

Research on Augmented Reality Technology and its application in reviewing champions in League of Legends

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Abstract: This topic aims to determine the important role of Augmented Reality (AR) technology in improving the gaming experience. The context of the topic raises the need to enhance interactivity and virtual reality in video games, particularly League of Legends. The research objective focuses on designing and implementing an AR system that allows players to effectively evaluate and analyze champions. The approach includes both theoretical and experimental research, with the aim of building a solution applicable in practice. The expected results provide a fresh perspective on how AR can change the gaming experience and make a significant contribution to the field of interactive technology.

Keywords: Augmented Reality, League of Legends, champion evaluation, virtual reality, experience improvement