

---

# League of Legends - Interpretation of Spatial Situations

Tymoteusz Horbiński<sup>a</sup> \*, Krzysztof Zagata<sup>a</sup>

<sup>a</sup> Department of Cartography and Geomatics, Adam Mickiewicz University, Poznan, Poland, [tymoteusz.horbinski@amu.edu.pl](mailto:tymoteusz.horbinski@amu.edu.pl), [krzysztof.zagata@amu.edu.pl](mailto:krzysztof.zagata@amu.edu.pl)

\* Corresponding author: Tymoteusz Horbiński. [tymoteusz.horbinski@amu.edu.pl](mailto:tymoteusz.horbinski@amu.edu.pl)

---

## Keywords:

interpretation of spatial situations, League of Legends, video questionnaire, video games

## Abstract:

League of Legends is one of the most popular games in the world that exceeds the regular gamer-game relation. Thanks to the new initiatives of the game's owners (Riot Games), professional international and local tournaments were established. Watching the tournaments, as well as amateur streams on popular platforms (Twitch, YouTube) is now trending more and more. The fact that the game (particularly spatial situations) may be observed both by professional gamers and amateurs makes room for scientific studies.

The authors of this article wanted to establish whether or not the League of Legends game offers gamers with different levels of knowledge of the entire game and different range of cognitive skills the same interpretation of spatial situations.

The research was carried out in the form of a questionnaire (offline), in which respondents were supposed to watch five short videos presenting different situations during the game. Eighty-two respondents, divided into three groups, participated in the research. The Kruskal-Wallis test was used for the analysis of the differences between groups.

Thanks to this study it may be concluded that gamers on different advancement level do not present the same level of interpretation of spatial situations in the game. The authors, using the scheme of knowledge of the point, lane, and area in the construction of video questionnaire did not focus on the game as a whole, but wanted to highlight crucial elements of the entire game.

In video games, such as the League of Legends, it is difficult to notice the educational aspect at first glance, however, when cognitive skills are dissected into individual aspects, the phenomena that are associated with the interpretation of spatial situations can be directly observed on different groups of respondents.