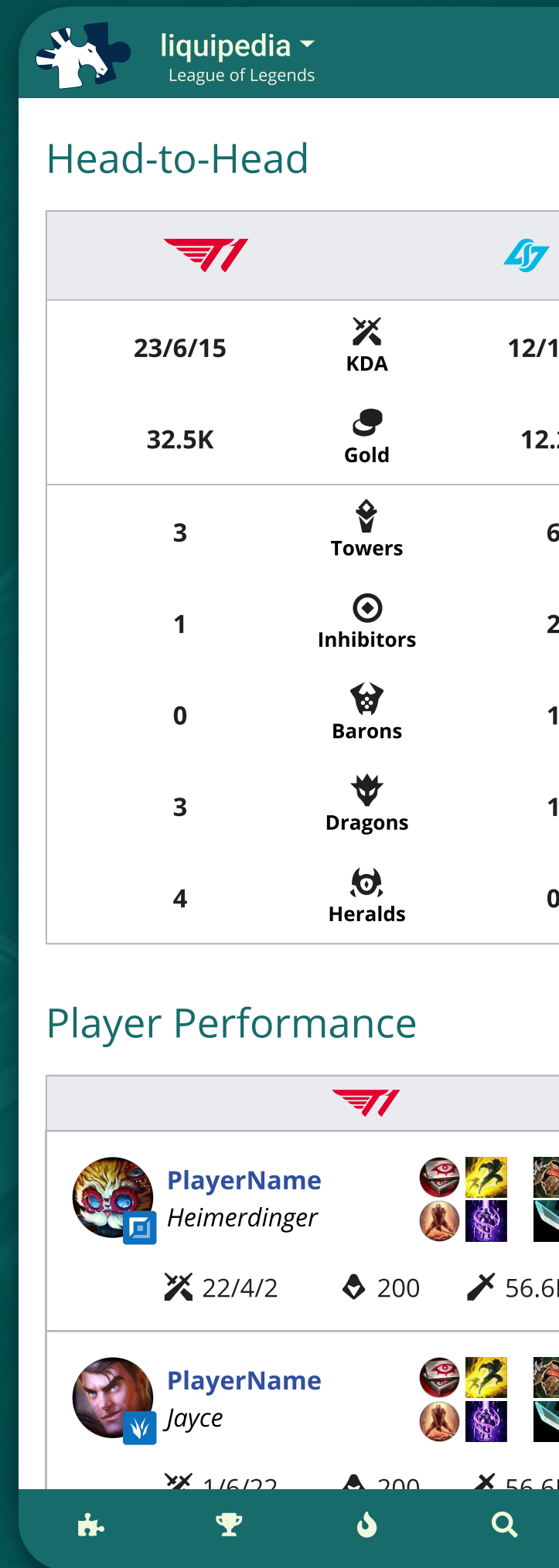
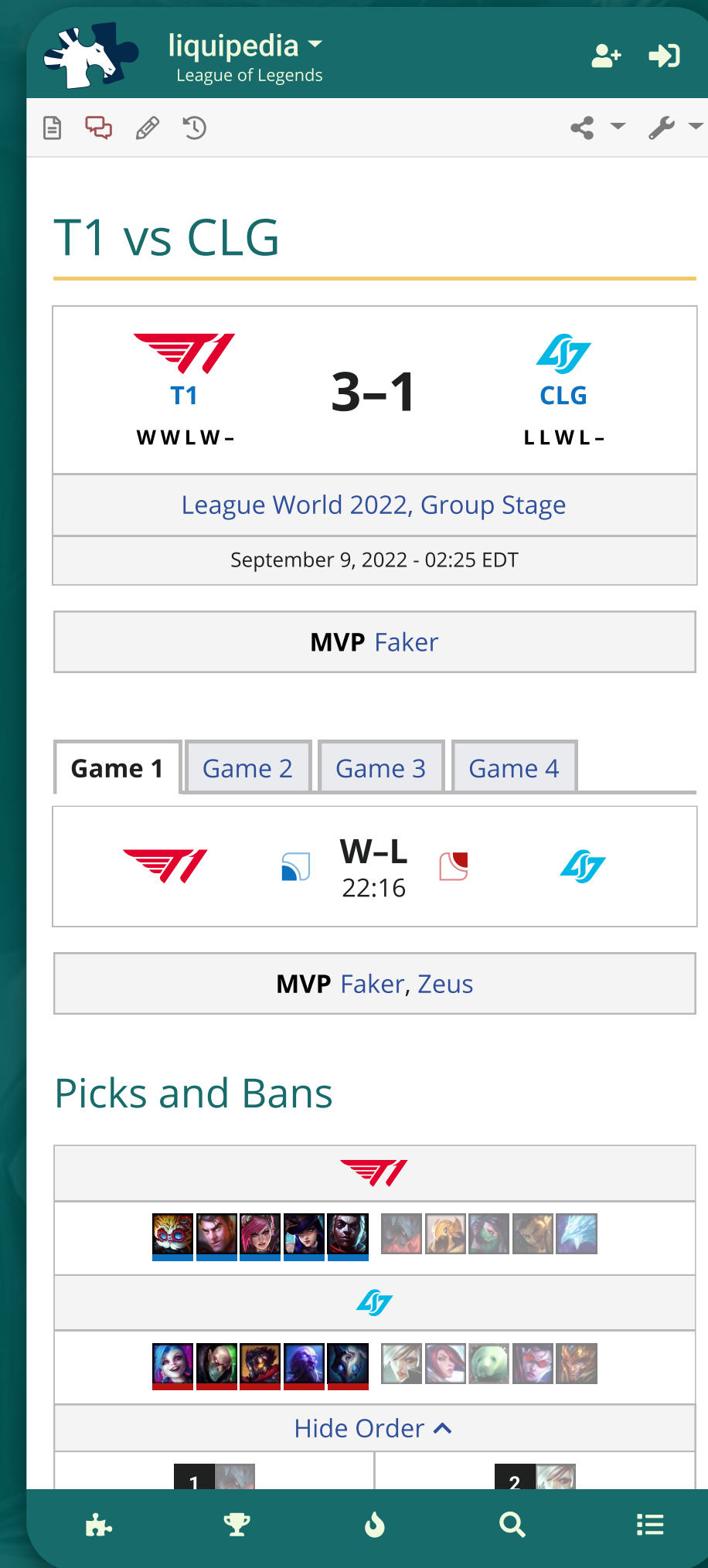


Liquipedia Match Page

# 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? Search 🔍


**NEW**

**Mobile Legends** 


- MPL Indonesia Season 10
- MPL Philippines Season 10
- MDL Indonesia Season 6
- M4 World Championship
- M3 World Championship

**Dota 2** 


- The International 2022
- TI11 SEA Qualifier
- TI11 WEU Qualifier
- TI11 EEU Qualifier
- TI11 SA Qualifier

**Counter-Strike** 


- 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** 

- VALORANT Champions 2022
- Sentinels
- VALORANT Champions Tour 2022
- Leviatán
- Paper Rex

**Rocket League** 

- Transfer Rumours: Latest
- Player Transfers: Latest
- RLCS 2021-22 - World Championship
- Team BDS
- List of player camera settings

**Apex Legends** 

- Esports Arena: Series E S5 PT#11
- Esports Arena
- TSM
- Apex Legends Global Series: 2022 Championship
- Esports Arena: Series E Season 3

**PUBG** 

- 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

**League of Legends** 

- European Masters Summer 2022 - Group Stage
- 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?

**m0bilize** @mobilize · Aug 4  
Replying to @RheingoldRiver  
Watch River get hired by Liquipedia into even a better

**User3446** @hackerman · Aug 4  
Replying to @RheingoldRiver  
River has done p...  
effort into her wo...  
baffling and kinda upsetting to me. I hope she finds great success in whatever she decides to do next



**River** @RheingoldRiver  
An update on my time with Leaguepedia [river.me/blog/fandom-up...](https://river.me/blog/fandom-up...)



