# Matej Popovski, Curric 277, Feb 3, Proposal

# Analyzing Learning Mechanics in League of Legends

# League of Legends (LoL) is a widely popular multiplayer online battle arena (MOBA) game developed by Riot Games. In this proposal, I will explore how League of Legends teaches players in real-time through game mechanics, tutorials, and community engagement. I will analyze how the game fosters learning through skill progression, teamwork, and in-game feedback systems. This study will contribute to understanding how competitive games reinforce strategic thinking and adaptability in a high-pressure environment.

# Game Selection

# League of Legends is a team-based strategy game where two teams of five players compete to destroy the opposing team’s Nexus, the core structure within their base. Players select from a roster of champions, each with unique abilities, and must work together to secure objectives and control the battlefield. The game incorporates elements of strategy, real-time decision-making, and mechanical skill, making it an excellent choice for analyzing in-game learning processes. With an average match duration of 30-40 minutes, it is feasible to accumulate the required 20 hours of gameplay over the semester. Additionally, League of Legends includes a variety of learning mechanisms, such as in-game tutorials, tooltips, and an extensive online community that provides guides, strategy discussions, and coaching services.

# Lesson/Meta Proposal

# For this study, I will analyze how League of Legends teaches players essential game mechanics, teamwork, and decision-making. Specifically, I will explore the game's built-in tutorials, progression system, and external community-driven resources that enhance player learning.

# The research will investigate how players transition from beginners to advanced competitors through structured practice, feedback from the game, and community engagement.

# Furthermore, I will examine how Riot Games implements new player onboarding and whether it effectively prepares individuals for the complexities of gameplay.

# Justification

# League of Legends robust learning curve required to become proficient. James Paul Gee’s (2005) principles of learning in video games emphasize the importance of situated learning, identity formation, and critical thinking—elements that are crucial in mastering League of Legends. Additionally, the game’s vibrant community, including tutorial videos, coaching programs, and strategy guides, plays a significant role in player education. This study will highlight how in-game design and external learning resources collectively contribute to skill development in an interactive gaming environment.

# Conclusion

# This proposal outlines an analysis of how League of Legends teaches players through game mechanics, structured progression, and community-driven learning. By examining these aspects, this study will provide insights into how competitive online games serve as effective learning tools. The findings will contribute to broader discussions on the educational potential of video games and their impact on strategic thinking and problem-solving skills.

References

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