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Journal 1

Sunday February 16th, 3:00pm – 11:00pm, Week 5

Playtime: 8 hours including couple of breaks

Journal About League of Legends

It is a nice Sunday day, I have done most of my school assignments, and I went to the E-Sports room at Bakke Recreational Wellbeing. I had a great sleep and positive energy for some gaming. The game I chose to play is League of Legends and as I have mentioned before it is not my first time playing this game. I have played it since long time ago – primary school, but never reached high division (which I will explain later) in it. First I was worried that all of the computers would be busy, but fortunately there were couple of open spots in the E-Sports room. I logged in into my account and prepared this word document for some notes for the journal. Last but not least, there is a limit to the computers for 6 hours gameplay, and I know I might be playing longer than that so I contacted my friend for possibly giving me his account so I can continue gaming and writing the journal.

Little more about the game League of Legends: it is online PvP (people vs people) game that has different modes to play. First of all, you can choose couple of different maps (currently only 2). One of the maps (the main one) is bigger and allows 5v5 people gameplay. Everyone chooses different champions (out of pool of 170 champions – while the company releases 4-5 new champions per year). There are mainly 2 types of gameplays and those are Normal or Ranked, and of course I am aiming to play ranked games where the more you win, you scale to higher division. The ranked gameplay can be played solo or duo, meaning alone or with a teammate, but you cannot play with a team of 5. That means 3 or 4 of my teammates will be random people playing online. Today I decided to play alone – solo. There are 10 divisions/tiers, and you scale up by getting LP – league points. My current division is the second after the last one called Bronze, which means there is a lot of space for improvement.

The main point of this journal is to keep track of what I do, before and while playing, because are a lot of details that can contribute to the success of the game. I started by playing, according to me, the easiest position called Support, which mainly is helping another person get more XP and kills. All the positions are: support, a-d or a-p carry, midlaner, toplaner and jungler.

Now starting the first game:

I was feeling exited to play, since I hadn’t played in a while, as well as find out about all the changes the game has in the meanwhile I haven’t played.

In the first game I played position support, champion Velkoz, runes Comet, abilities flash and ignite, first item support item. The campion I selected is one that can hit enemies from distance but is not very strong on health, meaning is very vulnerable. I did quite great job of protecting he a-d carry while I could improve the map vision by placing so-called wards that allow our team to see where the enemies are. My team played great – I won the first game.

I realized that when there were large fights in the game – like 5v5, my heart rate and adrenaline went up. I was getting excited to survive and do as much damage as I can in the fight. Sometimes, it is okay to die if my team wins the fight.

Second game – I played the same champion with the same runes and same abilities. This time the enemy support was a champion that can hook enemies and they took advantage of that by killing me more that my ad-carry. Conclusion is that I should try playing some stronger champion, with higher health – which are called tanks. I lost this game.

After a lost game, I was feeling a little angry and tilted, and at the same time I wanted to start another game. So another feeling I got is feeling addicted to the game.

Third game I chose a tank champion called Nautilus. I took the recommended runes from the game, abilities – flash and ignite. Game was going smoothly and the enemies had hard time to kill me. I won this game.

One game lasts approximately 30-40 minutes, and I kept playing. I played total of 8 games. I won 4 and I lost 4, giving me win rate of 50%. The game is giving more points when winning than subtracting when loosing, meaning with 50% win rate I am sill scaling up in divisions. But there is a lot of space for improvement.

One thing I realized about my gameplay is that I don’t really read all the items, runes and abilities explanations given, meaning I am assuming a lot of things. If I carefully read all the given descriptions, I could have made better gameplay and results. I will try to do that next time.

Another place for improvement is the campion select, meaning to know which champion counters other and choosing the right one. That can be learned through YouTube videos and gameplays by professional gamers or so called Meta-websites.

Connection to Gee’s principles and my thesis:

As I mentioned this game is quite addictive, and I think there are multiple reasons behind it: people like adrenaline and fighting, there is always place for improvement, people get mad when they lose a game and they want to win the next one, the more you play the better your skills and reaction time get. We definitely need to analyze this game more and compare it to the education, what are their similarities and differences, and what part of the game can be implemented into the educational system. One similarity is ranks = grades, and everyone is striving to get higher ones. Selecting runes = preparing cheat sheet for exam, etc.

Having great strategy in the game allows you to win, and that can be implemented in the education – creating a plan on how to study, how to separate the material, when to ask for help/support.