LEAGUE OF LEGENDS is a multiplayer online battle arena video game. Players in teams paired by skill level compete in 20 to 50-minute matches and work together to reach a victory condition that often entails destroying the opposing team’s Nexus (a structure that lies at the heart of a base protected by defensive barriers). As of 2020, League of Legends is the world’s most-watched eSport in the world.

AGE: 13+ YEARS

DEVICE/PLATFORM:
WINDOWS and MAC OS

LINKS/RESOURCES:
NA.LEAGUEOFLEGENDS.COM

THEMES

TEAMWORK
In each game mode, teams must work together to destroy the opposing team’s Nexus after bypassing turrets and towers. The success of the match relies on the team’s ability to communicate clearly, listen well, and cooperate with each other.

EQUITY
League of Legends ensures that players have equal footing relative to their opposing team including matchmaking systems to make sure only similarly-skilled players can play against one another. Champion experience, gold earned and items bought are specific to each match and do not carry over to subsequent matches to guarantee fair chances at winning.

RESPONSIBLE DECISION-MAKING
Teamfight Tactics, an auto battler game mode, centers around a puzzle-like battlefield where players take turns strategically placing champions onto a game board and then engage in a short battle with the opposing team. The placement decision requires a thorough evaluation of future consequences where players must consider the well-being of their team members.

DISCUSSION PROMPTS

Which game map do you prefer - Summoner’s Rift or Howling Abyss? Why?

How do you communicate with your team and coordinate a strategy? Which practices work best for you?

What has playing in online teams taught you about how to work with others in real life?

Which Riot classification (Marksman, Mage, Slayer, Tank, Fighter or Controller) would you compare yourself to in real life? Why?