

Forum:[Hack Forums](#)

Thread: [The average League player today is better than the Pro player in Season 1](#)

Incarnati0n - October 5, 2016, 12:43 pm

I don't remember which match but I heard a caster say that the skill par in the earlier Seasons was much lower than the average one today for casual players. And after a lot of thinking, it's actually unarguably true.

Look at the Season 1 World Championship for example, people are trading poorly, the CS counts are messed up all across the board at minute 10, everyone is trading in the middle of minions without accounting for the creep damage, just a lot of poor play that would not survive in today's age.

What could this hold to the future - does this mean in a few years the Godly youtube montages are going to be low Gold elo average gameplay? And how will that affect the higher elo, will people find ways to push champions to limits we didn't even know?

Let me know your thoughts.

Chad ThunderCock - October 5, 2016, 1:30 pm

I doubt it, there's an obvious skill ceiling and we're already at it, we've been at it for the past year or two already.

The casual players MAY improve with time but the pros you won't notice many changes

ka\$h - October 5, 2016, 1:51 pm

your not going to see much different unless some drastic changes are made to the game, I agree that skillcap has mostly been hit

Loot Lake - October 5, 2016, 3:07 pm

I mean did you think people were going to figure out everything in 1 year of the game being released? That's absurd. This isn't a fair comparison imo.

Speedyboosts - October 5, 2016, 6:17 pm

I don't think the average player is better than the players showed in that video, not even close. Cs Wise and even general understanding of the game

The video you just showed is probably equal to d5 ~ solo q on NA

Rafis - October 7, 2016, 12:57 am

(Oct 5, 2016 01:30 PM)-F0rsak3n- Wrote: [\[CITE\]](#) I doubt it, there's an obvious skill ceiling and we're already at it, we've been at it for the past year or two already.

The casual players MAY improve with time but the pros you won't notice many changes
Agreed on that point, but remember that the game changes A LOT. New champs, new objectives,

things will change in upcoming years that might change that thought.

IncarnatiOn - October 7, 2016, 1:57 am

Alright there seems to be a misunderstanding for whatever reason.

I know the bad are already separated from the good, and the great are separated from both.

I am saying the very standards that define that separation are not the same since a few years back, and honestly I've been around since Season 2 and I can tell you people are like 10x times better in general since like Season 3 to Season 6 as a sample size (~Gold elo when I play with my friends currently is somewhat similar to Season 2 high Diamond)

I hope that explains it better.

Chad ThunderCock - October 7, 2016, 6:37 am

(Oct 7, 2016 01:57 AM)IncarnatiOn Wrote: [\[CITE\]](#) Alright there seems to be a misunderstanding for whatever reason.

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I hope that explains it better.
eh.

I was Plat Season 3,4 and 5 stopped playing LoL 1 month into Season 5 and started playing again 2 months ago so almost 2 years break.

Already became Plat again with a 2 year break.

I honestly don't notice much of a difference to be honest but my overall game capabilities may have improve since in these 2 year break I became Global Elite in CS and a top player in another game.

Perilous - October 7, 2016, 1:56 pm

I still think the average player isn't better than an S1 Pro.

Galaxias - October 7, 2016, 4:03 pm

The game has since changed drastically over the past 6 years. Comparing an average league player from now to back when the game was at it's fairly early age is beyond stupid.