10:25 AM · Aug 4, 2022 · TweetDeck

**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**

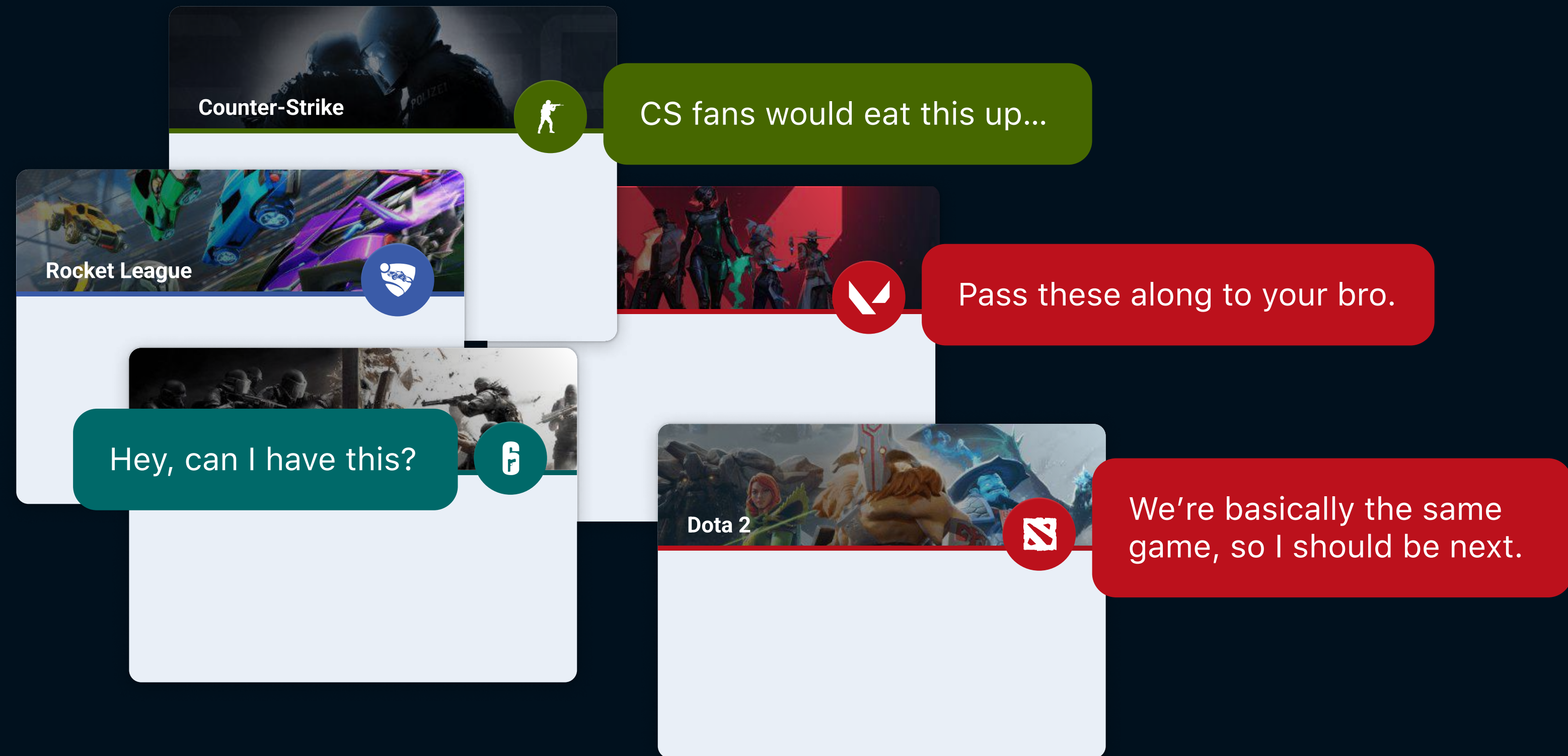
**Clear**

**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 t

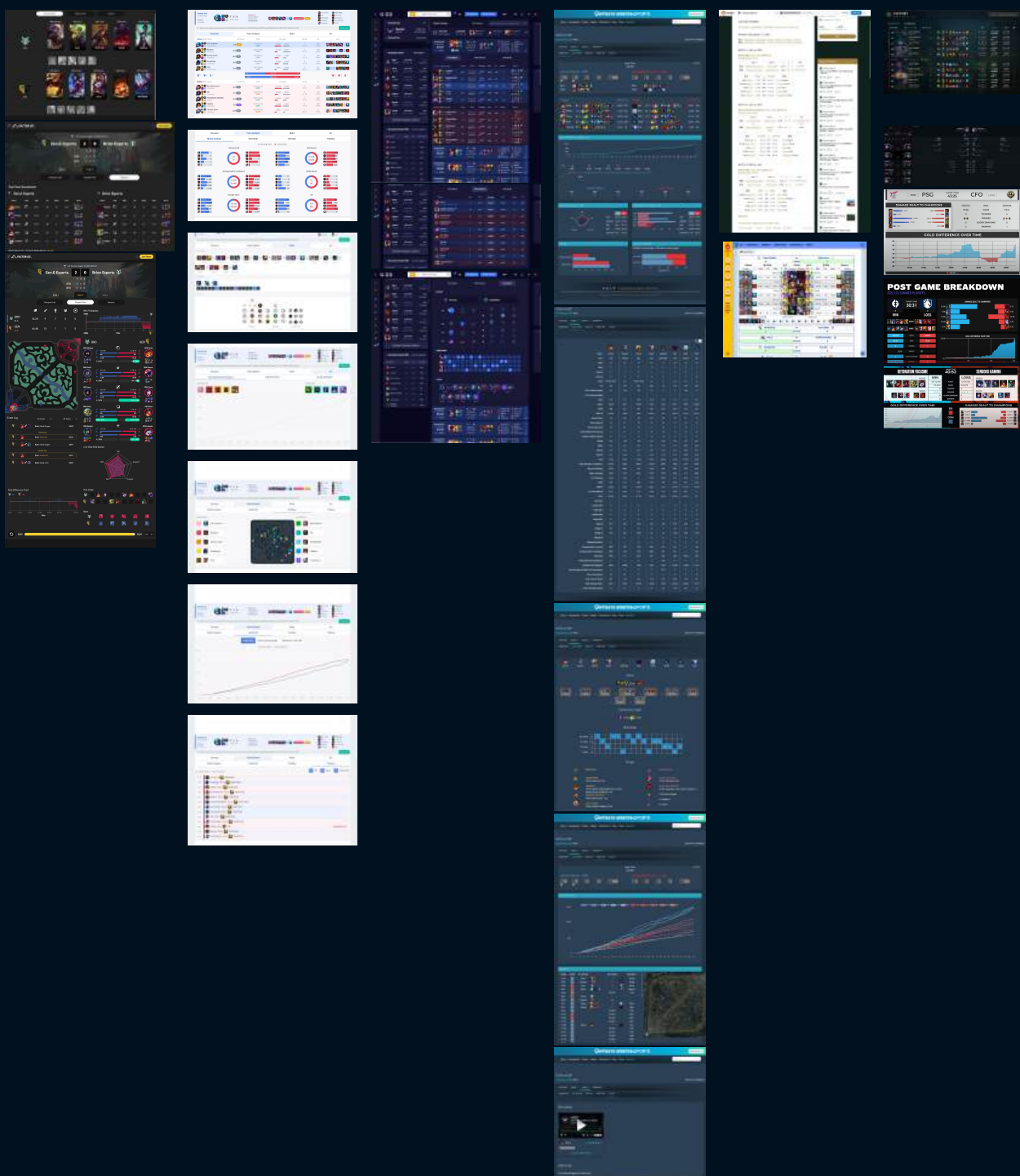
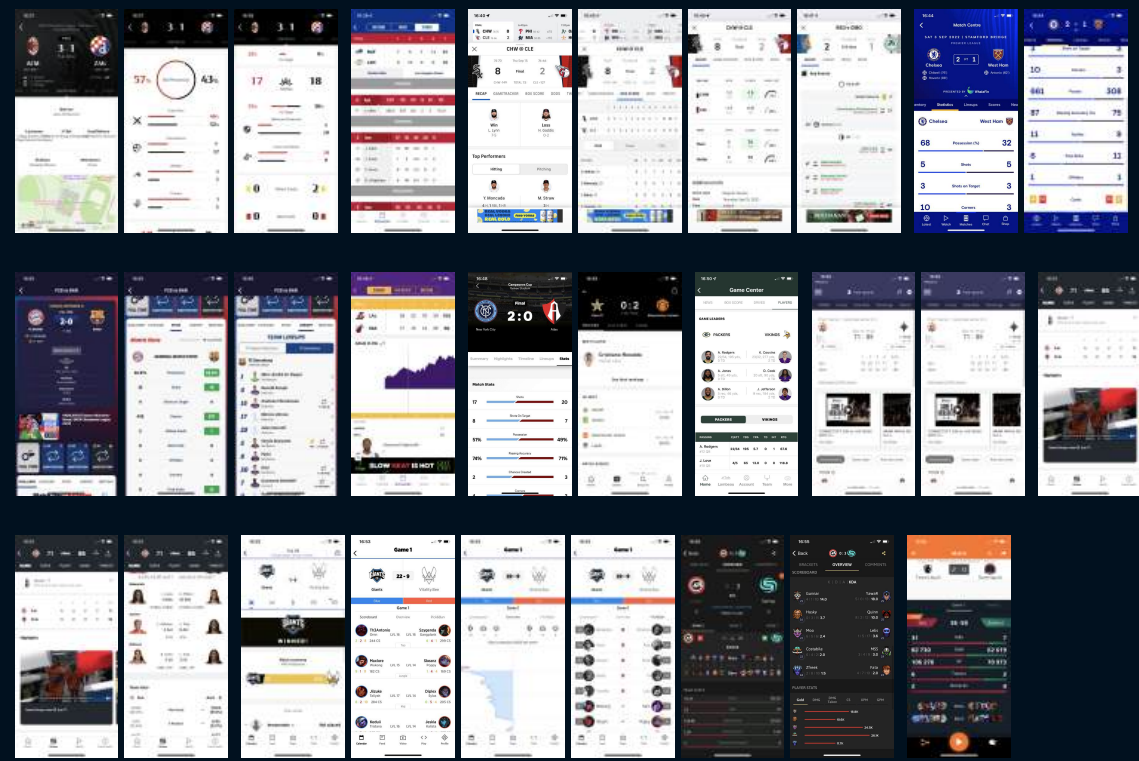
Questions that Needed Answering

