



How Secure Data is Leveling Up LoL Esports Professional Competition

Berlin, 25.06.2021 – As part of Riot Games’ continued data improvement efforts to help team organizations and level up professional competition, they have partnered with Bayes Esports to expand their League of Legends Team Data Portal to include a new feature allowing teams secure access to data from private scrimmages.

The Team Data Portal debuted in late 2020 as a demo and allowed teams access to data from all professional matches in regions Riot manages. Now, the newest addition to the portal allows teams to gather data from their scrimmages securely and privately: teams only can gather data from their own scrimmages played on the Tournament Realm, and teams cannot see scrimmage data from scrimmages they did not participate in.

“Teams have asked for more data to help support their operations, and we wanted to help teams be better informed,” said John Knauss, head of competitive data programs for Riot Games. “The Team Data Portal was a good start to that. Now, this newly added feature expands on that access and allows teams better access to scouting, player evaluation, power rankings and more. It also is a huge step in helping global narratives develop by evaluating data to make true comparisons.”

The Team Data Portal rolled out to team organizations within North America’s LCS and Europe’s LEC professional League of Legends leagues in early 2021 as a working demonstration. Heading into Worlds 2021, the Team Data Portal tool has rolled out to all Riot-ran regions and is available for team organizations to utilize, thanks to collaboration between Riot, Bayes Esports and the team organizations.

“Being able to access our scrim data privately was extremely important to us as a team organization, and we’re thankful Riot took the initiative to invest in this addition to the Team Data Portal tool,” said Halee Mason, lead data scientist for Cloud9. “As someone who heavily utilizes game data as part of my day-to-day job, gathering the data is the hard part and previously included web scraping and collecting data from multiple sources. This tool offers that data all in one place, so I get to do the fun part of my job, which is analyzing the data. It’s intuitive, easy to use, and has helpful features like the search function within the portal. The best part is the API automates the retrieval and download of matches.”

The Team Data Portal (TDP) is a simple one-stop shop for all the data team organizations need to evaluate their team and player performance. Teams can look at statistics and data from each professional match and scrimmage for coaching, talent identification, and testing out new strategies. They can access match data through a secure API, an easier more automated way to access data without having to go to a website and manually downloading data, which was the most requested feature from the professional teams. Teams also have the option of

logging into the Team Data Portal website to download data from each match. Teams have access to a wide range of data of each player's performance including everything from a player's stats (Kills/Deaths/Assists), to what items players are buying and when, to second-by-second data on how each player is moving around the map. All of this data is used by coaches and analysts to evaluate performance, develop new strategies, and scout other teams and regions.

“We are tremendously happy to see these projects successfully being carried out, and that the scrim-data is now available for the Team Data Portal,” said Martin Dachsel, CEO of Bayes Esports. “The forefront of our partnership was initially focused on the distribution and commercialization of data to third parties, like betting or the media industry. But through great conversations with Riot, the community and the teams, we have learned that together we can achieve so much more to support the continuous growth and success of LoL Esports.

“With scrim data being our second implemented project within TDP, we are excitedly working with Riot on more innovative projects that will contribute to the professionalization and growth of LoL Esports.”

Images you can find [here](#)

About Bayes Esports

Bayes Esports is the world's leading platform for esports data. Within just two years, our team of 60 professionals have built an unmatched, diverse ecosystem of 175+ data consumers. We cover all relevant use cases from media, to service providers, analytic companies to betting operators and community partners.

With BEDEX, our global, best-in-class data platform, we provide the fastest, most reliable and accurate esports data on the market, powering top tier clients from Google to Bet365 with more than 10.000 live matches per year.

As the only player in the industry, we base our service on official live data through our exclusive partnerships with Riot, ESL, Dreamhack, Beyond the Summit, OGA and many more.

We believe in an open ecosystem and in healthy competition, that drives innovation in the market. Our mission is to drive prosperity and sustainability for everyone in the esports industry.

About LoL Esports™

LoL Esports is a premier global sport that has attracted the attention of millions of fans around the world since 2010. More than 800 players on 100+ professional League of Legends esports teams compete across a dozen leagues globally. Within each regional league, teams compete against one another over the course of two seasonal splits in hopes of earning regional titles and championship points.

Regional placements and championship points are used to qualify teams for the two major international competitions: the Mid-Season Invitational and the World Championship (known as Worlds). To close out a season, fans vote for their favorite players from each league to attend the All-Star Event where players enjoy a weekend of friendly competition.

LoL Esports boasts a roster of industry-leading global sponsors and best-in-class partners. For more information, visit: www.lolesports.com and www.lolesportsmedia.com.

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