Who Should I Learn?

Champion Recommender

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Intro

- League of Legends - 5v5 team-based game
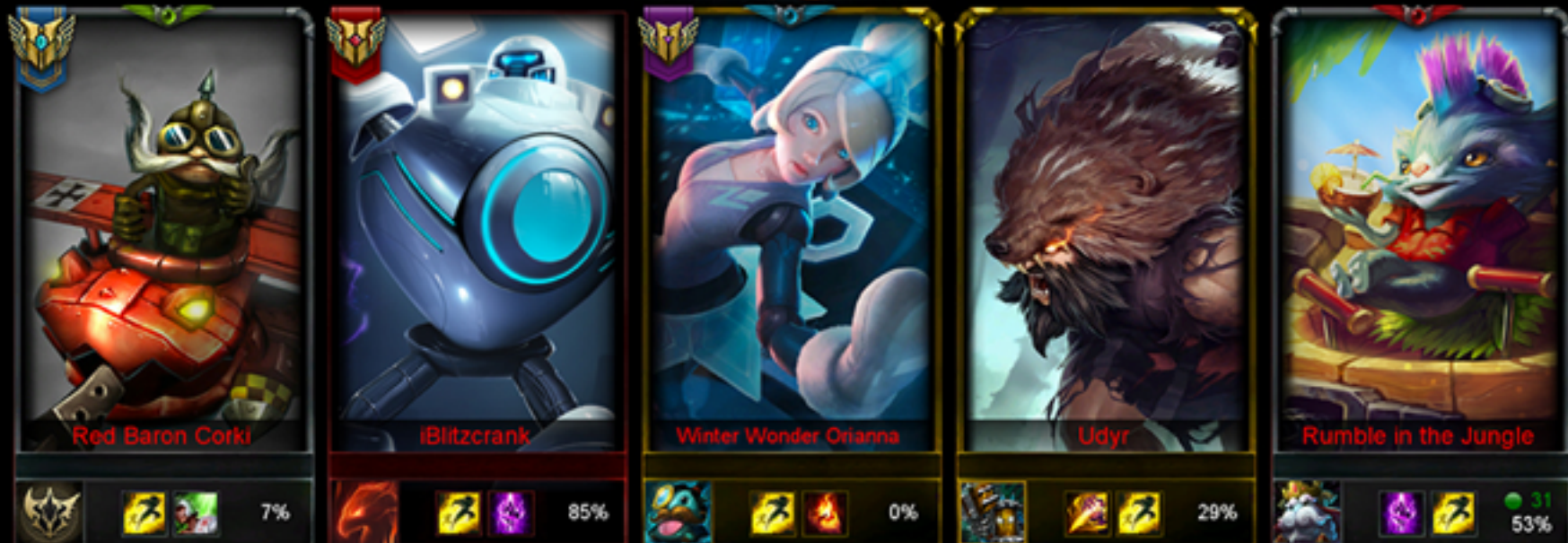
Every game:

- Pick one of 5 roles

- 132 unique characters (Champions)
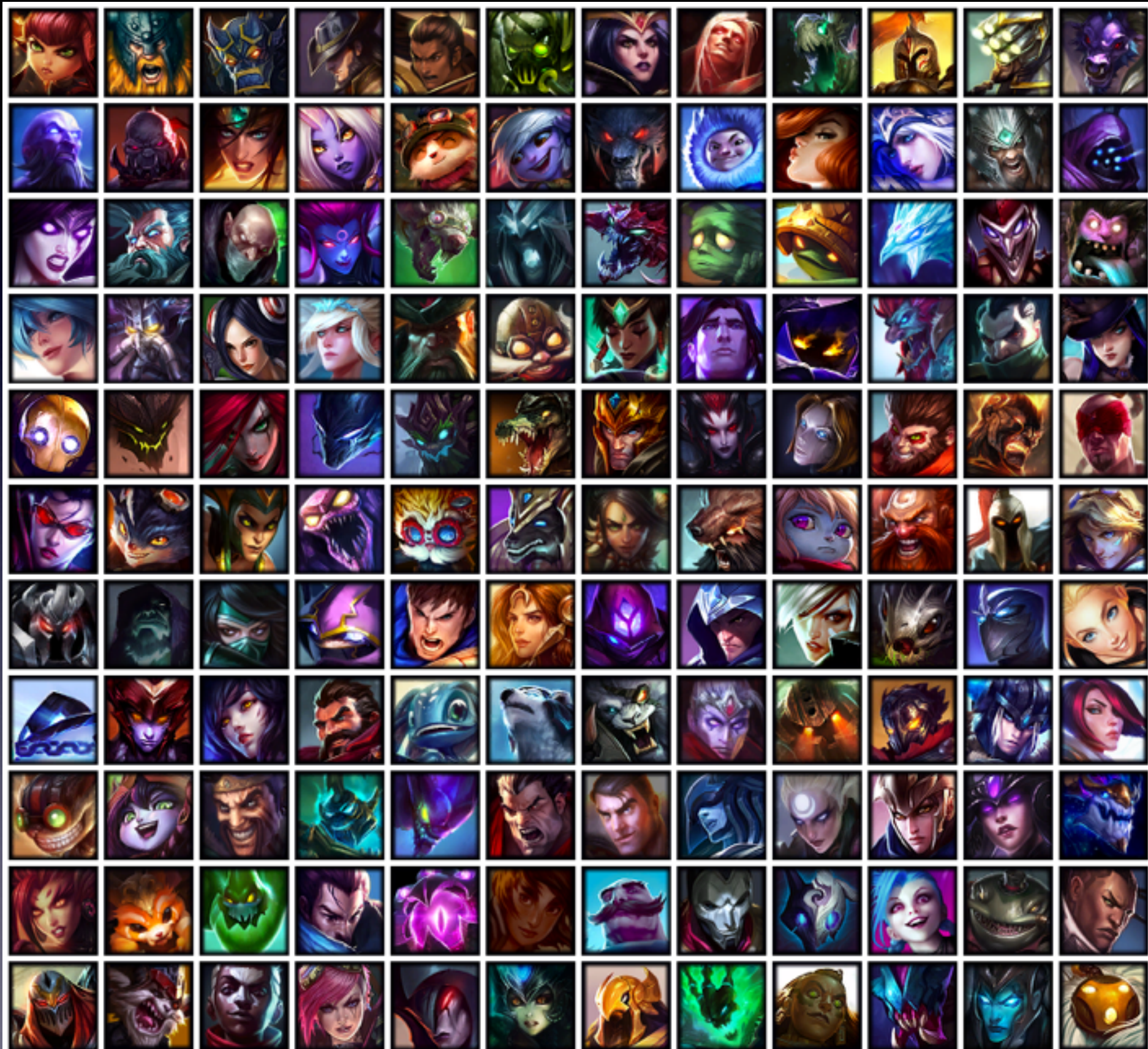
- Games last ~20-45min.

Team 1

Team 2

Reindeer Kog'Maw   50%
Spirit Guard Udyr   42%
Vel'Koz   0%
Kha'Zix   1%
Malzahar   4%

VS

Red Baron Corki   7%
iBlitzcrank   85%
Winter Wonder Orianna   0%
Udyr   29%
Rumble in the Jungle   53%

It's our turn to pick…

Today's World

- Too much time experimenting

  Ex: 2 champions * 5 roles * 30 min * 10 games = **50 hours**
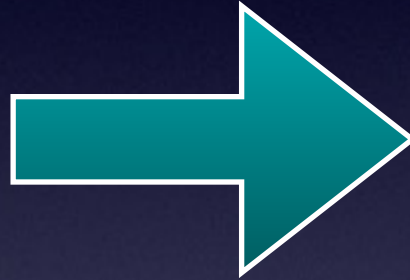
- Easy burnout

