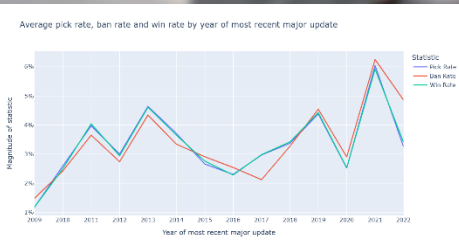


200 Years of Game Design Experience: A Study of the Champions and Items in League of Legends

The aim of this project is to investigate how the strength of a given item or champion in League of Legends can be measured, using metrics such as age and winrates. The dataset used in this project was taken from 2022 proplay data.



Key Insights:

- From Graph #1, older champions seem to be less picked and less banned than newer ones and also win less games.
- From Graph #2, Fighters and Tanks have very high winrates in proplay, while Assassins seem to struggle greatly compared to the rest of the classes.
- From Graph #2, Top and Jungle have the most variation in terms of champion classes, while Middle and Bottom are dominated by Mages and Marksmen respectively.
- From Graph #3, Legendary items are more cost-effective than Mythic items in a vacuum, likely as a result of Mythic items' special passive that makes them gain stats as items are purchased.
- From Graph #3, Support players get cheaper items than everyone else because they have the least income in the game.
- From Insights #4 and #5 (not pictured), Bottom seems to be the position with the most impact on the game, with an average Kill/Death/Assist ratio of 5.57 and an average banrate of 4.32%, while Top players have the least effect on a game's outcome, with an average KDA of 3.85 and an average banrate of only 2.53%.

