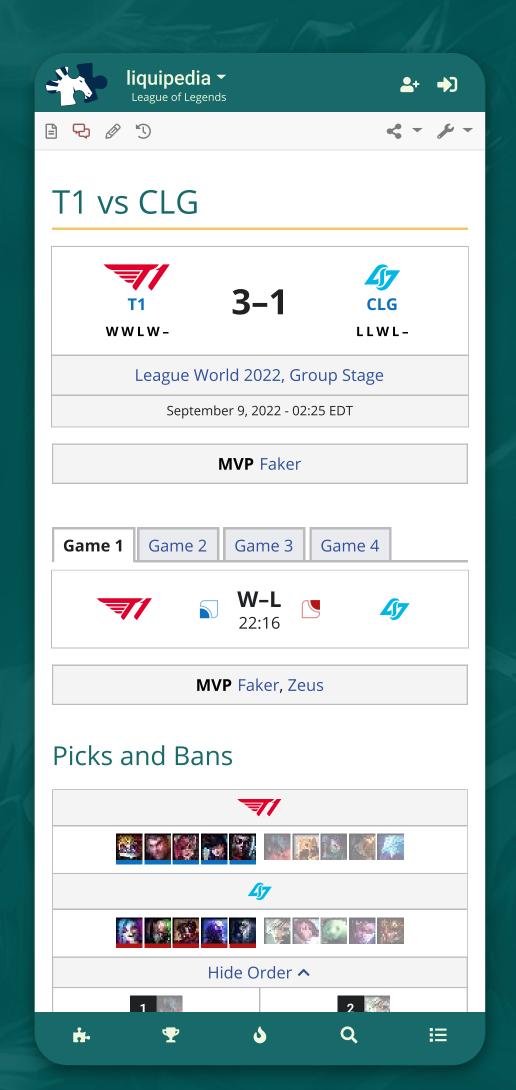
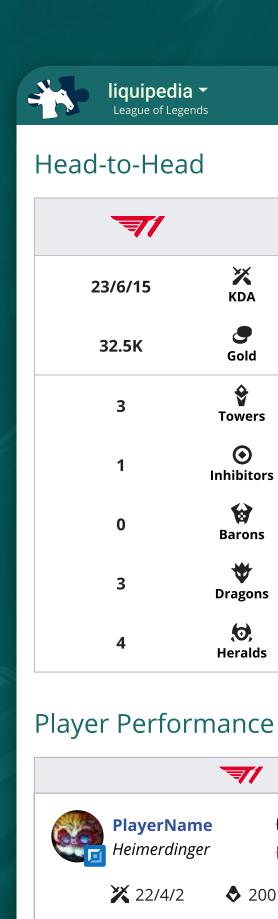
Liquipedia Match Page

Closing the Gap by Bringing Richer Data to Liquipedia

My Role: Product Designer, Researcher





1. Introduction



Made by the esports community for the esports community.

Mobile Legends

What are you looking for?







MPL Indonesia Season 10

MPL Philippines Season 10

MDL Indonesia Season 6

M4 World Championship

M3 World Championship



The International 2022

TI11 SEA Qualifier

TI11 WEU Qualifier

TI11 EEU Qualifier

TI11 SA Qualifier



ESL Pro League Season 16

IEM Road to Rio: AME NA Q2

IEM Road to Rio: AME RMR

IEM Road to Rio: AME NA Q1

ESL Challenger League S42



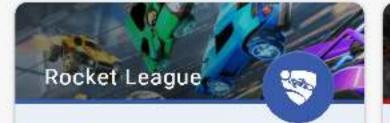
VALORANT Champions 2022

Sentinels

VALORANT Champions Tour 2022

Leviatán

Paper Rex



Transfer Rumours: Latest

Player Transfers: Latest

RLCS 2021-22 - World Championship

Team BDS

List of player camera settings



Esports Arena: Series E S5 PT#11

Esports Arena

TSM

Apex Legends Global Series: 2022

Championship

Esports Arena: Series E Season 3



PUBG Champions League 2022 - Summer

PUBG Continental Series 7: Europe -Playoffs

PCS7 EU Playoffs Group Stage

PCL Summer 2022 - Playoffs

PUBG Continental Series 7: Europe



European Masters Summer 2022 - Group

2022 World Championship

LCS Summer 2022

LEC Summer 2022

European Masters Summer 2022

Leaguepedia was the leading resource. But it's main contributor left suddenly.

Tolki @TolkiCasts • Aug 4
Replying to @RheingoldRiver
Wow that's crazy. Are they scaling down/
shutting of f the wiki?



mObilize @mobilize • Aug 4
Replying to @RheingoldRiver
Watch River get hired by Liqui
Liquidpedia into even a better

User3446 @har

Replying to @Rhe

River has done p

effort into her wo

An update on my time with Leaguepedia river.me/blog/fandomup...

update

River

@RheingoldRiver

ead 🥠

heir right to terminate my contract, and as of this week I'm no longer part of Leag

ght years with the League of Legends wiki, and I'm so proud to have grown from o time with Gamepedia/Fandom, and to have built the codebase that Leagueped

10:25 AM · Aug 4, 2022 · TweetDeck

baffling and kinda upsetting to me. I hope she finds great success in whatever she decides to do next

Playhacker @hackerman • Aug 4
Replying to @RheingoldRiver
No other word to describe this but devastating.

User4444 @user4444 • Aug 4
Replying to @RheingoldRiver
Riot should probably look to buy the data and use it to make the lolesports website more useful.

