

PREDICTION FROM FANBASE OPINIONS: A STUDY OF THE LEAGUE OF LEGENDS COMMUNITY ON TWITTER

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ABSTRACT

We study the relationship between social media output and League of Legends (LoL) matches, using a dataset containing messages from Twitter and LoL game statistics. Specifically, we consider tweets pertaining to specific teams and games during the LoL Spring Split (season) and use them alongside statistical game data to build a predictive model for future game outcomes. Twitter has been a notable data source for predictive modeling using sentiment on various domains such as the stock market or sports outcomes. However, eSports is mostly an unexplored field. The purpose of this research is to study whether eSports is equally as predictive using sentiment data. We experimented with several feature sets and given the data collected; our methods highlighted that if we measure the percentage of positive tweets a team receives, while observing how many wins and losses they have, and then compare them to the other teams, then the team's performance can be predicted for the Split.