**What data is most important?**

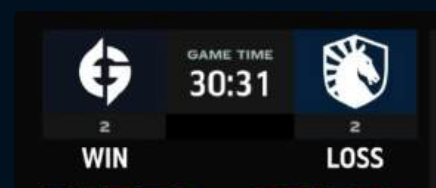
**How does data interrelate?**

**How is this data presented already?**

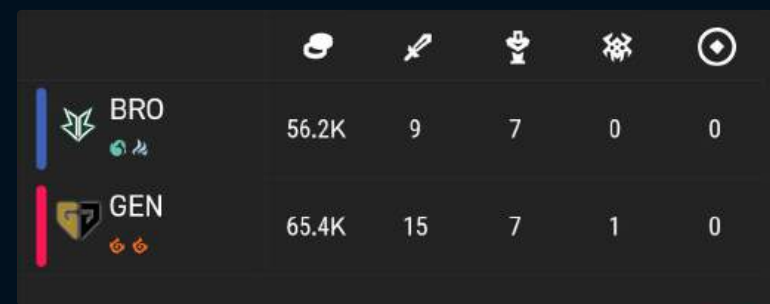
**What larger themes exist between games?**



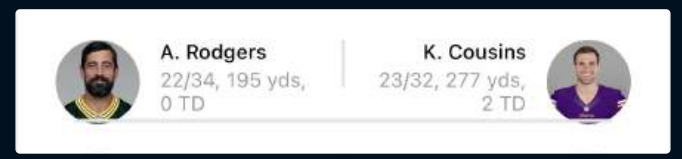
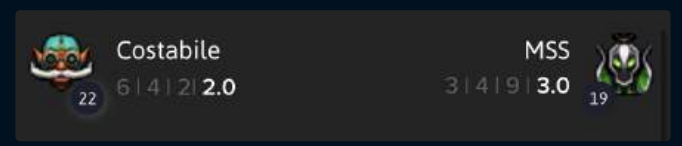
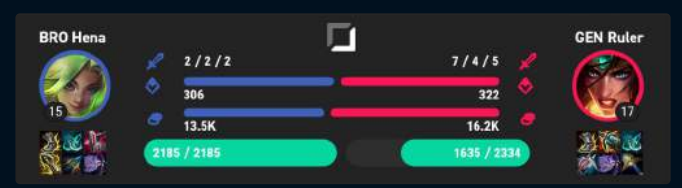
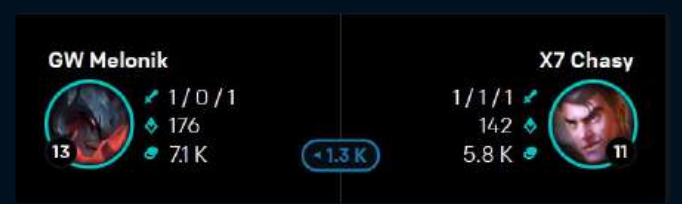
## Game Summary



## Head-to-head Stats



## Player Performances

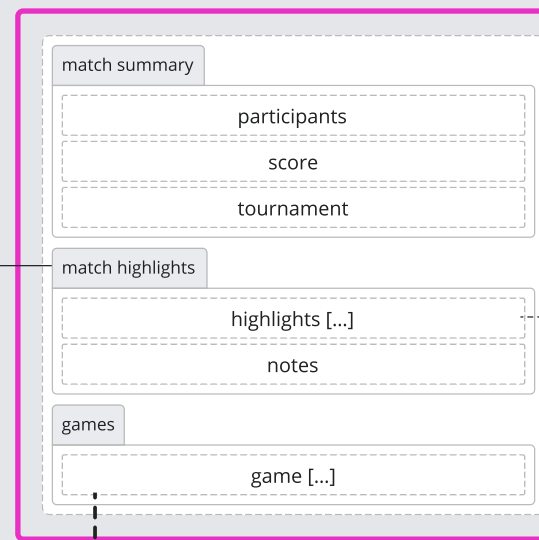


Team	Player	OP Score	KDA	Damage	Wards	CS	Item
Victory (Red Team)	UOL Scarface (Grandmaster)	7.4 MVP	7/3/5 (67%) 4.00:1	27,065 / 28,167	1 / 11 / 6	269 / 8.5/m	
	Barkoon (Challenger)	6.3 5th	2/7/12 (78%) 2.00:1	11,289 / 30,521	6 / 8 / 12	144 / 4.5/m	
	Boring cycle0 (Challenger)	6.2 7th	5/4/5 (56%) 2.50:1	16,541 / 12,883	0 / 11 / 2	282 / 8.9/m	
	Koupfonga (Challenger)	5.9 8th	3/8/6 (50%) 1.13:1	15,784 / 21,437	5 / 12 / 5	215 / 6.8/m	
	FGG (Grandmaster)	5.5 9th	1/9/15 (89%) 1.78:1	6,629 / 22,326	5 / 25 / 6	24 / 0.8/m	
		18	Total Kill	31			
		61,638	Total Gold	63,363			
Defeat (Blue Team)	Benn Beckman2 (Challenger)	6.3 6th	9/5/10 (61%) 3.80:1	30,314 / 27,539	3 / 12 / 3	265 / 8.4/m	
	ytb (Challenger)	7.1 3rd	10/2/9 (61%) 9.50:1	13,990 / 29,151	6 / 7 / 10	146 / 4.6/m	
	CROSSMAN REBORN (Master)	5.4 10th	3/4/10 (42%) 3.25:1	12,546 / 15,095	0 / 10 / 6	262 / 8.3/m	
	Jesklaa (Challenger)	7.2 ACE	8/5/11 (61%) 3.80:1	26,468 / 24,031	3 / 14 / 8	298 / 9.4/m	
	Thumbs Down (Challenger)	6.5 4th	1/2/24 (81%) 12.50:1	8,580 / 8,777	7 / 40 / 3	9 / 0.3/m	

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

## modularize groups of details

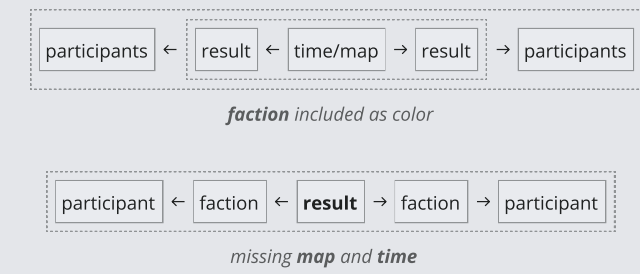
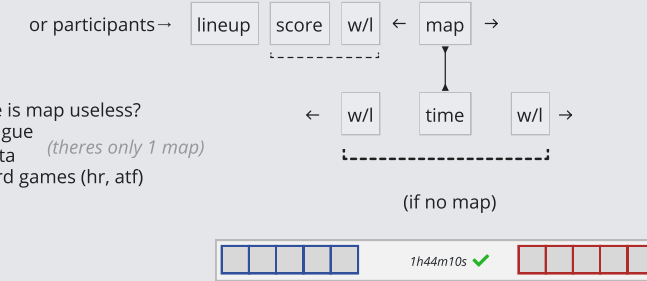
include multi-wiki, then reduce to lol



worth inclusion (mvp does exist)?  
dota is per-game too (modular snippet?)

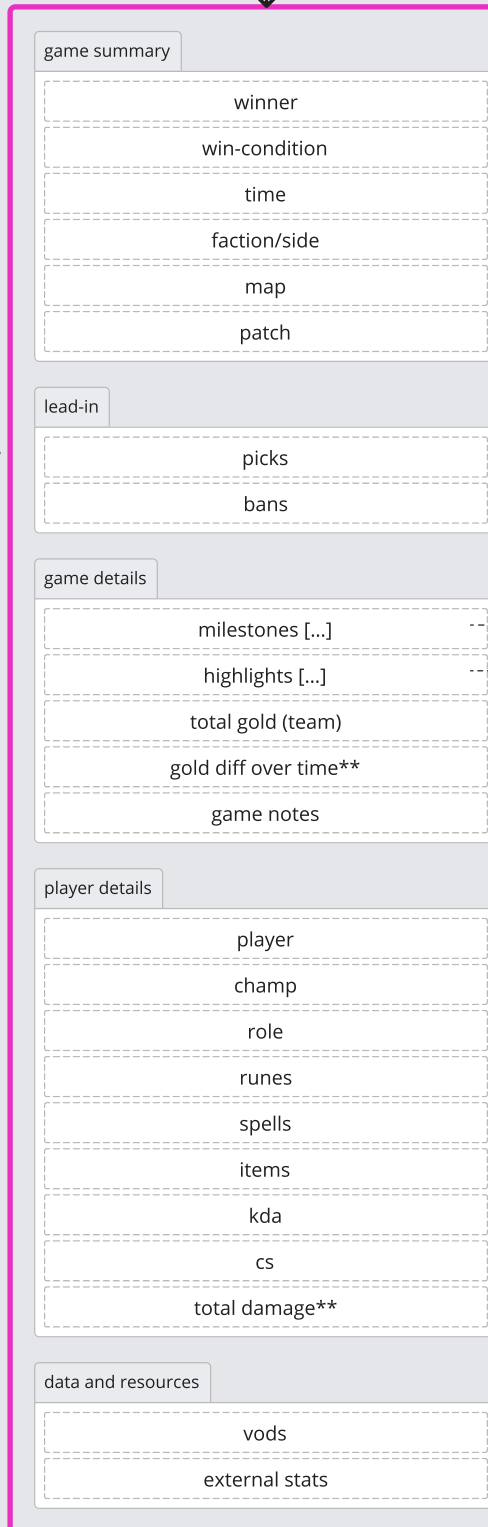


- summary depends on multi-game implementation
- (ish)
- PTP ● - W ● PTP ●
- types of game summaries
- score - map - score
  - win - map - lose
  - faction - win - map - lose - faction
  - lineup - map - lineup
  - lineup - win - map - lose - lineup
  - participant - time+winner - participant
  - lineup - time+winner - lineup
  - map + 1-3rd place