- Low switching cost

Ideal World

- More time playing champions we love
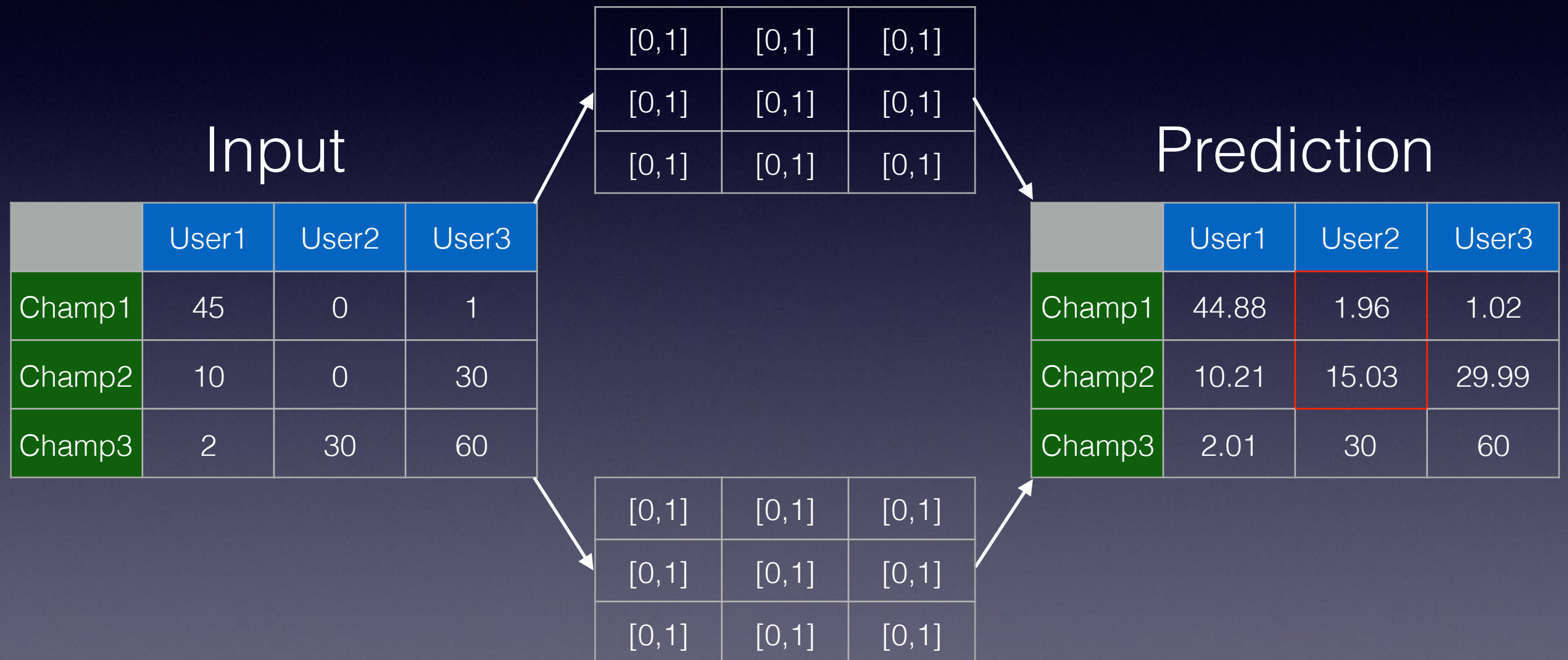
- More fun = more playtime

- Long-term engagement = $$$

$$

# How It Works

Singular Value Decomposition (SVD) matrix

[0,1]	[0,1]	[0,1]
[0,1]	[0,1]	[0,1]
[0,1]	[0,1]	[0,1]

Input

	User1	User2	User3
Champ1	45	0	1
Champ2	10	0	30
Champ3	2	30	60

Prediction

	User1	User2	User3
Champ1	44.88	1.96	1.02
Champ2	10.21	15.03	29.99
Champ3	2.01	30	60

[0,1]	[0,1]	[0,1]
[0,1]	[0,1]	[0,1]
[0,1]	[0,1]	[0,1]

Live Demo

Future Applications:

- Incorporate win rate metrics

- Apply to other games

Thank you!

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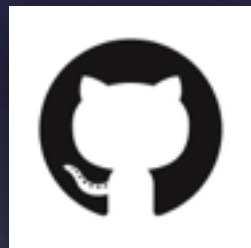
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