Speaker: Daniel Kim

Title: *League of Legend's SK Telecom T1 2016: Model Building Process Using Generalized Logistic Model to Predict a Game Result at 20 Minutes*

Abstract

League of Legends is a popular multiplayer game worldwide. The game consists of two teams with five players in each team attempting to destroy the opponent's nexus. To accomplish this, each team needs to cooperate with each other in order to complete objectives. For this model building process, I have decided to have seven predictor variables: KDA, Total CS Differential, Total Gold Differential, Number of Turrets, Number of Dragons, First Blood, and First Turret. The goal is to find the best model that predicts the result of the game at the twenty-minute mark. League of Legend's competitive scene has a massive following, especially in the regions: North America, Europe, China, and Korea. Korea has a professional team, SKT T1, that had dominated domestic and international tournaments for many years. Because of this, I have decided to use SKT's 2016 games in domestic and international tournaments in order to determine predictor variables that contributes to their success. I will be using a generalized logistic model in order to predict the binary dependent variable, Result.