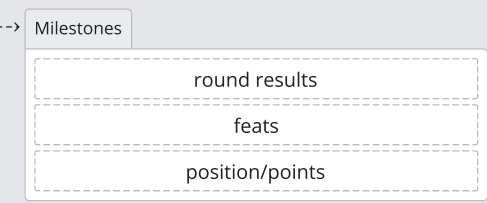
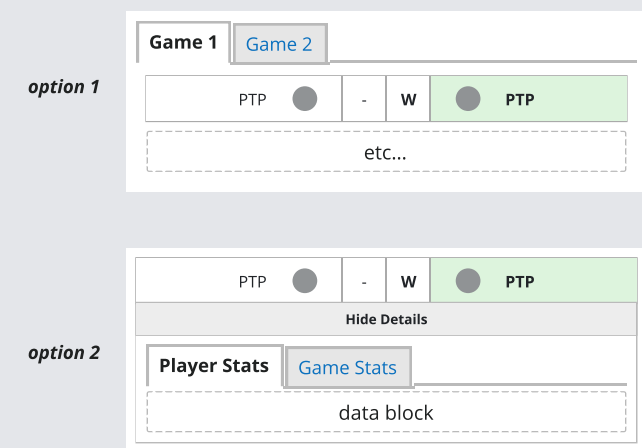


picks and bans can be maps or characters

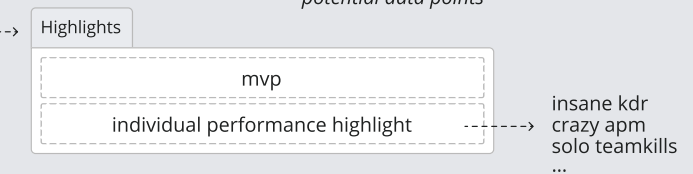
## Modules



how can we handle statistics segmentation?  
• should we? or package by set?



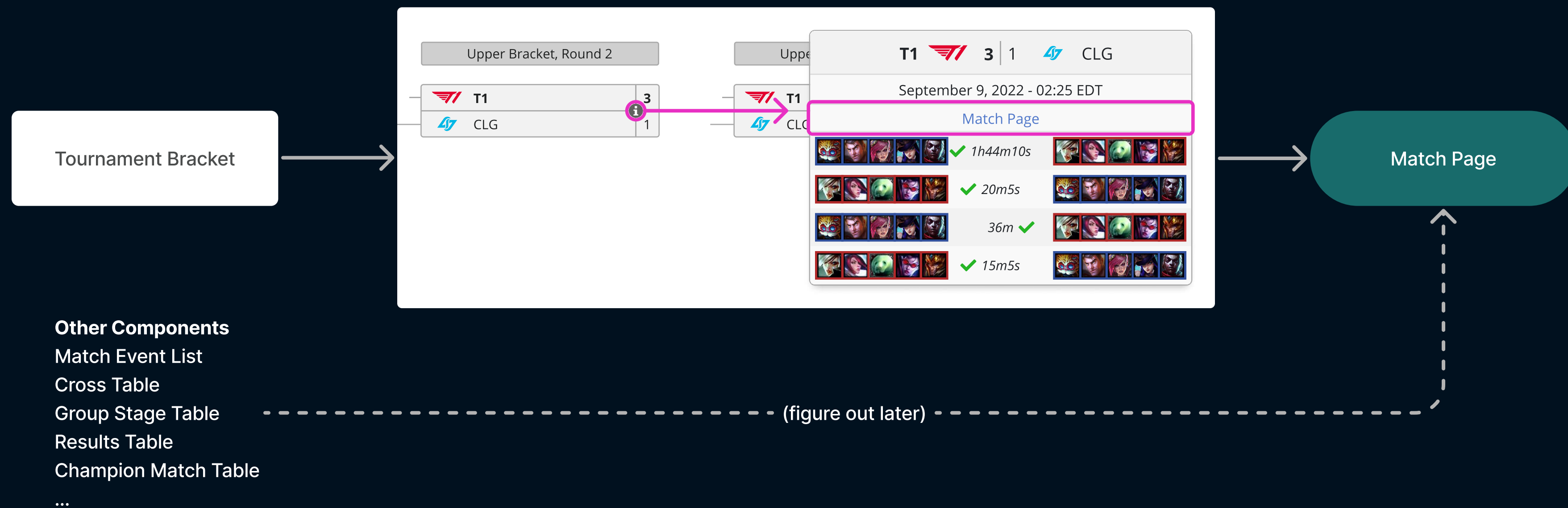
potential data points



insane kdr  
crazy apm  
solo teamkills  
...

# 3. Design Challenge

# The Right User Journey



**Time required focus on the highest impact journey.**

# Designing for Clarity and Flow



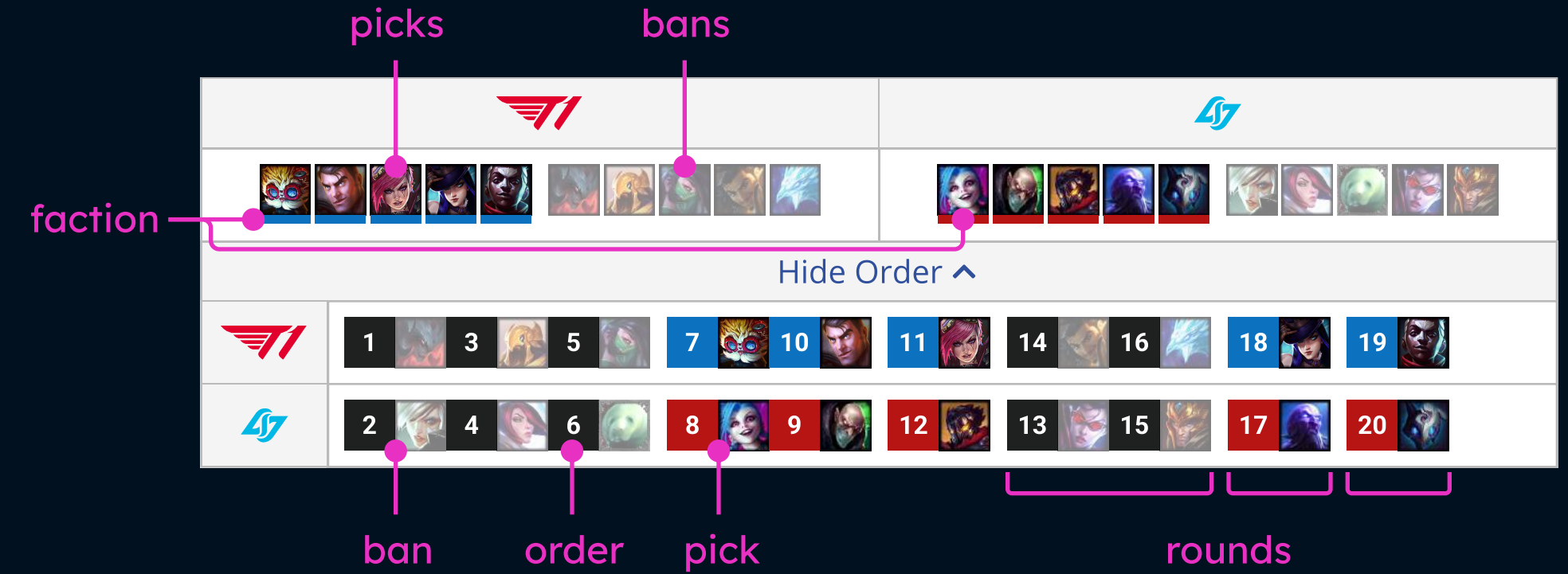
Predictable columns helped fans scan information faster.

