

# League of Legends Esports

## CSC343 Project

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# Domain

League of Legends Esport is an online video game competition amongst professional teams across the world.



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# Investigative Questions



01

**Does region impact the game length and pace (kills and gold) ?**




02

**Does the number of drakes killed go up as the vision score of jungle or support players increases?**

03

**Does the version of the game affect teams' performance (win rate, gold, kills)?**



# Results

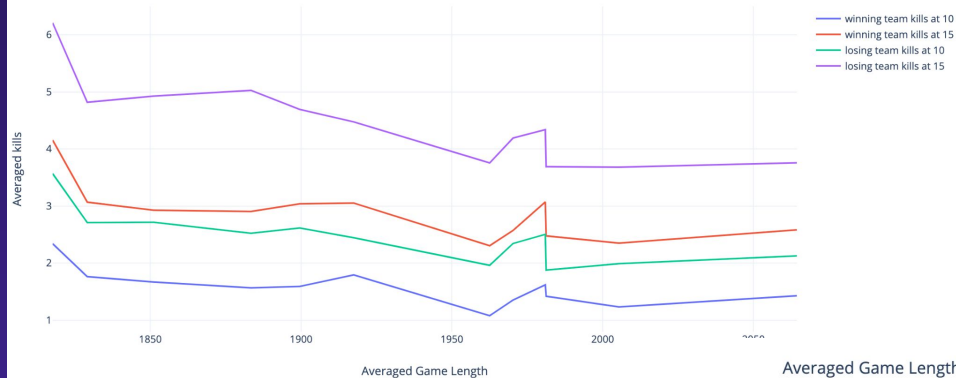
league	averagegamelength
VCS	1817.6049382716
LPL	1829.08797653959
PCS	1851.15789473684
LCO	1883.4
CBLOL	1899.55118110236
TCL	1917.45185185185
LJL	1962.51960784314
LCL	1970.27619047619
LEC	1980.98561151079
LCS	1981.2619047619
LCK	2005.41610738255
LLA	2064.41747572816
(12 rows)	

- **1900 s = 31.66 minutes**

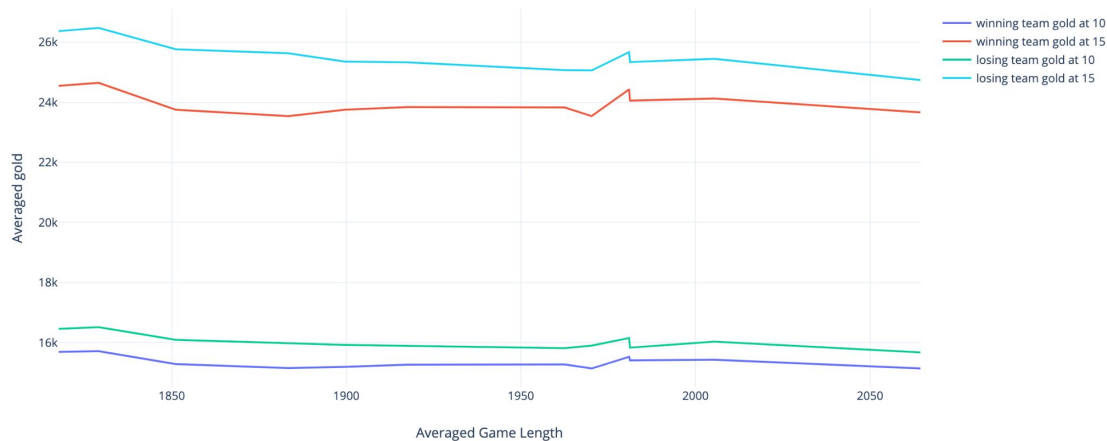
# Results



Averaged Game Length vs kills at 10 and 15 minutes



Averaged Game Length vs gold at 10 and 15 minutes



# Challenges

GAME  
OVER

- Cases when players have joined more than one team in a season

- Finding teams win rate

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# Lessons

- Copying data into schema tables with constraints
  - Solution - using temporary tables

- Creating views and adding comments

# Questions?