The Opportunity

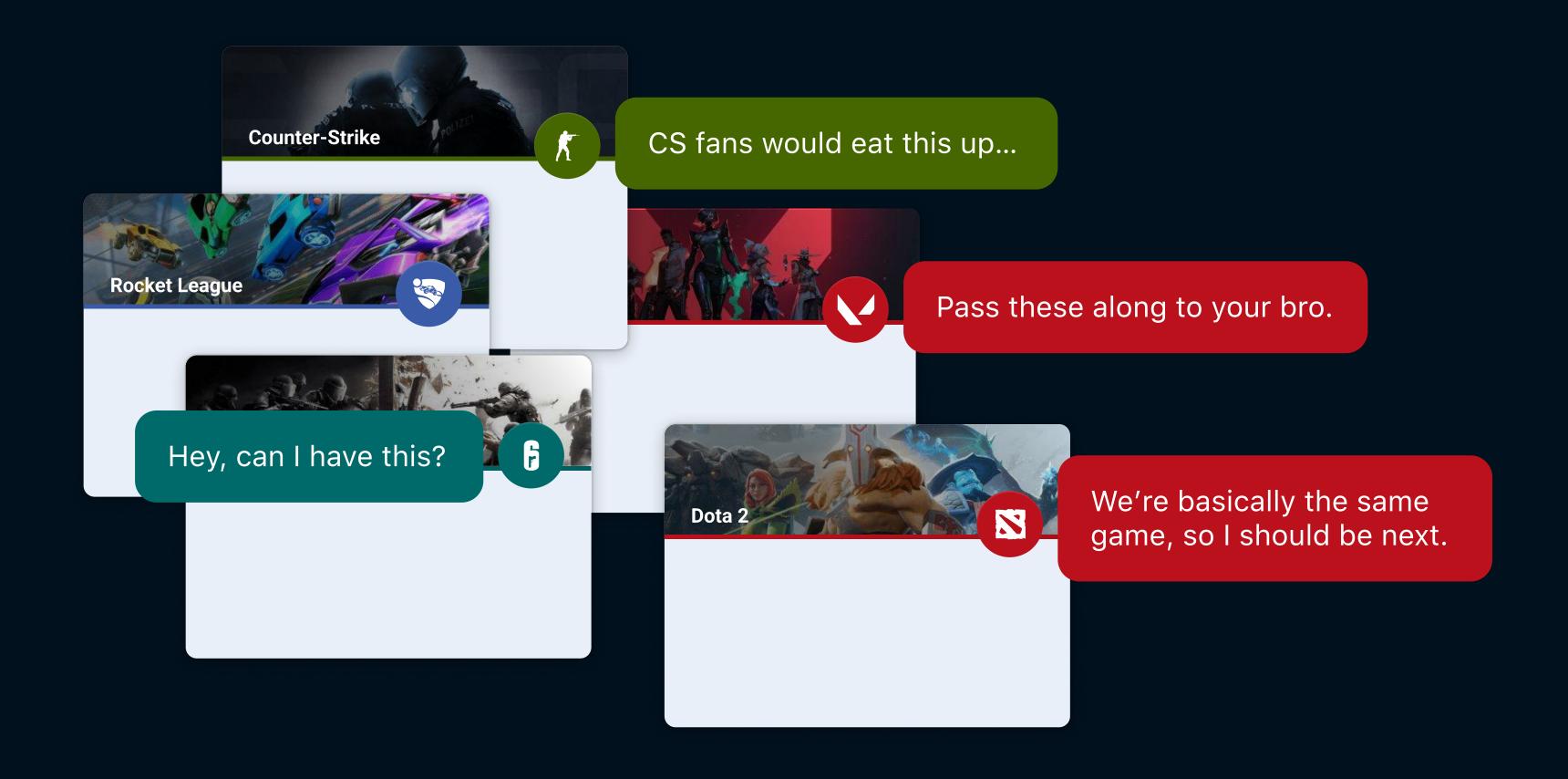
Make the League wiki more useful by providing a more robust experience around match-specific data.

Design Goals

Scannable Clear Accessible Flexible

Additional Challenges

The project had to move quickly. And there was a big implication around the work...

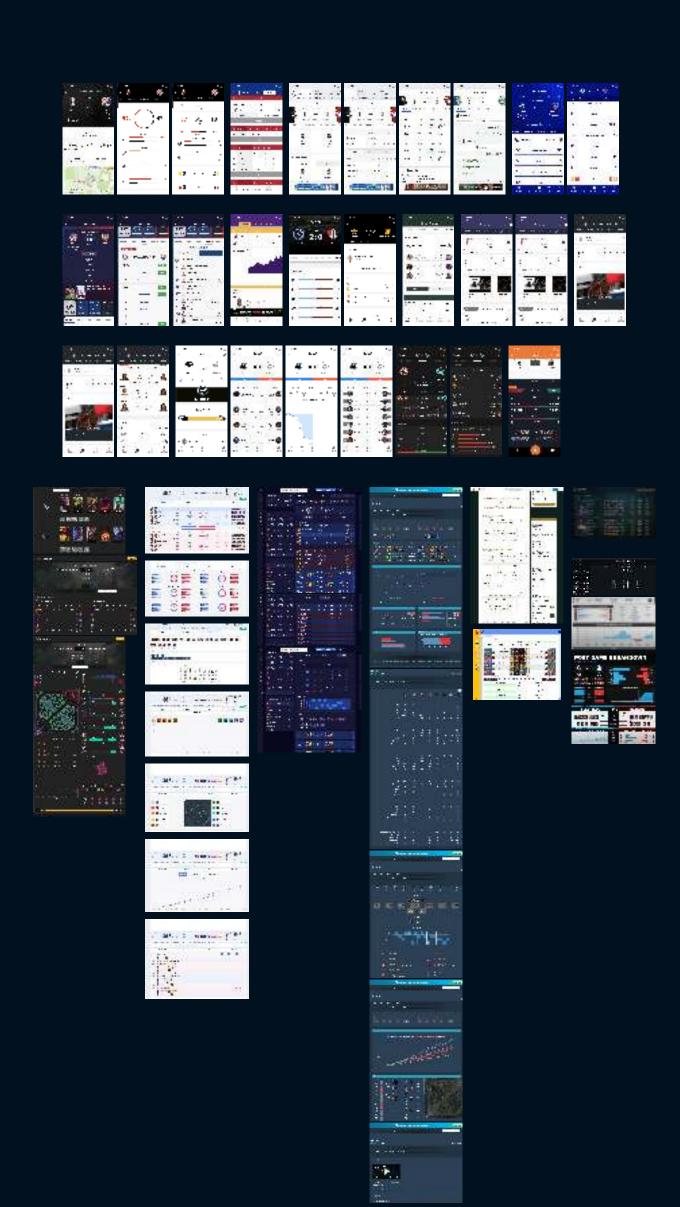


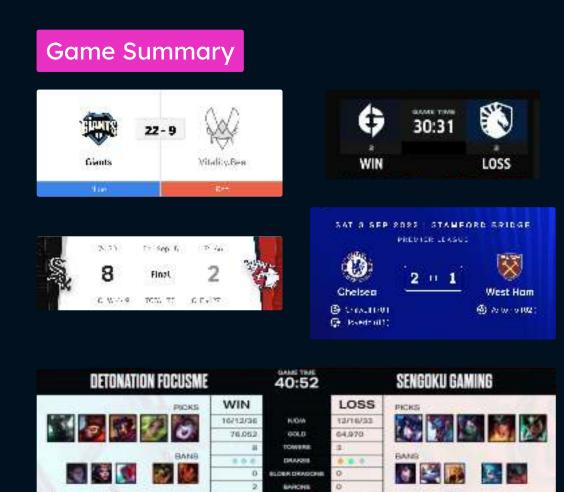
This need was bigger than just League.