T1 vs CLG		
 T1 WWLW-	3-1	 CLG LLWL-
League World 2022, Group Stage		
September 9, 2022 - 02:25 EDT		
MVP Faker		
Game 1	Game 2	Game 3
	W-L 22:16	
MVP Faker, Zeus		
Picks and Bans		
Show Order		
Head-to-Head		
23/6/15	KDA	12/15/9
32.5K	Gold	12.2K
3	Towers	6
1	Inhibitors	2
0	Barons	1

# Summaries needed to be clear about context and outcome.

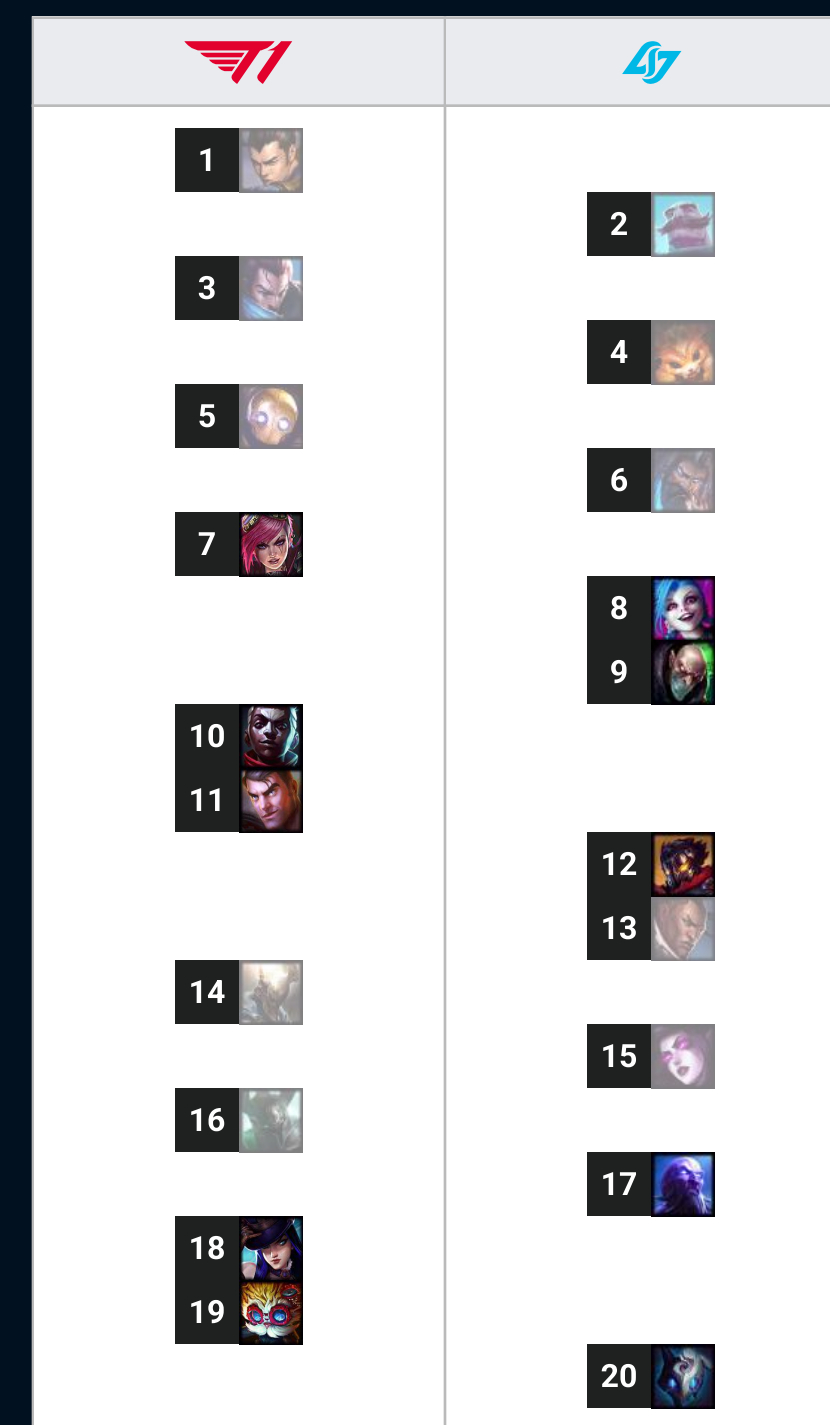
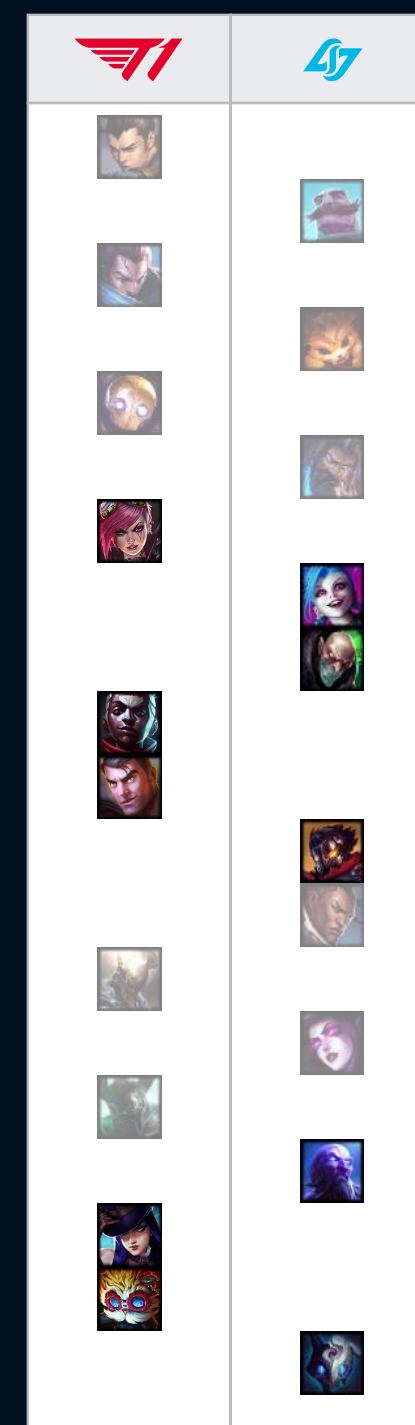


The story around the pregame needed to be traceable.

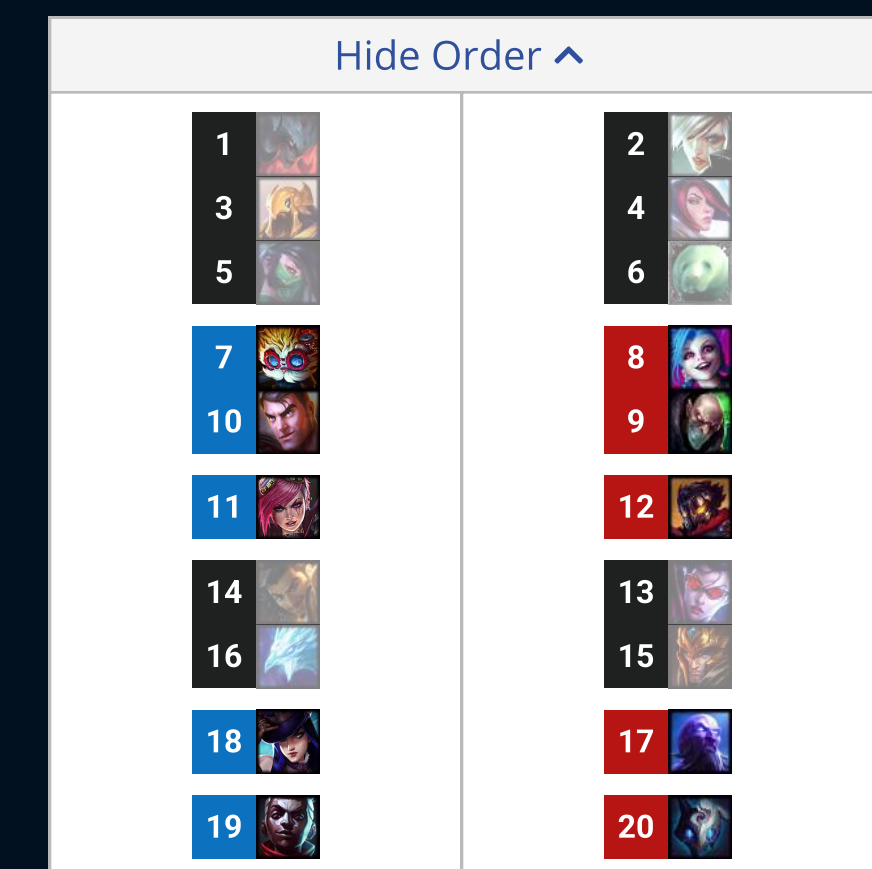




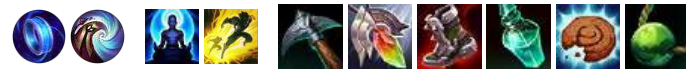
The original design was adjusted with feedback from the team.


