DATA ENGINEERING UNIT OF METIS DSML -MATT RYAN 2021

LEAGUE OF LEGENDS RECOMMENDER APP



AGENDA

1 OVERVIEW

2 DATA & PIPELINE

7 MODELLING

4 ANALYSIS



OVERVIEW



THE GAME

- MOBA
- 157 different champions, variety of playstyles

WEALTH OF DATA

- 11 million daily active players
- Ease of access through Riot's API

EXISTING STAT-TRACKING APPS

- Widely-used existing apps like op.gg and u.gg
- Many great for stat-presentation, not analysis





THE GAME

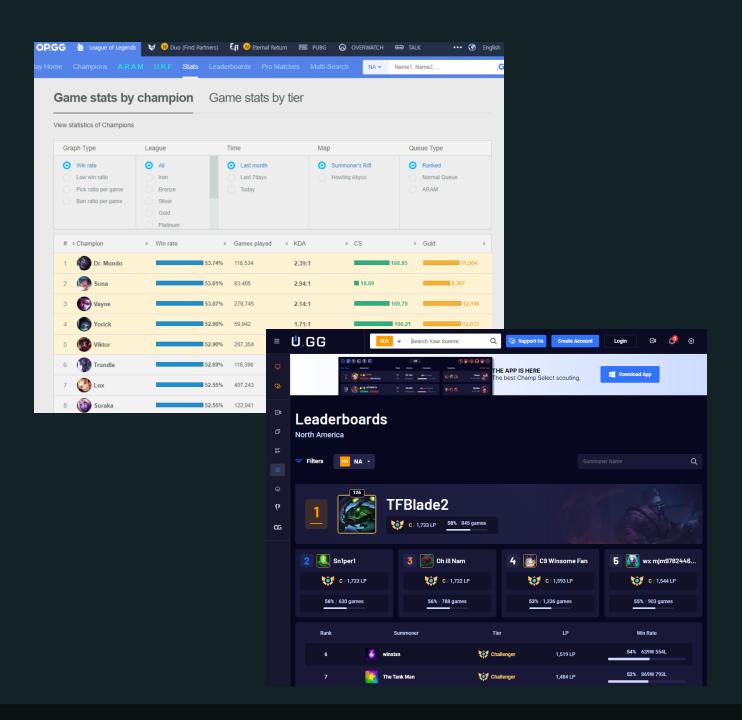
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DATA AND PIPELINE



OUR DATA

- Players from top 4 rank divisions
 - Around 55,000 players
- 50 most recent games



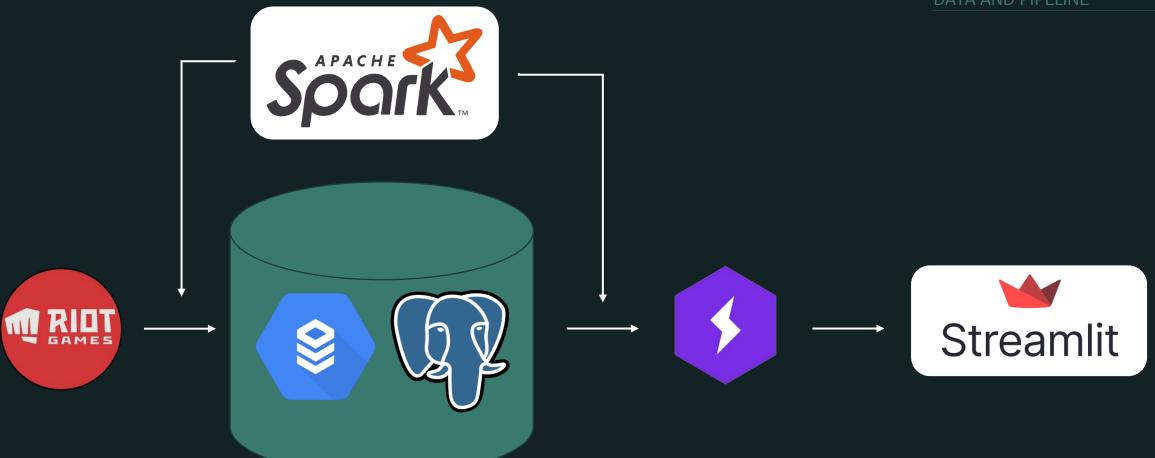
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2,750,000







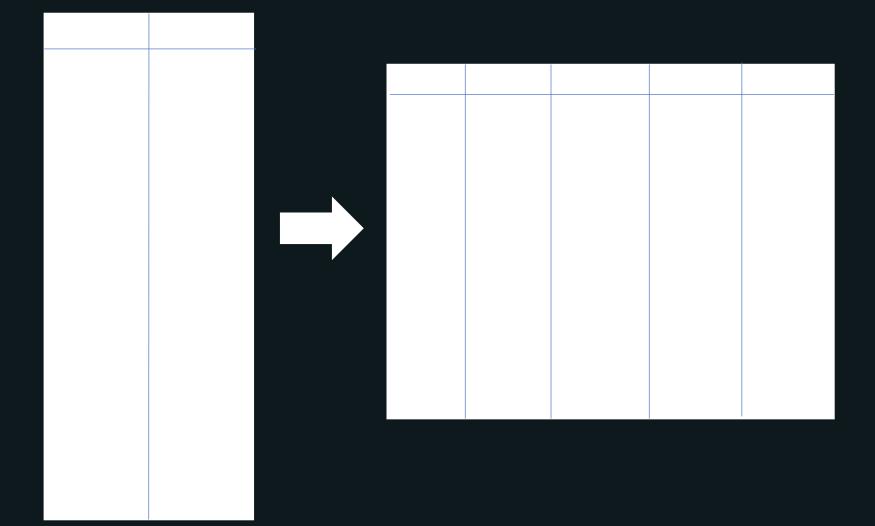


MODELLING





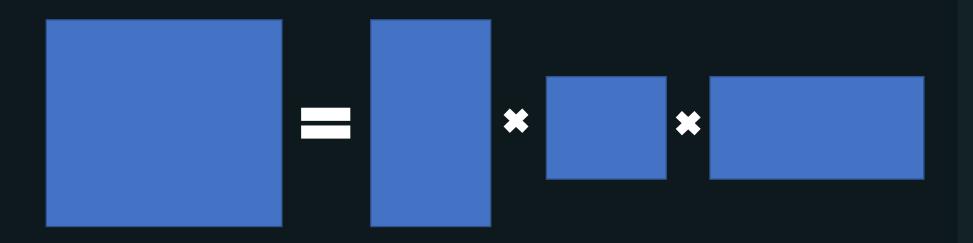
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MODELING

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ANALYSIS





TAKEAWAYS

- Establish scalable pipeline
- Development of webbapp begun

LOOKING FORWARD

- Rate-limiting with current API key
- Train NCF model on largescale data
- Finalize development of Streamlit application

CONTACTS



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THANK YOU!



APPENDIX

