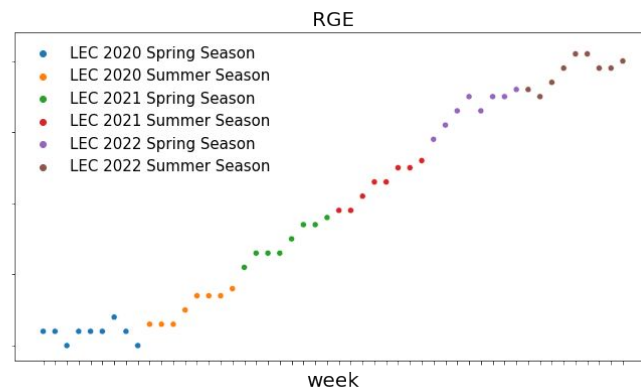
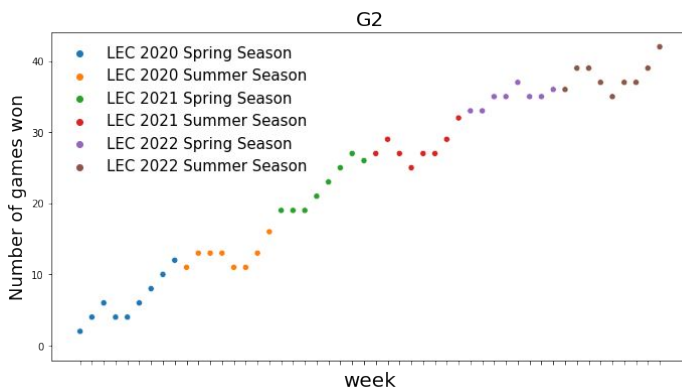
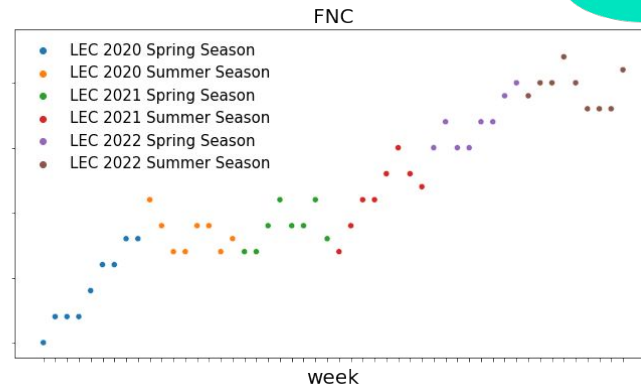
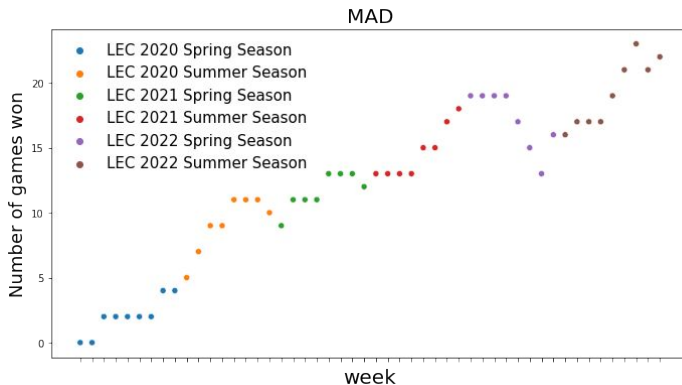


# Team results Graphs





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## Winrate% by team

Team	Winrate% (2020-2022)
G2	69.4
RGE	68.5
FNC	60.2
MAD	60.2
MSF	55.6
XL	44.4
AST	38.9
VIT	37.0
SK	37
S04	24.1
BDS	6.5