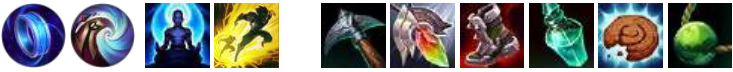
Early Designs

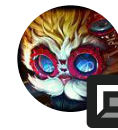

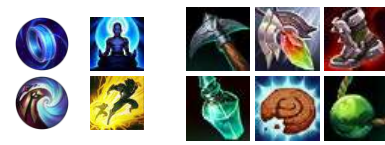



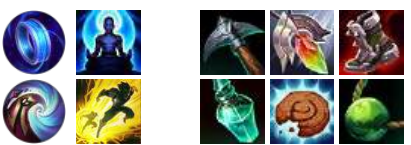
Final Design (mobile)

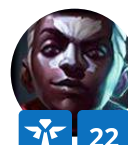
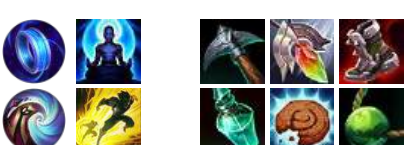



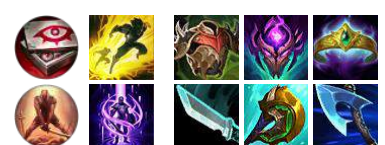


**LongPlayerName**  
 200 20/20/20 32.5K  



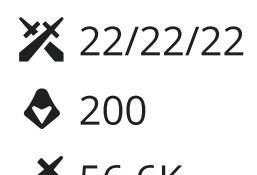

**LongPlayerName** *Support* 20/20/20  
 200 32.5K  


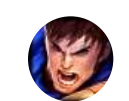
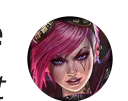