2. Deconstructing the Problem

Questions that Needed Answering

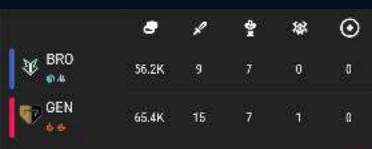
What data is most important?
How does data interrelate?
How is this data presented already?
What larger themes exist between games?





Head-to-head Stats



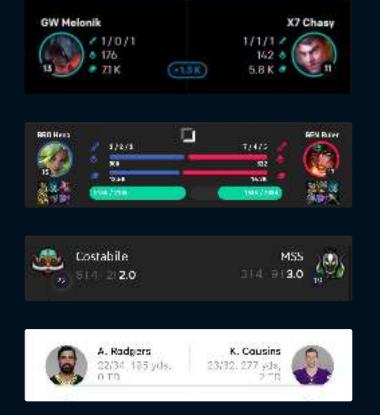


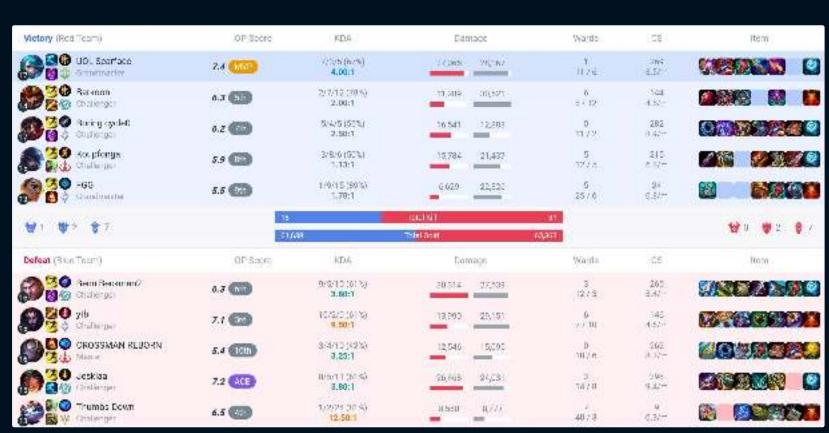






Player Performances

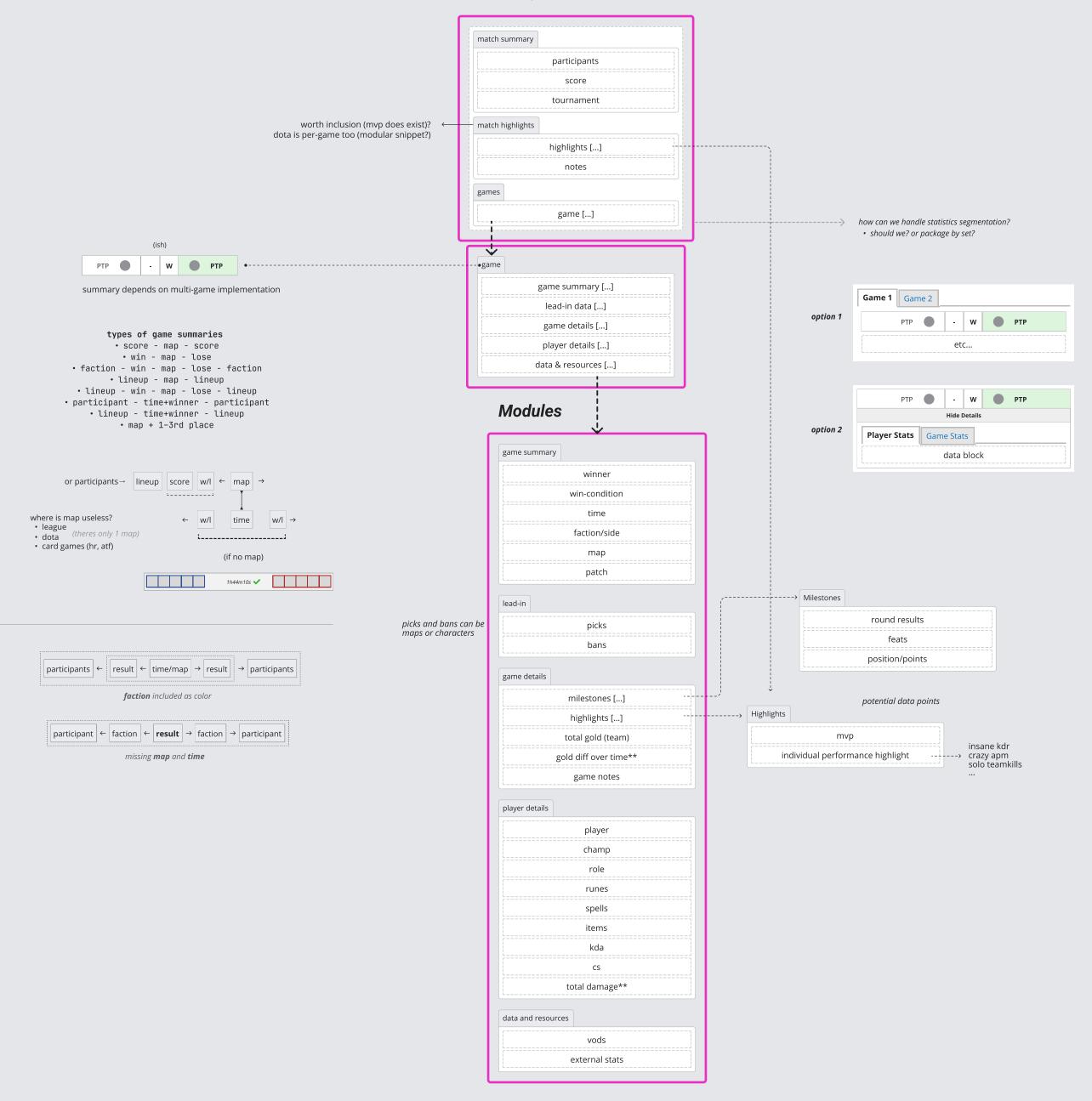




Taking a hybrid approach resulted in more flexibility, and clarity.

