LEGENDS OF THE LEAGUE

How to find an edge in esports.

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BUSINESS PROBLEM

Shareholders: Esports Edgeseekers

How accurately can we predict a win or a loss based on both teams statistics 15 minutes into the game.

THE DATA

DATA: 8,954 professional League of Legends games played in 2022. Gathered by Oracles Elixir. Each game counts as two observations, winning side and a losing side.
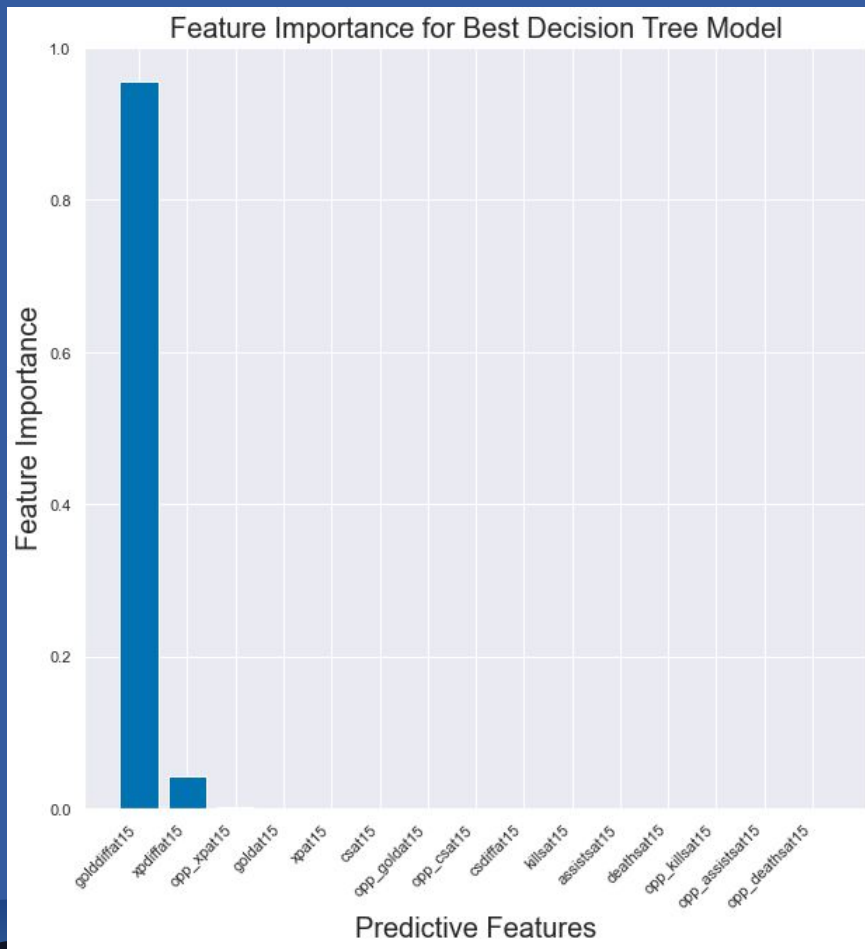
FEATURES: Team Statistics 15 minutes into each game.

THE MODEL

Decision Tree

Top variables:
- Gold Difference
- XP Difference
- Opponent's XP

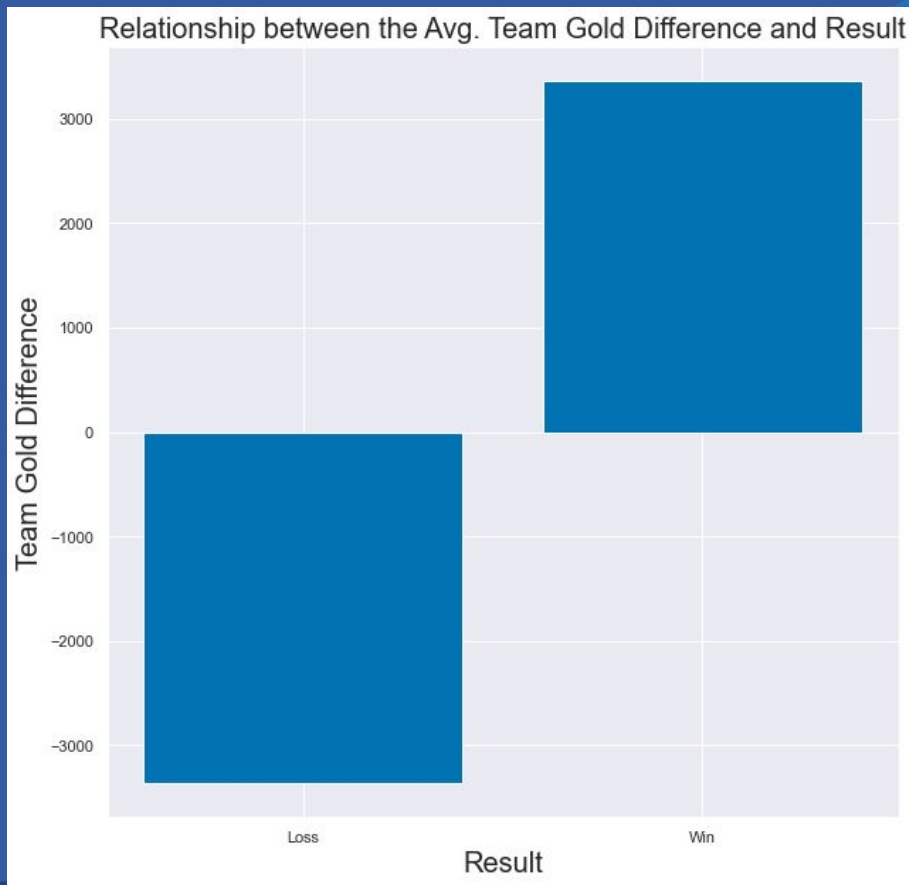Feature Importance for Best Decision Tree Model