**LongPlayerName**  
*Heimerdinger*  
 200 20/20/20 32.5K  



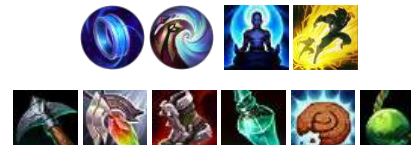

**LongPlayerName** *Support*  
 20/20/20 200 32.5K  


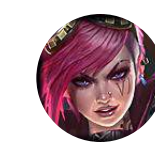


**LongPlayerName** *Ekko*  
 Lvl 20 20/20/20 200 32.5K  



**LongPlayerName** *Ekko*  



**LongPlayerName** *Ekko*  
 22/22/22 200 56.6K  


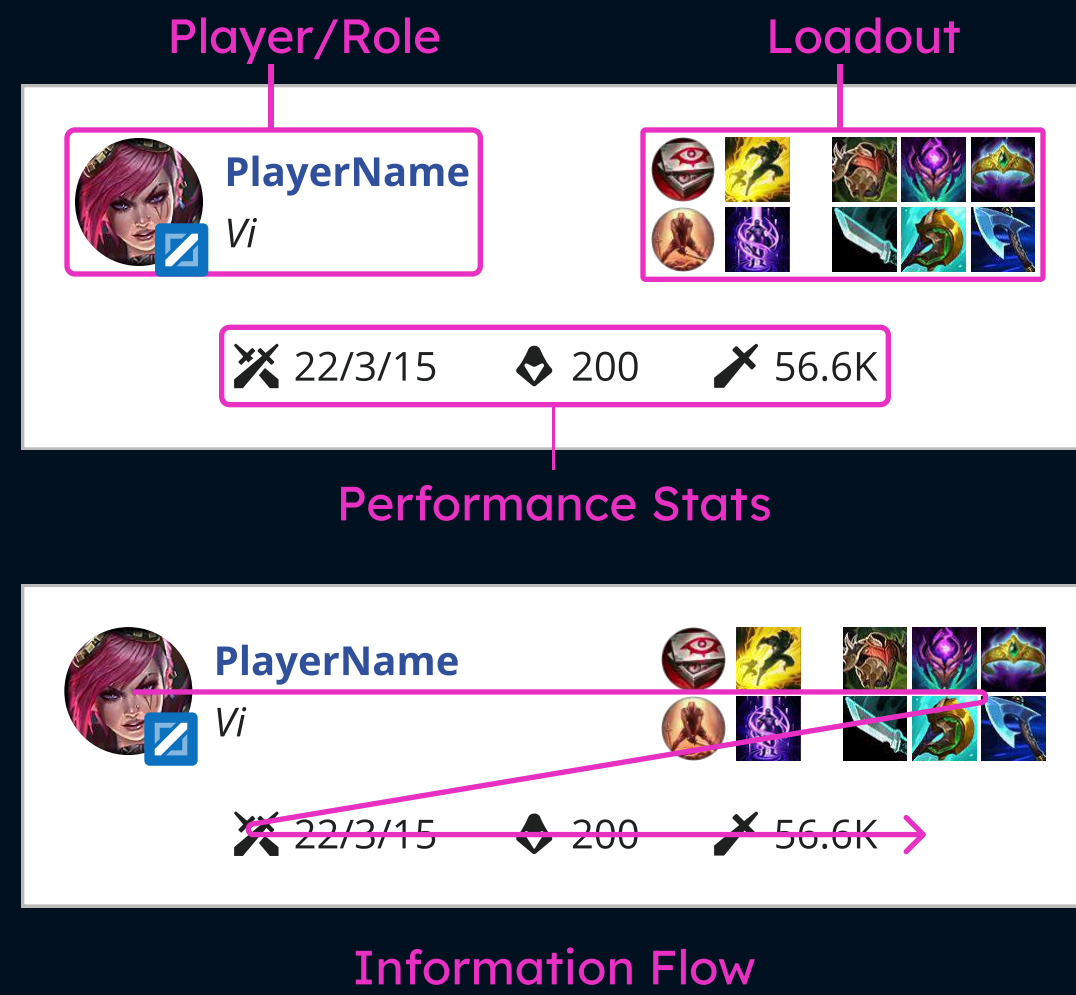

**LongPlayerName** *Support* 20/20/20 200  

**LongPlayerName** *Support* 200 20/20/20  
 200 20/20/20


**LongPlayerName** *Support*  
  
 20/20/20 200 32.5K

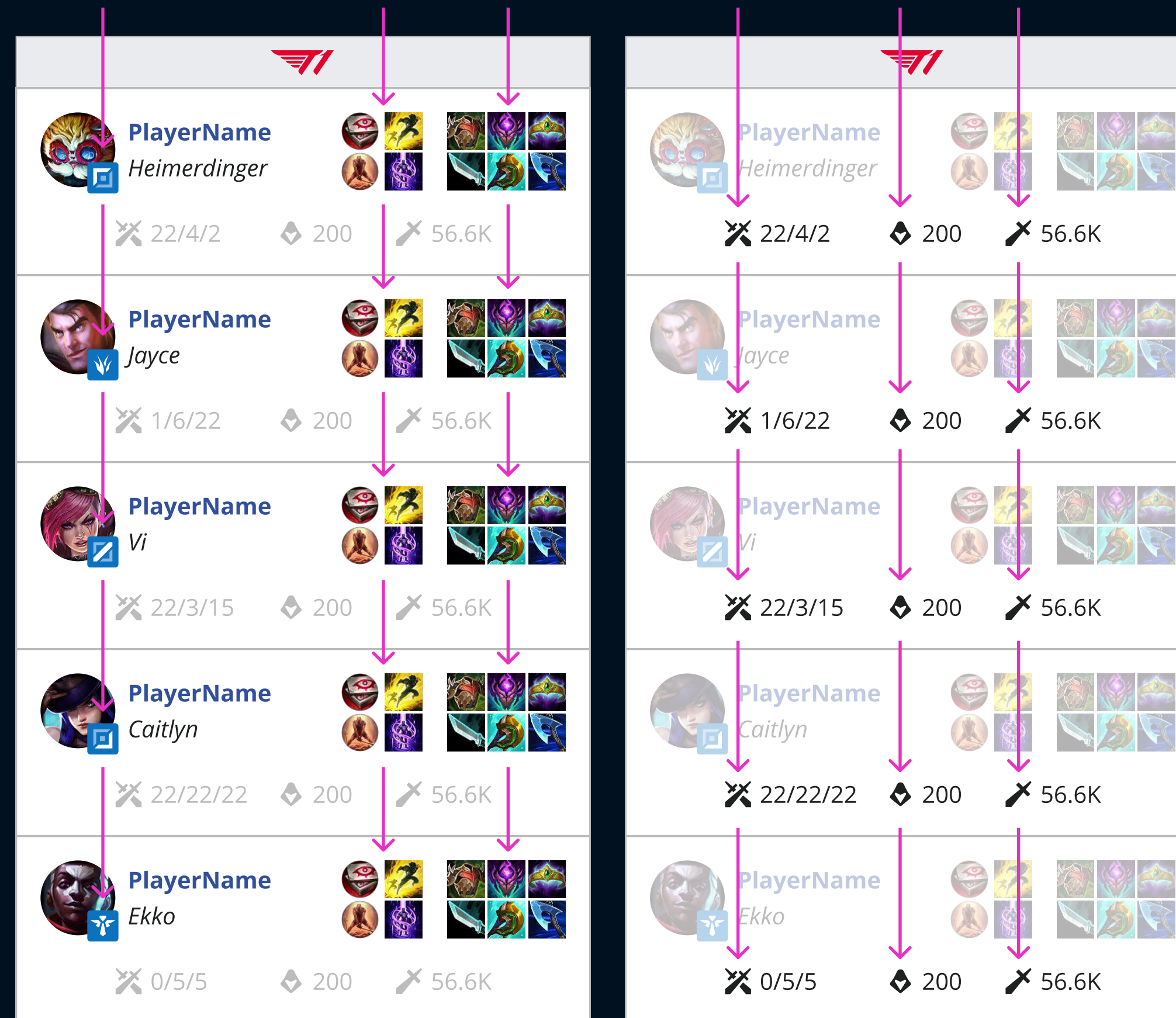

**LongPlayerName** *Support*  
  
 20/20/20 200 32.5K

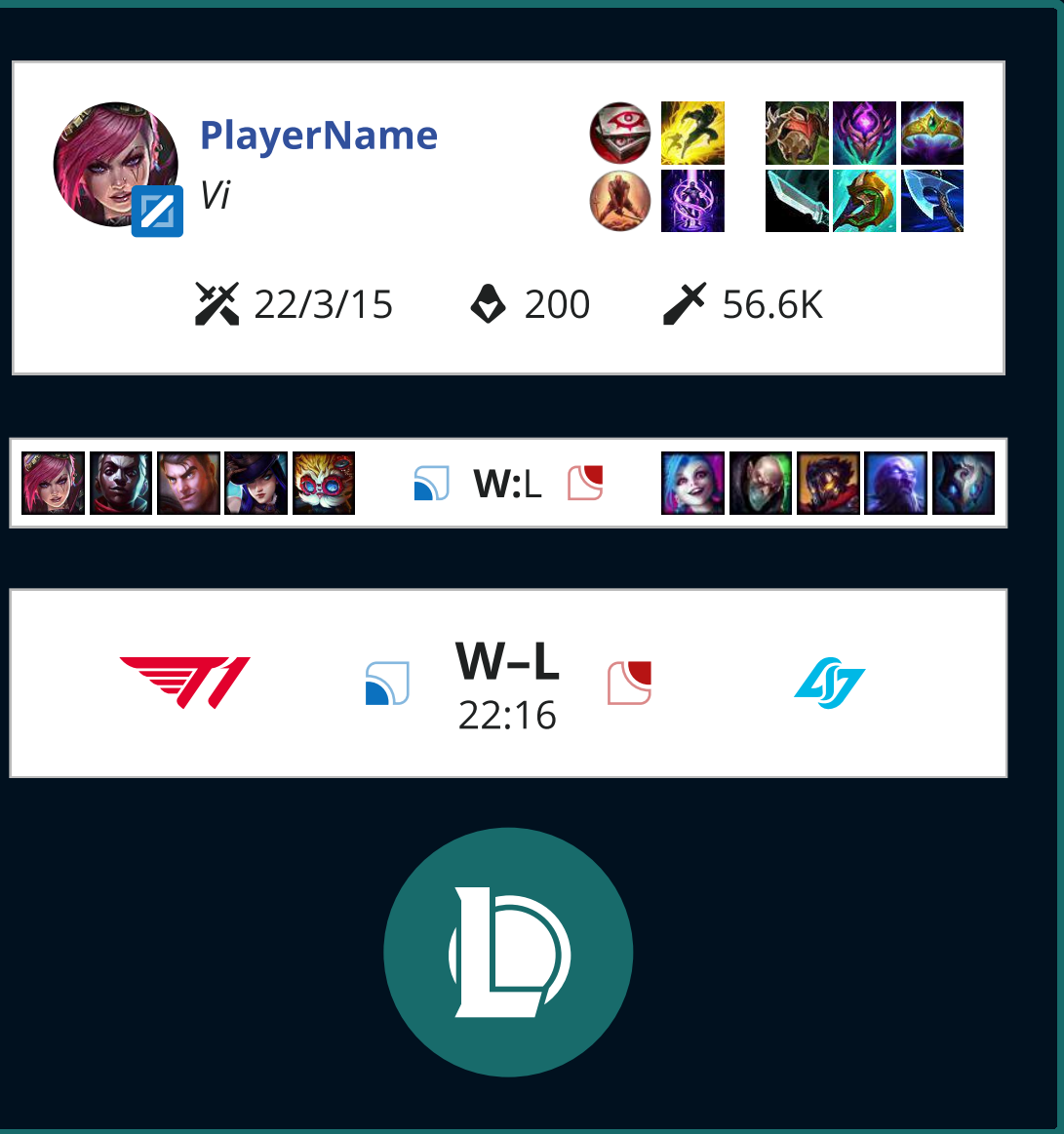

Balancing player details was challenging.