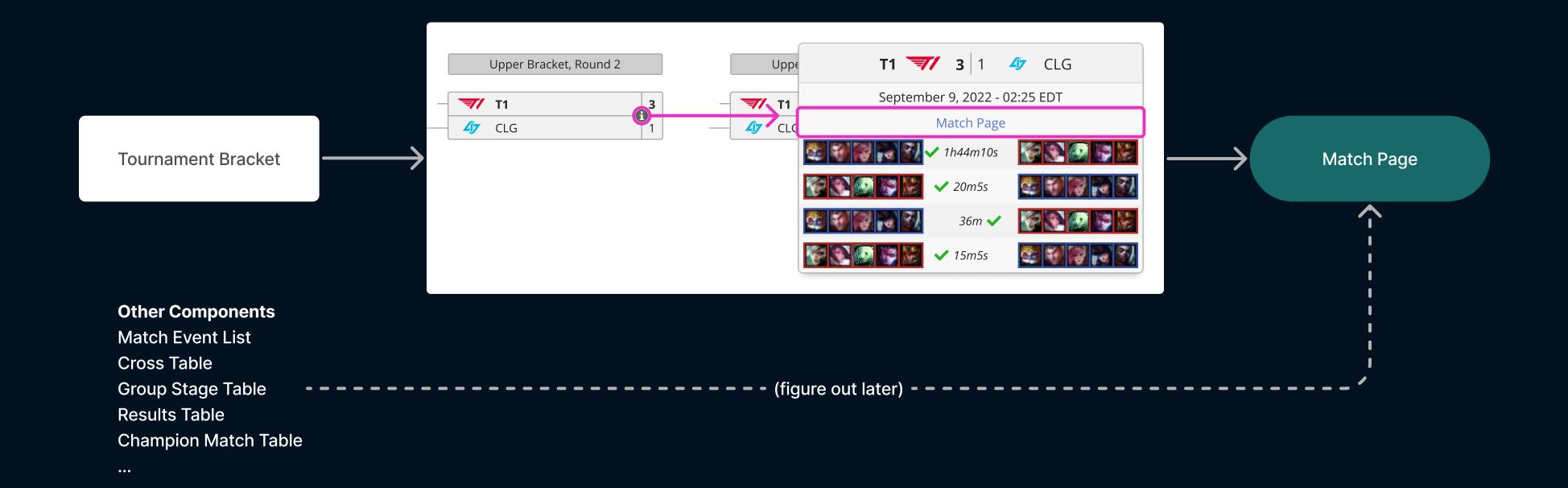
modularize groups of details

include multi-wiki, then reduce to lol



3. Design Challenges

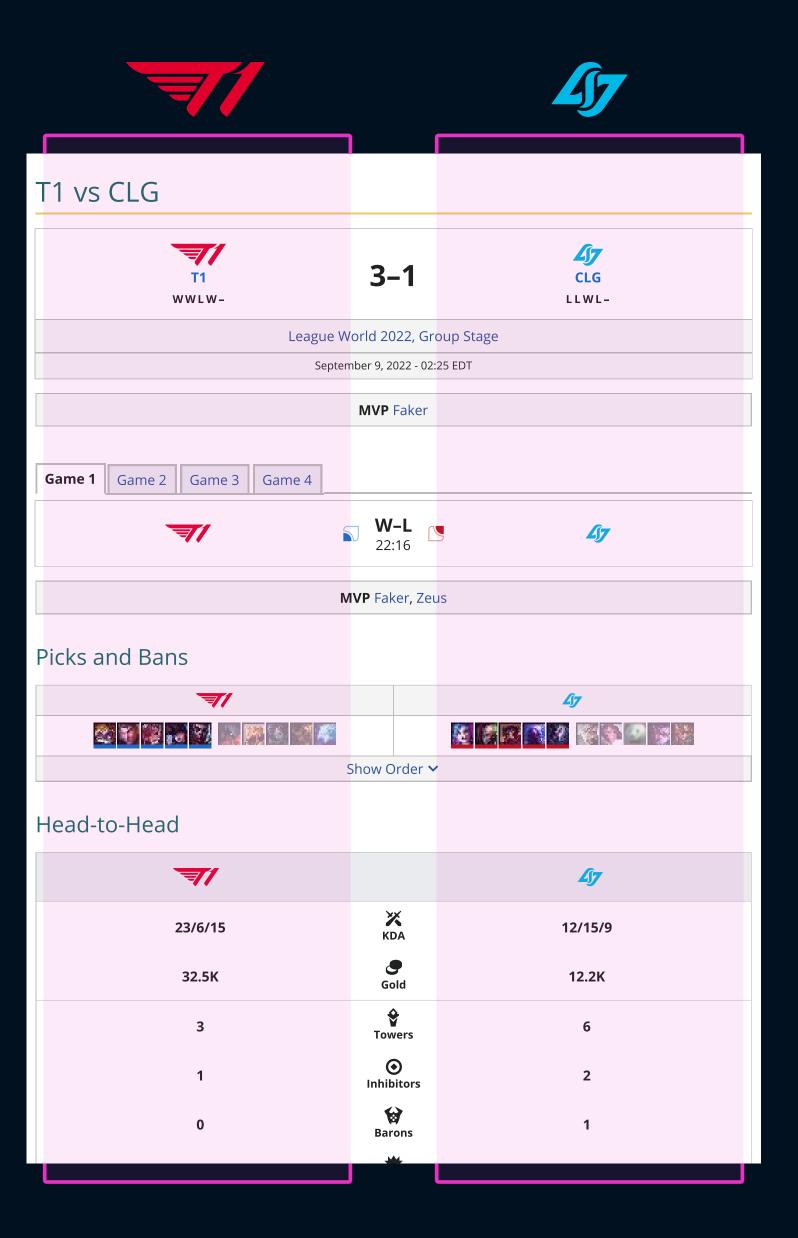
The Right User Journey



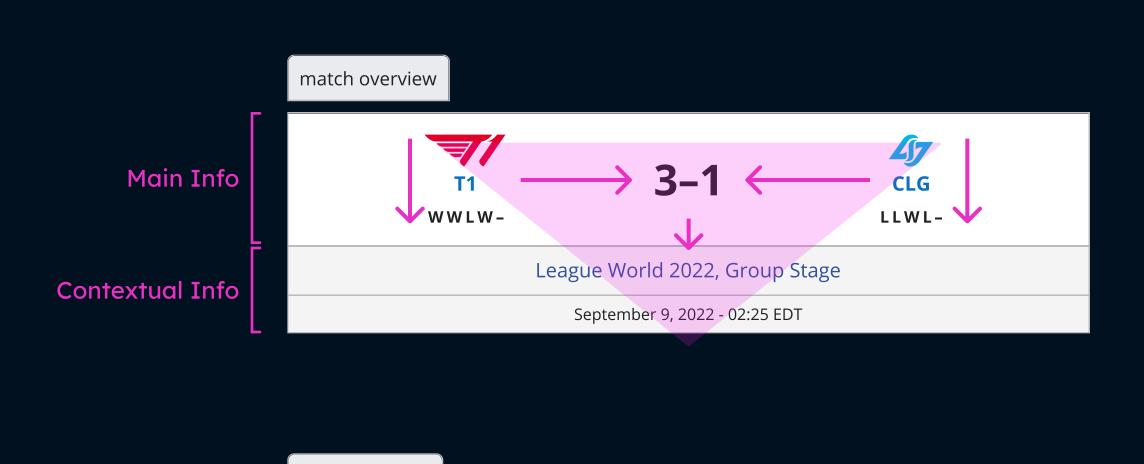
Time required focus on the highest impact journey.

