

Riot Games and Bayes Esports launch new LoL Esports Data Portal for teams, players, fan community

BERLIN AND LOS ANGELES, June 10, 2022 – Riot Games and Bayes Esports have teamed up to develop a first-of-its-kind centralized hub that will deliver competitive esports data sustainably to professional League of Legends (LoL) Esports teams, Riot Games' partners, and to the community. The LoL Esports Data Portal (LDP) will provide access to a wide variety of data to power teams, partners, and fan experiences, and will enable long-term growth for the wider esports community.

As industry leaders, both Riot Games and Bayes Esports share a common goal: to build a sustainable ecosystem of secure and scalable solutions aiming to benefit all those involved with the esports industry, from tournament organizers to the fans watching from home. The LDP has allowed more than 150 teams and partners worldwide access to LoL data easily through both UI and API. The data will allow teams to improve their pre-match preparations and post-match analysis, powering up the overall level of play all over the world.

Professional LoL teams across the globe are already seeing the value of the LDP across Riot-ran regions.

"The LDP has been a fantastic resource for Evil Geniuses that has helped propel our methodology in data and analytics to new heights," said Chris DeAppolonio, Chief Innovation Officer at Evil Geniuses (LCS). "With the LDP, we have direct access to key data points from games that have saved our team countless hours of number crunching and research, allowing us to instead put all of our effort in breaking down these insights and using it to inform our strategy and decision-making in future matches."

"The LDP has provided us with a great starting point from which we're building on top of in order to improve our teams' performance and stay ahead of the curve," said Apostol Tegko, Data Analyst for FNATIC (LEC). "It's an exemplary approach throughout esports."

Last year, Riot and Bayes rolled out the LDP to Riot-run professional LoL Esports regions, debuting the private and secure scrim data feature. Now, the [LDP also supports community use cases](#), such as Leaguepedia and Oracle's Elixir, by providing credible and sustainable access to data such as pro player statistics, match history data, and more. The LDP will be made available to individuals within the community for research purposes in the near future.

"We are excited to be laying the foundation and starting to share our vision for the future of esports data," said John Knauss, Lead of Competitive Data Programs for Esports at Riot Games. "From the beginning, our mission has been to enable our professional teams, partners, and community to revolutionize esports. Working with Bayes to develop the underlying tech to bring this vision to life has been a fantastic opportunity, and we are looking forward to continuing to push and differentiate esports in the space."

"We are always looking for opportunities to develop innovations that are beneficial to the entire esports industry," said Martin Dachsel, CEO and Managing Director of Bayes Esports. "Being able to work with Riot Games has given us a great opportunity to tailor technologies

to fit the needs of teams, players, and individuals. We believe that the LDP will be the next of many steps to continue to professionalize 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.

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 150+ 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.

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