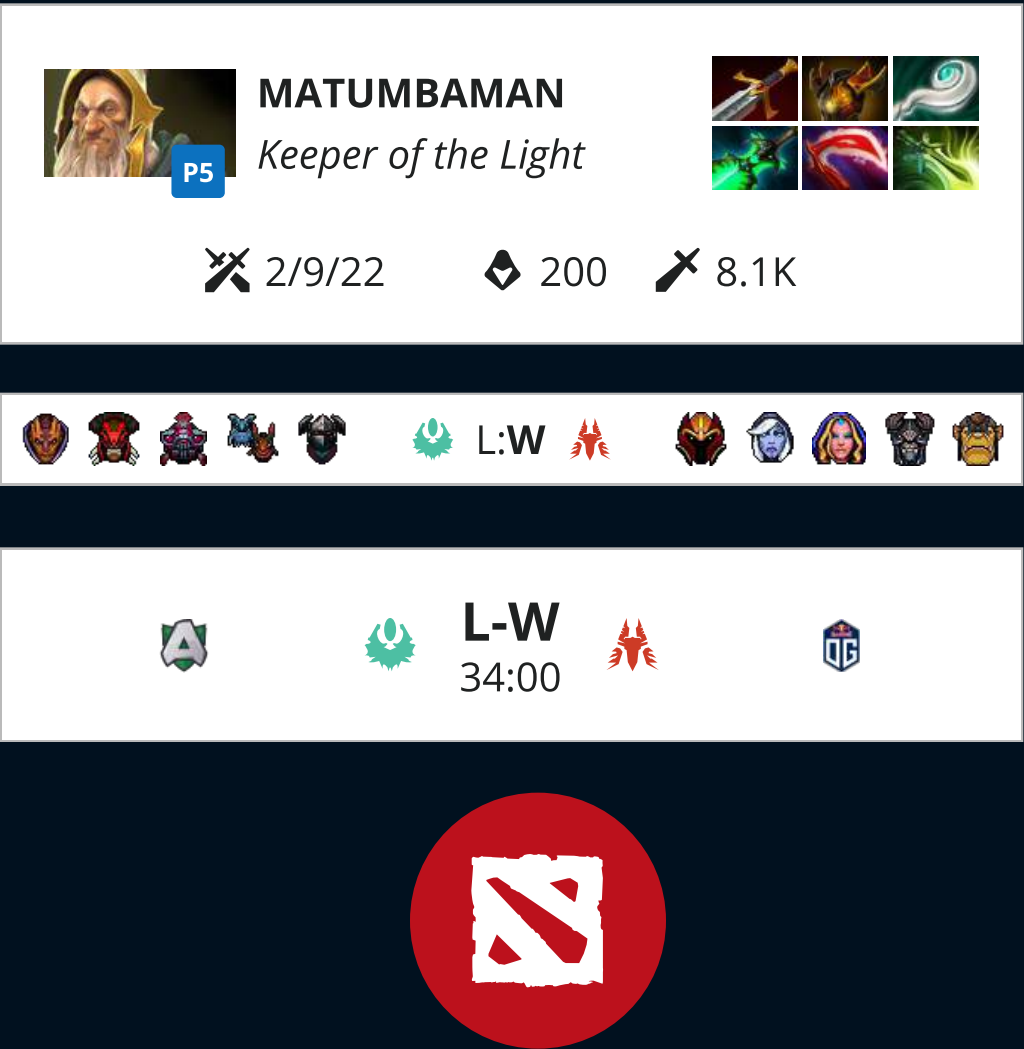

## Organization

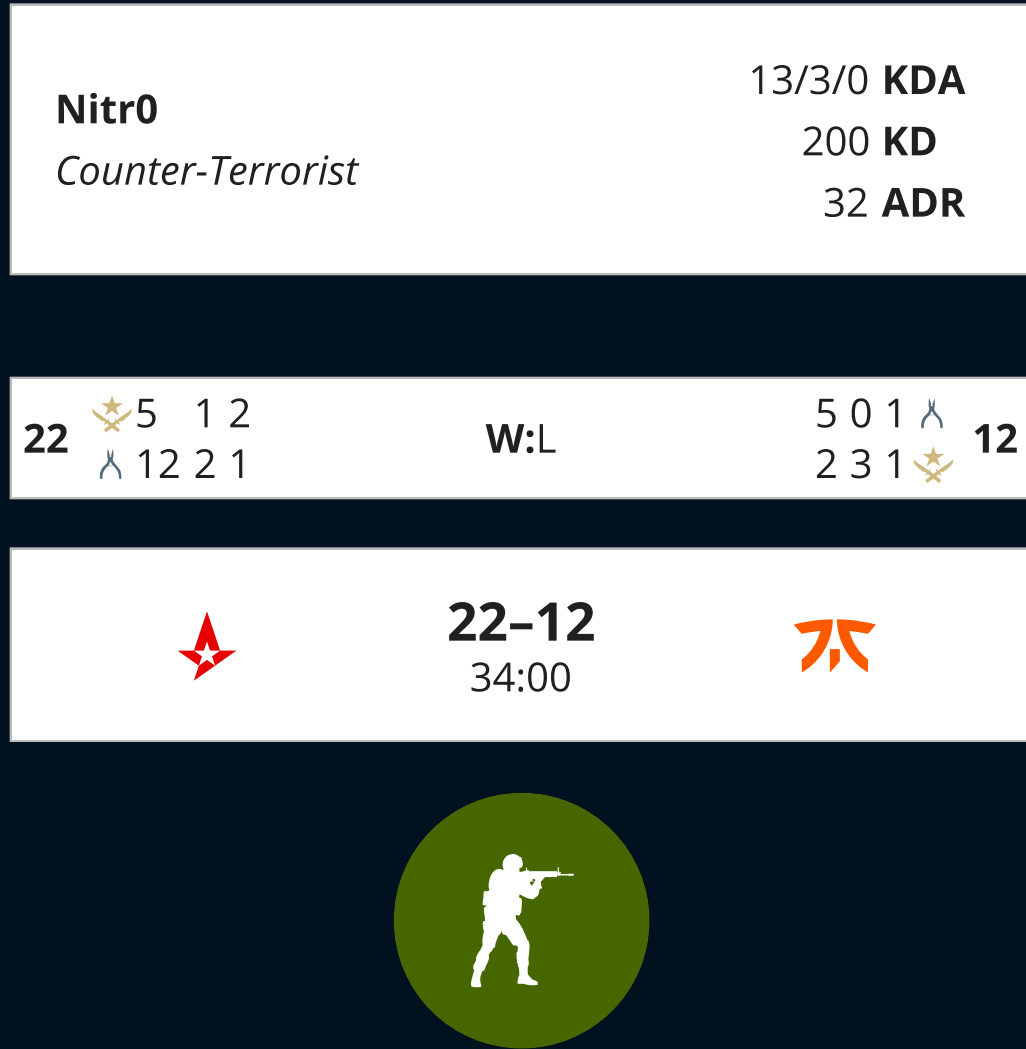



## Flow



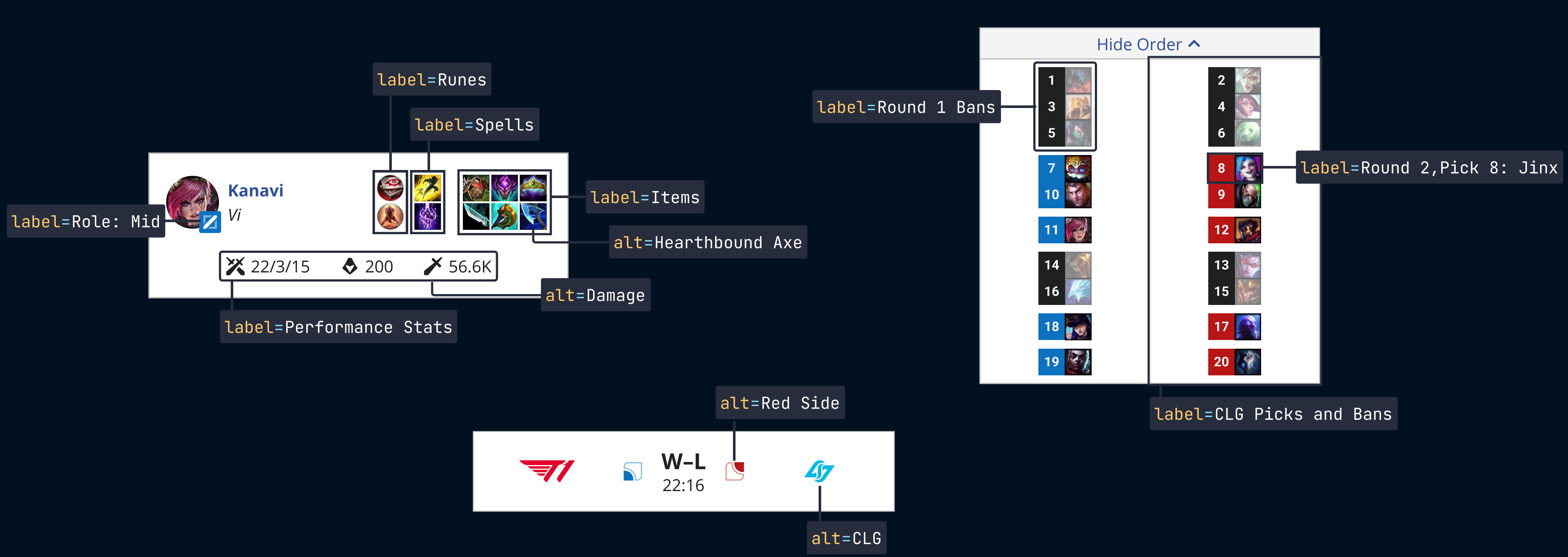

**PlayerName**  
*Vi*  
 22/3/15 200 56.6K  
 W:L 22:16  



**MATUMBAMAN**  
*Keeper of the Light*  
 2/9/22 200 8.1K  
 L:W 34:00  



**Nitr0**  
*Counter-Terrorist*  
 13/3/0 KDA  
 200 KD  
 32 ADR  
 W:L 22-12 34:00  


# Accessible Data





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

Before: color-only (non-accessible)

T1 3 | 1 CLG

September 9, 2022 - 02:25 EDT

	✓ 1h44m10s	
	✓ 20m5s	
	36m ✓	
	✓ 15m5s	



[Match Page](#)

After: unique shape/orientation (color added emphasis)

W-L 22:16



**An icon that included 2 known details from the game.**

	
23/6/15	12/15/9
32.5K	12.2K
3	6
1	
0	1
3	1
4	0

  
KDA

  
Gold

  
Towers

  
Inhibitors

  
Barons

  
Dragons

  
Heralds

many variations  
across products

 **3-1**   
 

League World 2022, Group Stage  
September 9, 2022 - 02:25 EDT

---


 **3-1**   
 


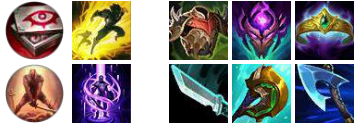

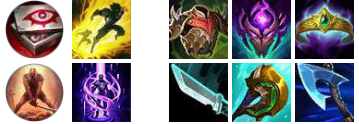
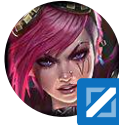
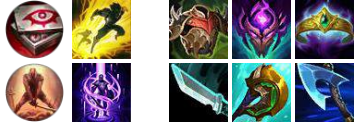
League World 2022, Group Stage  
September 9, 2022 - 02:25 EDT


Some icons needed more clarity.

# 4. Next Steps


## A/B: All Stats vs Separated




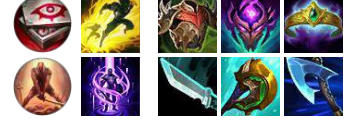
 <b>PlayerName</b> Heimerdinger	
22/4/2    200    56.6K	
 <b>PlayerName</b> Jayce	
1/6/22    200    56.6K	
 <b>PlayerName</b> Vi	
22/3/15    200    56.6K	




Performance
Loadout

 <b>PlayerName</b> Caitlyn	22/22/22 200 56.6K
---	--------------------------


Performance
Loadout

 <b>PlayerName</b> Caitlyn	
---	---



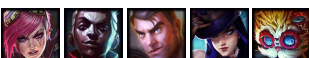
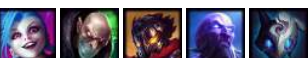
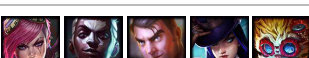
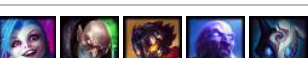
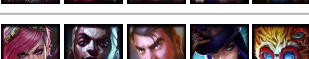
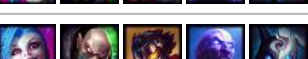
## A/B: Game Summaries vs None

  
**T1**  
 WWLW-



3-1


  
**CLG**  
 LLWL-

League World 2022, Group Stage  
 September 9, 2022 - 02:25 EDT


	W-L	
	W-L	
	L-W	
	W-L	

Game 1
Game 2
Game 3
Game 4


W-L  
 22:16
 



  
**T1**  
 WWLW-

3-1

  
**CLG**  
 LLWL-

League World 2022, Group Stage  
 September 9, 2022 - 02:25 EDT

Game 1
Game 2
Game 3
Game 4


W-L  
 22:16
 

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

**Designers**

**Engineers**

**Liquipedia**

**Nik Jeleniauskas**

**Laura van Helvoort**

**Radoslav Kolev, Erik Saler, Job Hilbers**