Designing for Clarity and Flow

Predictable columns helped fans scan information faster.



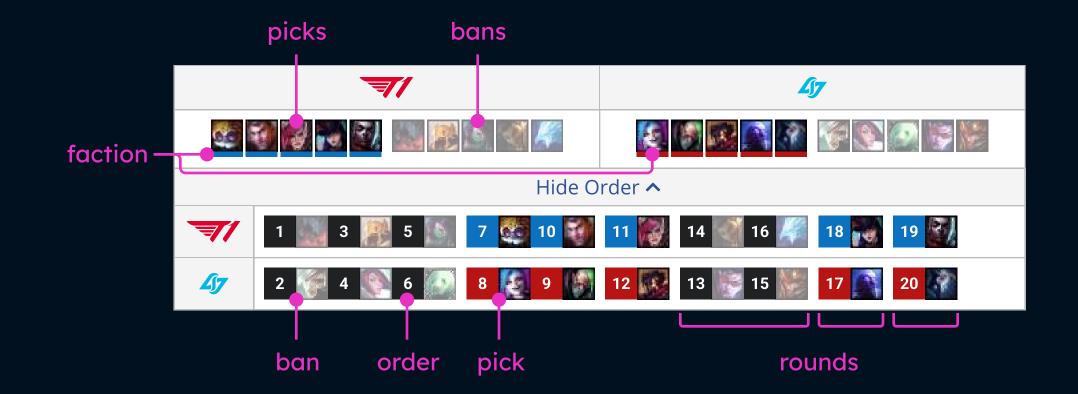
Summaries needed to be clear about context and outcome.



game overview

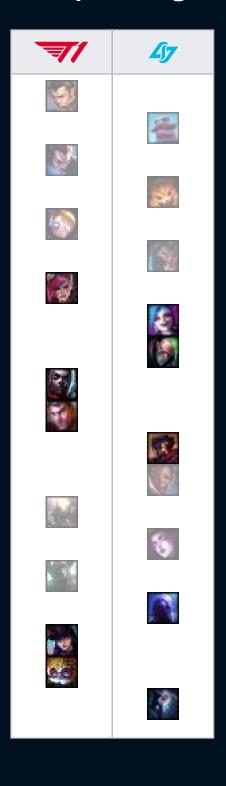
(sim.)

The story around the pregame needed to be traceable.



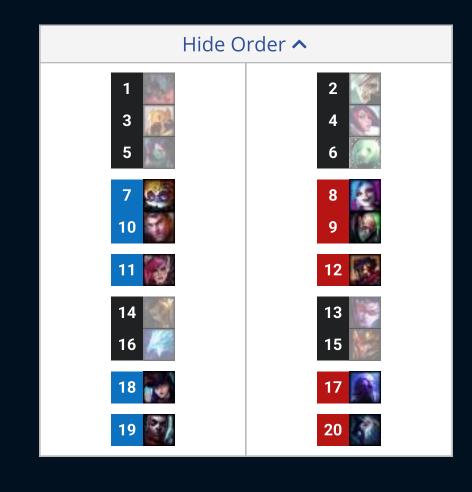
The original design was adjusted with feedback from the team.

