League of Legends
Analytics

Postmortem

Project 1

IMGD 2905
Scores

Project 1

Cumulative Distribution

Score (percent)

Std Dev: 4.0

mean

median
General Comments

• Structure – Headings per section, Title
• Avoid “you”
• Spell out contractions
• All figures need numbers and captions (no title)
  – “Figure 1. Damage versus Gold”
• Refer to figure by number
  – “Figure 1 shows the relationship between…”
• Describe axes and data BEFORE messages
• Make figure fonts similar size to text font

Figure 1. Damage versus Gold

A scatter plot that explores the relationship betw.
Part 1 – Damage versus Gold

- **Y-axis** versus **X-axis**
- **Dependent** versus **Independent**
- **Damage** versus **Gold**
- NOT Gold versus **Damage**
Part 2 – **Kills** and **Assists** by Role

- Direct label of columns
- Table inline
- Watch Table spacing

![Bar chart showing average assists per position](image)

**Figure 3. Average Assists per Position**

<table>
<thead>
<tr>
<th>Table 1. Average Kills and Assist by Role</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
</tr>
<tr>
<td>ADC</td>
</tr>
<tr>
<td>Support</td>
</tr>
<tr>
<td>Total</td>
</tr>
</tbody>
</table>
Part 3 – Champion Winrate

• Histogram
• 10% bin size base
• Explain what happens as bin size increase/descrease
• What about ends?
  – Infrequently played!
Part 4 – Your Choice

• Death rate by role (versus Kills)
• Blue versus Red by Champion
• Distribution of Champions played
• CS by team
• Deaths XP
• Damage versus Gold by Role
• Wins versus Deaths
• Wards cleared by Role
Next Steps

• Read over comments on your report
  – Ask if you have questions

• Incorporate **general** and **specific tips** into next project!
  – Re-review before turning in Project 2