Top Features

Winning team's mean of the top stats 15 minutes into the game:
-   Gold Difference
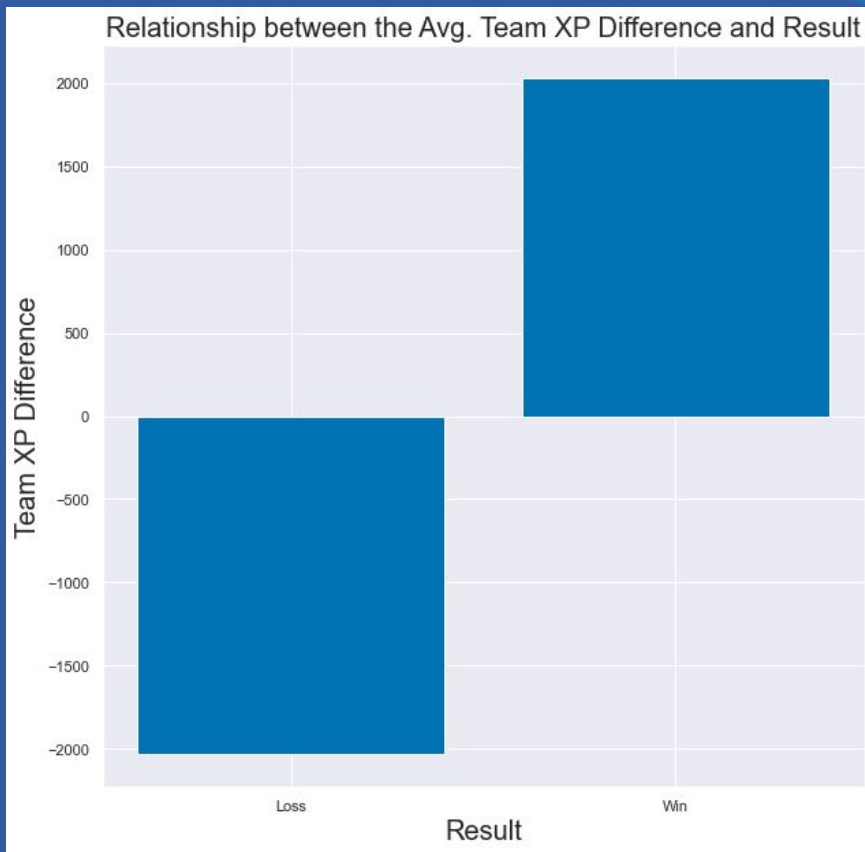   -   3,357

The Average length of a game is 31.70 minutes

Relationship between the Avg. Team Gold Difference and Result

Top Features

Winning team's mean of the top stats 15 minutes into the game:
-    XP Difference
    -    2,027