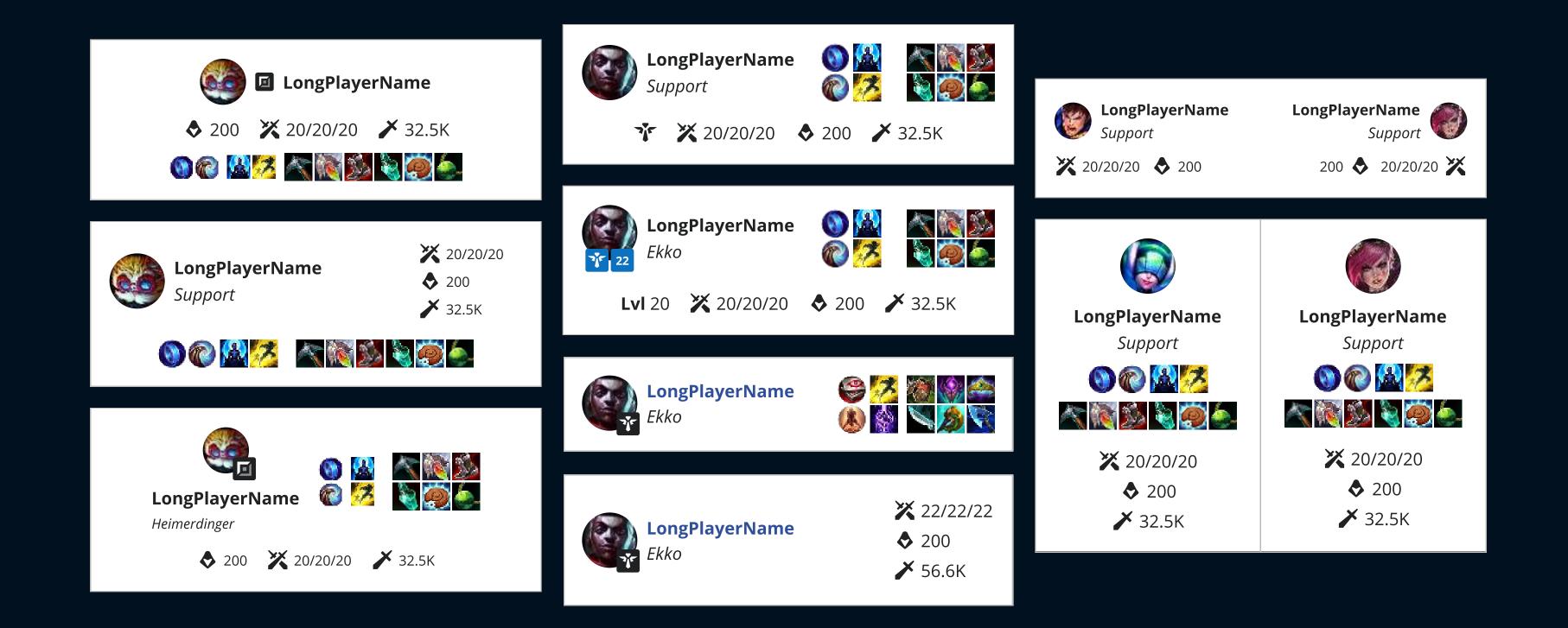
Early Designs





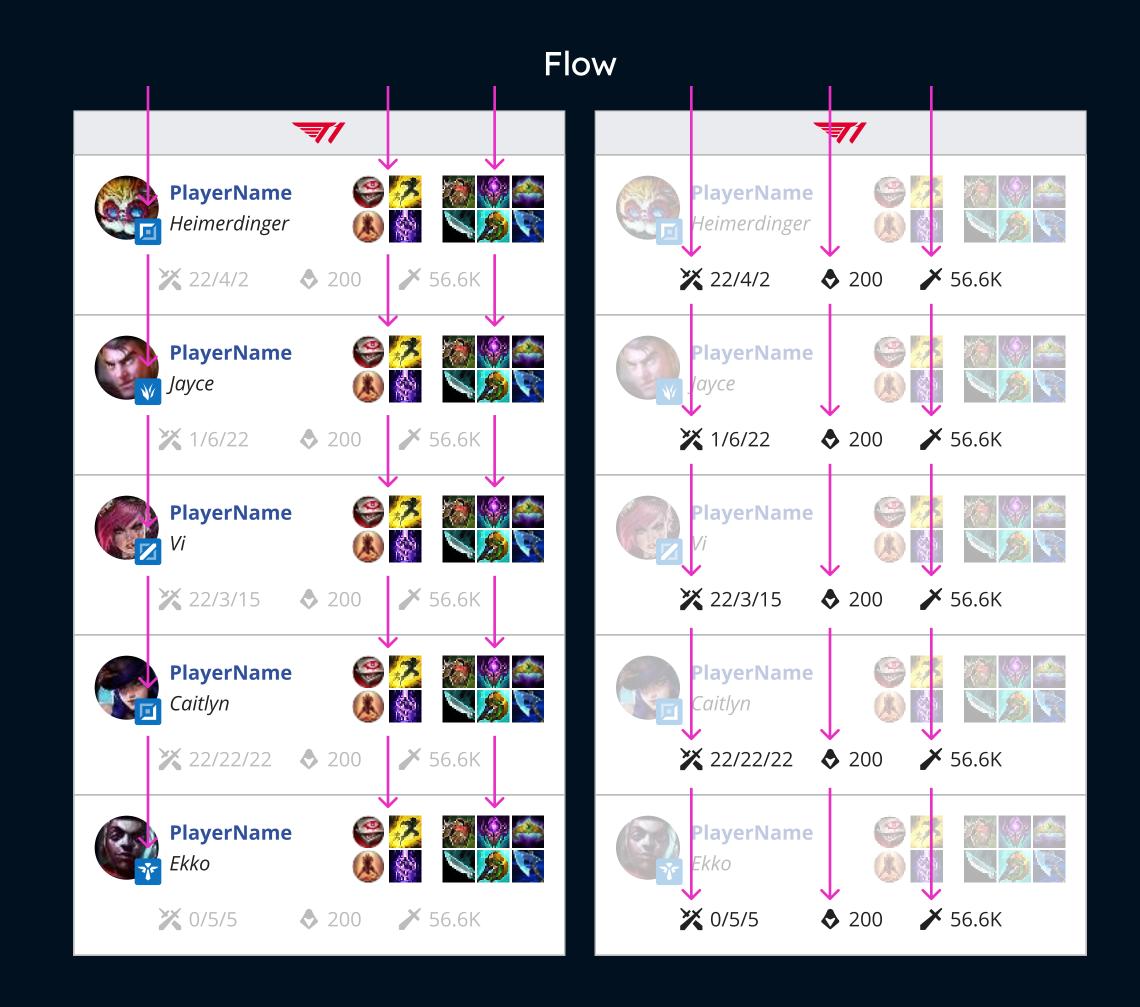
Final Design (mobile)

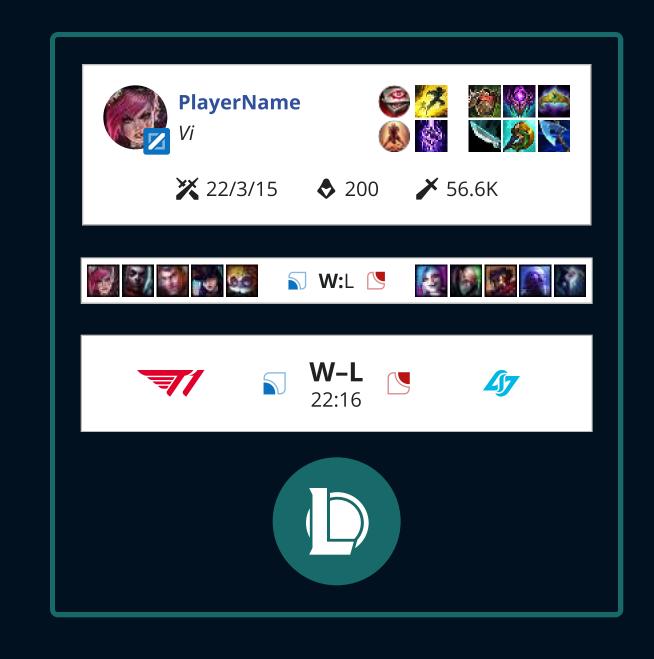


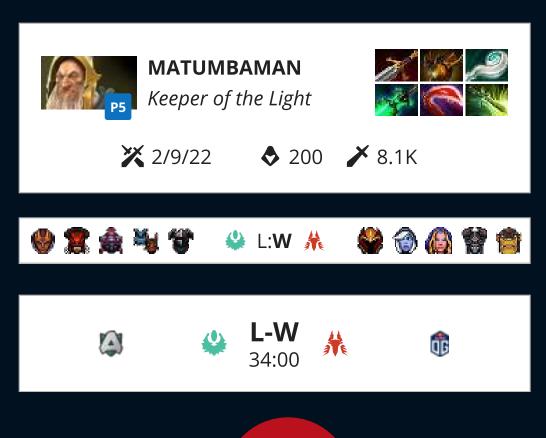


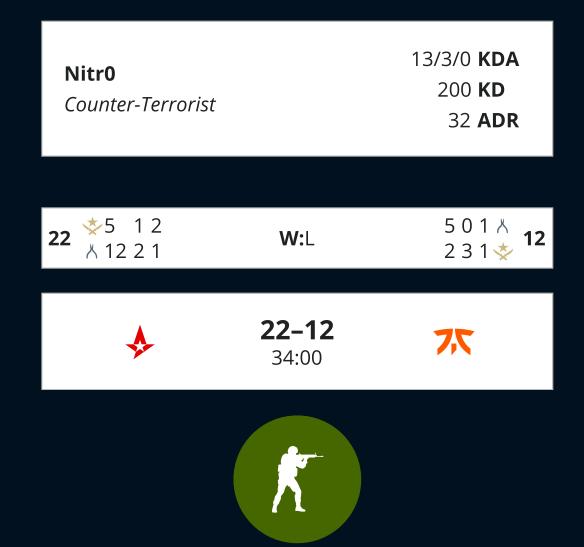
Balancing player details was challenging.



