What Determines Win Rate in League of Legends: ARAM Mode?

Understanding the Data

- Source of data: Kaggle(https://www.kaggle.com/datasets/bryanchungweather/league-of-legends-aram-champion-status-sept-2023)

- The data provides details of champion’s performance in a specific mode(ARAM) which was collected from the North American server throughout the month of September in 2023

The importance of this data

- Because of the random selection of champions, the data represents the raw power of each champion, allowing devs to understand which characters are balanced or unbalanced

- Devs and team that creates the skins can really focus on which champions are popular

The Data Itself

- The data itself is split into 8 columns: Games played, KDA, Win Rate, Pick Rate, Ban Rate, CS, Gold

The Data Itself(Part 2)

- Games played: the amount of games that a specific champion was played during the month of September

- KDA: Kill/Death/Assist Ratio

The Data Itself(Part 3)

- Win Rate: the ratio that represents the amount of wins/ total amount of games that champion played

- Pick Rate: The amount of times a champion was randomly selected

The Data Itself(Part 4)

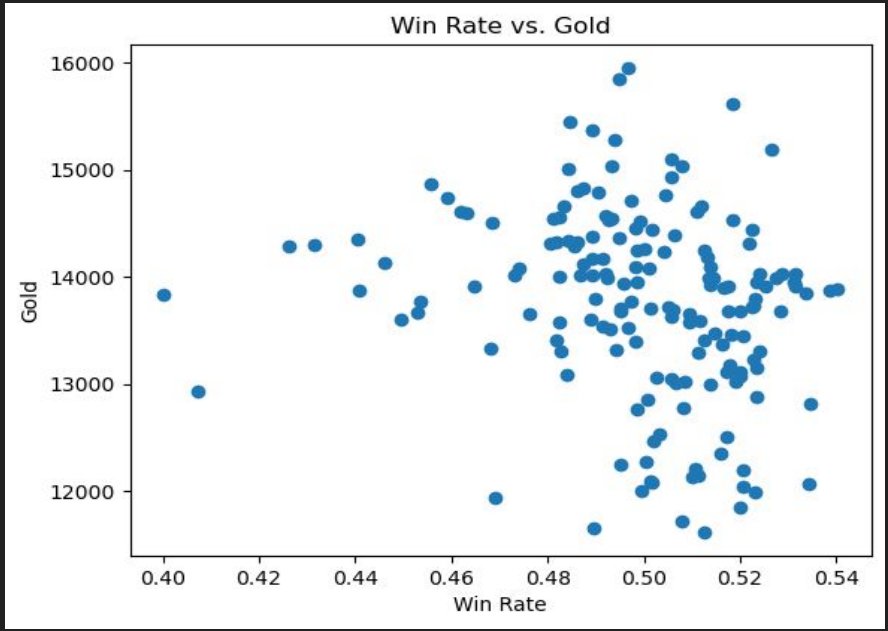
Ban Rate: Champions who are not allowed to play

CS: the average amount of minions killed by that particular champion

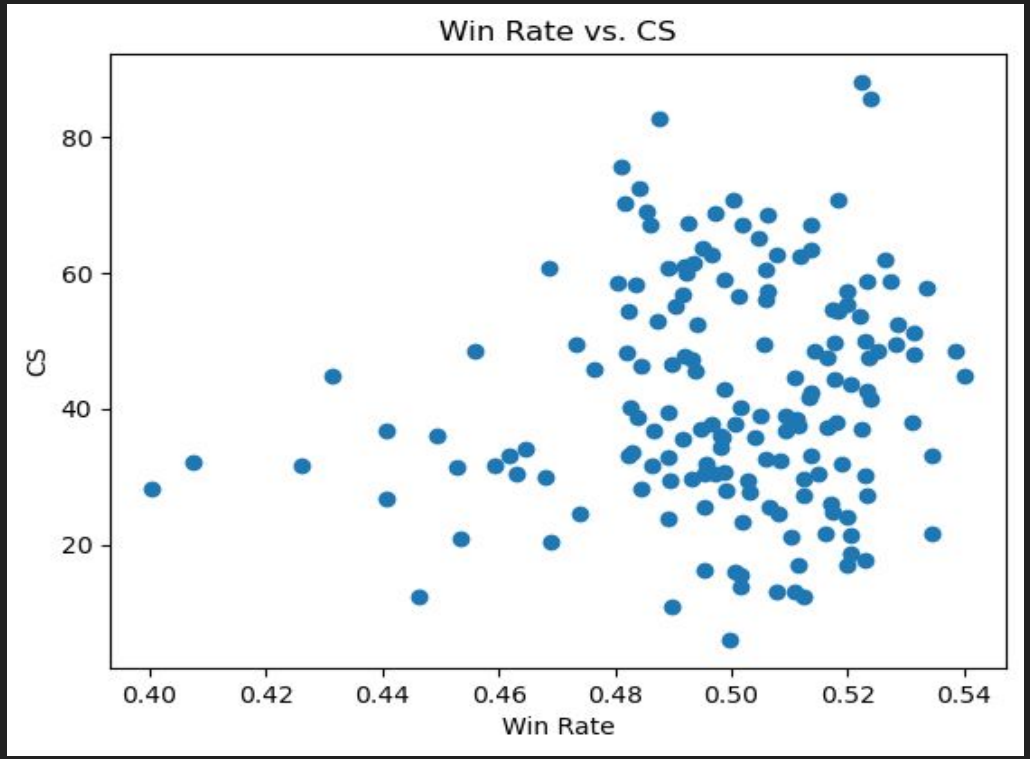
The Data Itself(Part 5)

Gold: the average amount of gold that the champion earned per game

Analyzing the data



Analyzing the data(Part 2)



Analyzing the data(Part 3)

- .corr(): is a function that can be found in the pandas module. Allowing a user, to see the correlation of each numeric value column. The function itself returns a dataframe representing that data

—----------	Win Rate	Gold	CS
Win Rate	1.0	-0.209742	0.111633
Gold	-0.209742	1.0	.707329
CS	0.111633	0.707329	1.0

Conclusion:

- Win Rate is not determine by the amount of gold a player earns

- That having a high minion score is more important than the amount of a gold a player receives.