The Average length of a game is 31.70 minutes

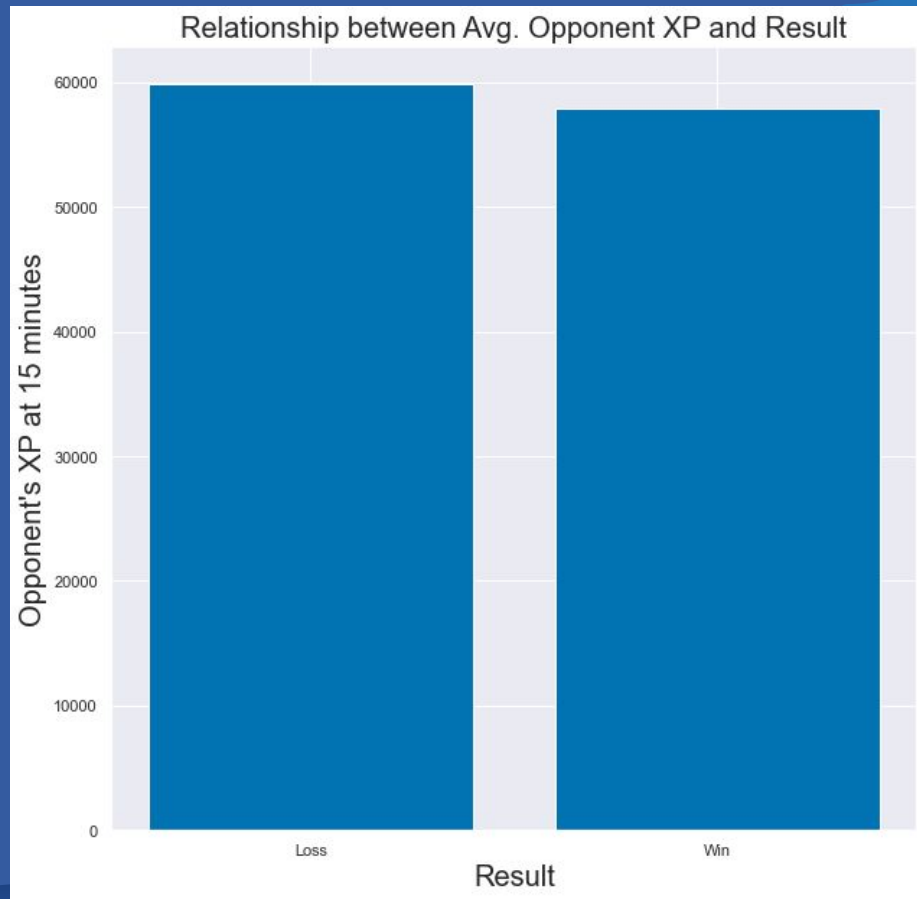Relationship between the Avg. Team XP Difference and Result

Top Features

Winning team's mean of the top stats 15 minutes into the game:
- Opponent's XP
  - 57,882

The Average length of a game is 31.70 minutes

Relationship between Avg. Opponent XP and Result
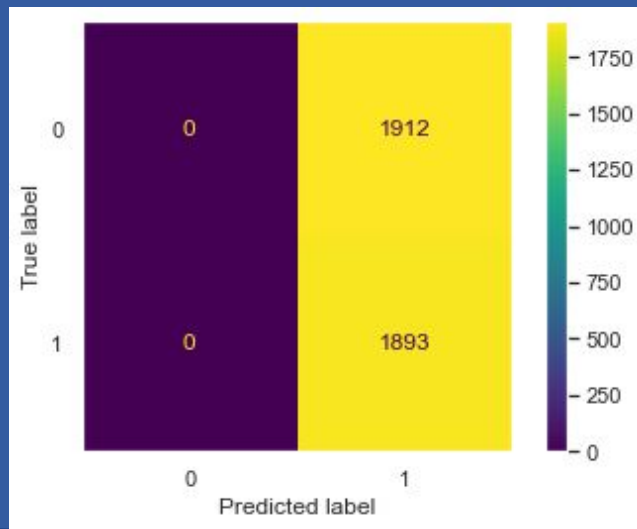
Model Performance vs. Dummy Performance

Final Model's Accuracy
- 74.13% based on 3,805 testing data points.
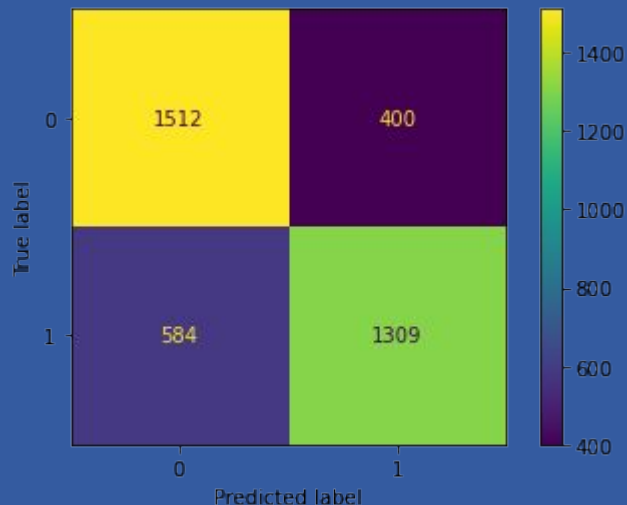
Dummy Model Accuracy
- 49.75% based on 3,805 testing data points.

THE NEXT STEPS

- Using Team Name's to determine if certain teams win more.

- Using League category to see if certain leagues hold an advantage.

- Creating a dashboard to actively record predictions.

THANKS!

Do you have any questions?
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Project Github:
https://github.com/vladiseki/Phase_3_Predictive_Project