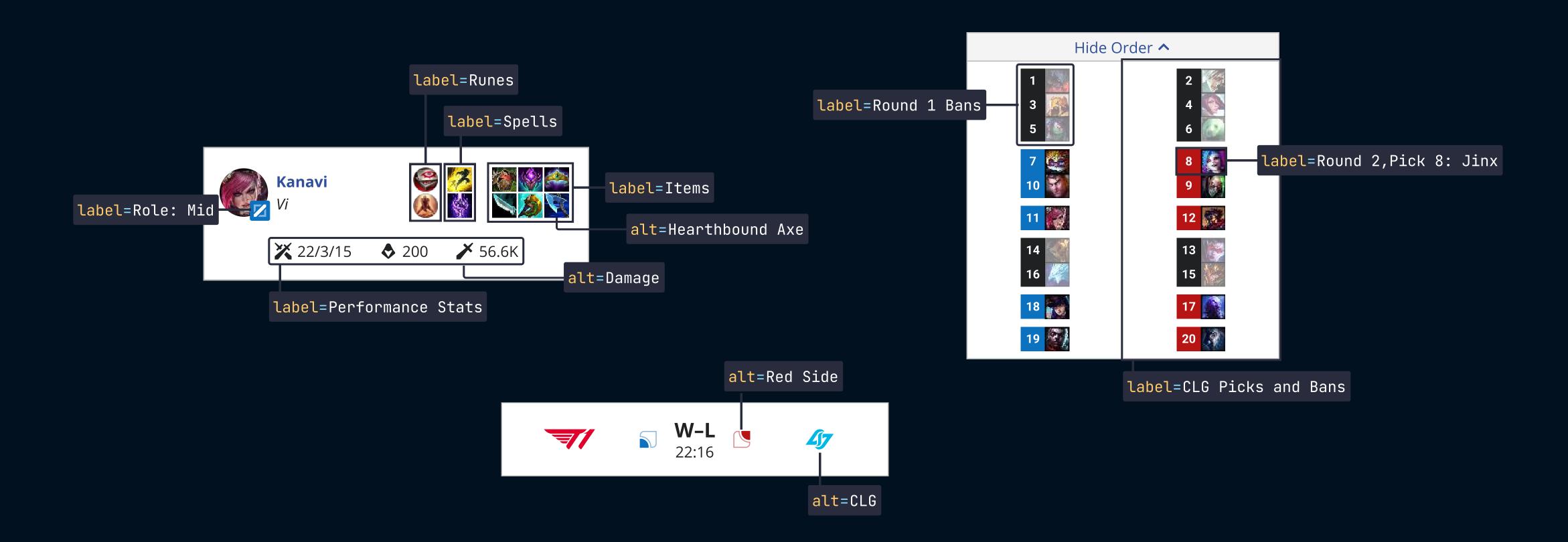




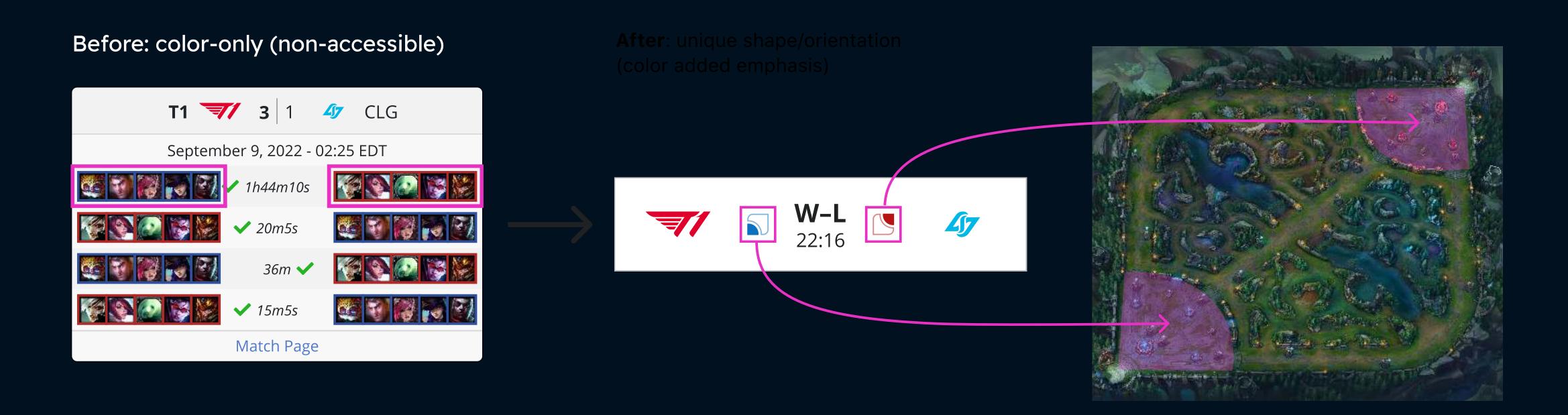




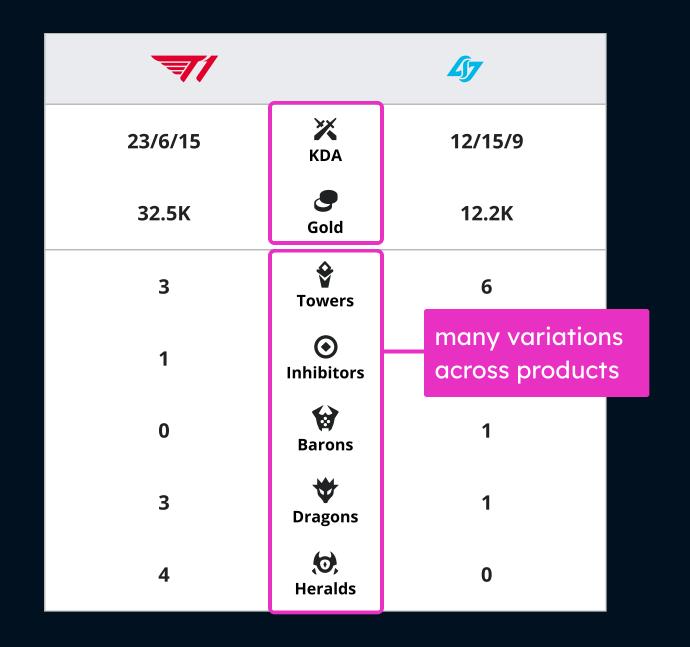
Accessible Data

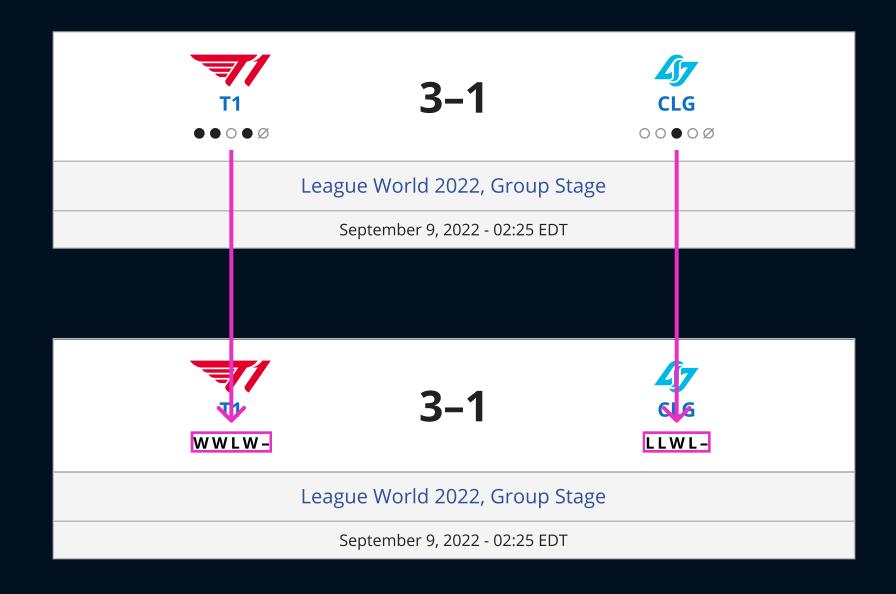


Lots of places existed to help users with context, or understanding.



An icon that included 2 known details from the game.

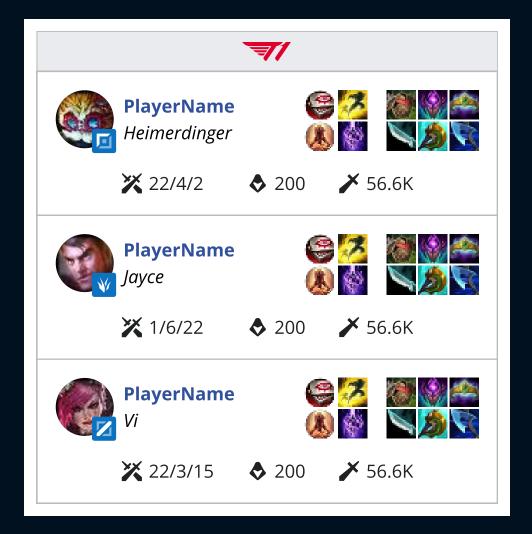


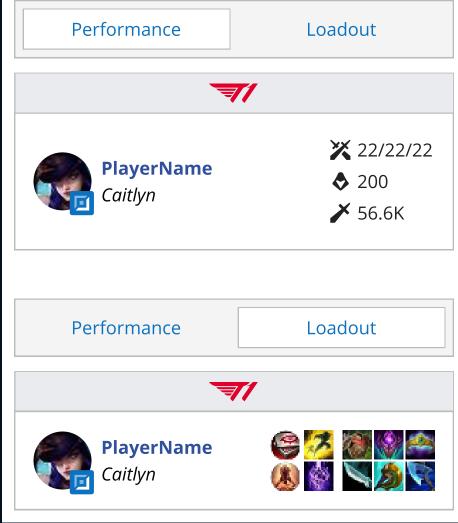


Some icons needed more clarity.

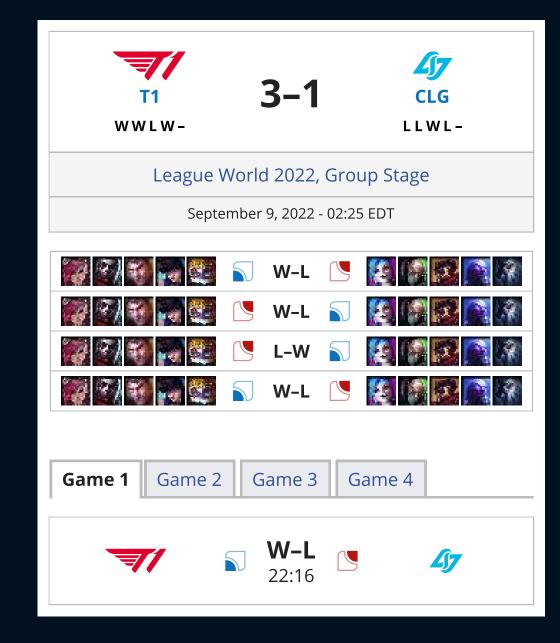
4. Next Steps

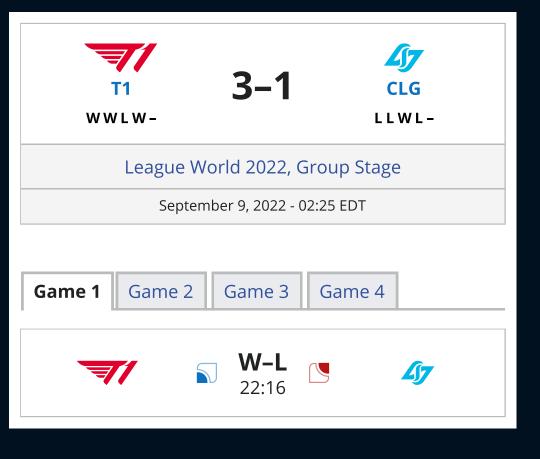
A/B: All Stats vs Separated





A/B: Game Summaries vs None





- + Building out Other User Paths
- + Exploring Other Games

