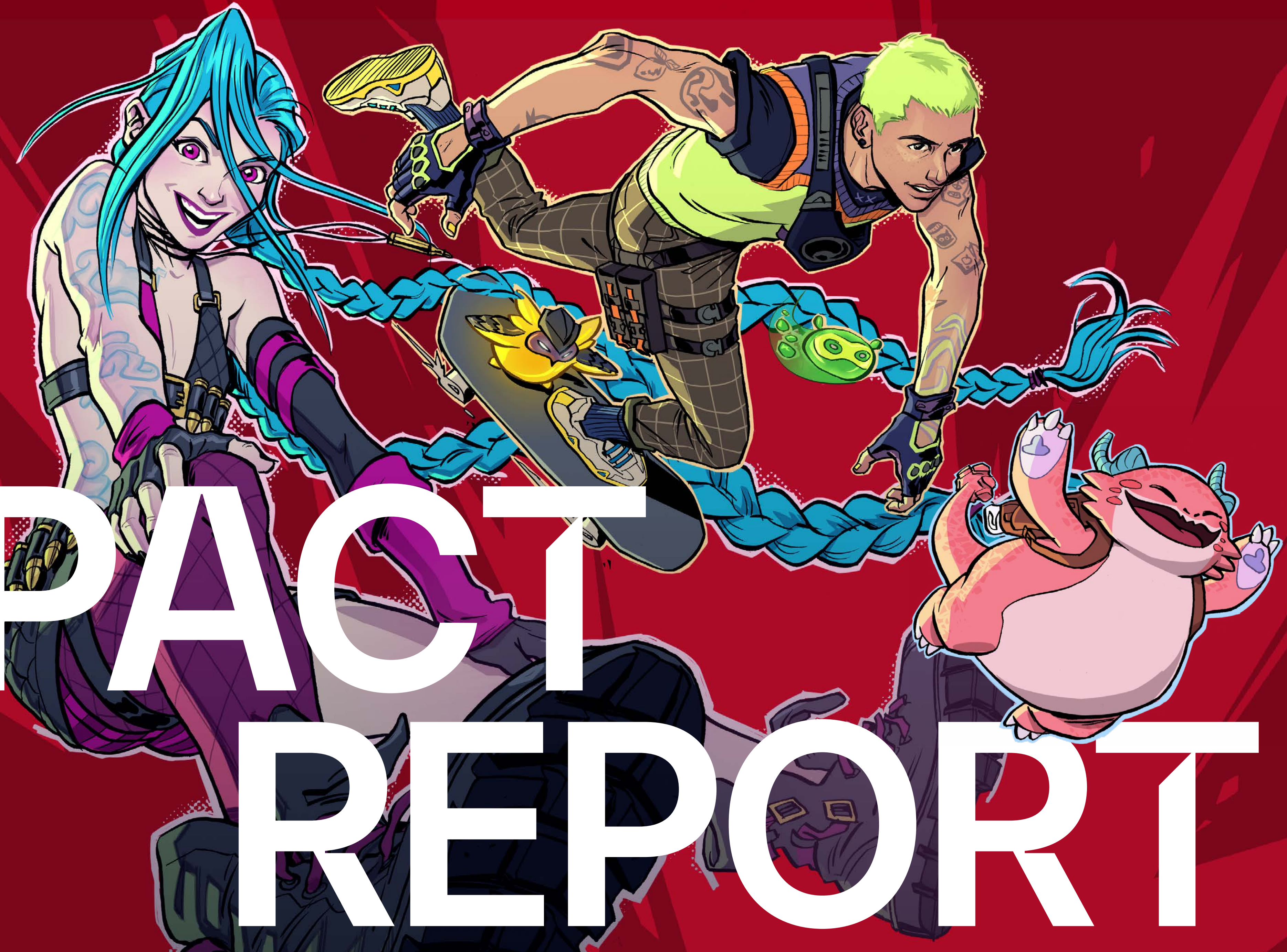


2024

IMPACT REPORT





A LOOK BACK AT 2024

2024 was a year of long-awaited stories, new platforms, and continuing to focus on what matters most to us: the players and communities we serve.

During the year, we celebrated League's 15th birthday with Player Days, raising money for the Riot Games Social Impact Fund. VCT Champs and Game Changers broke records. VALORANT—and Riot—arrived on console for the first time. Teams across Riot came together to bring Arcane to all our games and fans around the world with the release of Season 2. We added more Champions and Agents bringing new forms of representation to our games. TFT turned five, 2XKO had its first Alpha Lab, and Riftbound made its debut at the TFT Macao Open. And through it all, Rioters helped bring these moments and more to players in every corner of the world.

Inside Riot, we expanded internal programs for Rioters, created more opportunities for them to give back, and invested in organizations making a direct impact in communities we care deeply about. We also evolved our values to ensure Riot is set up for the future.

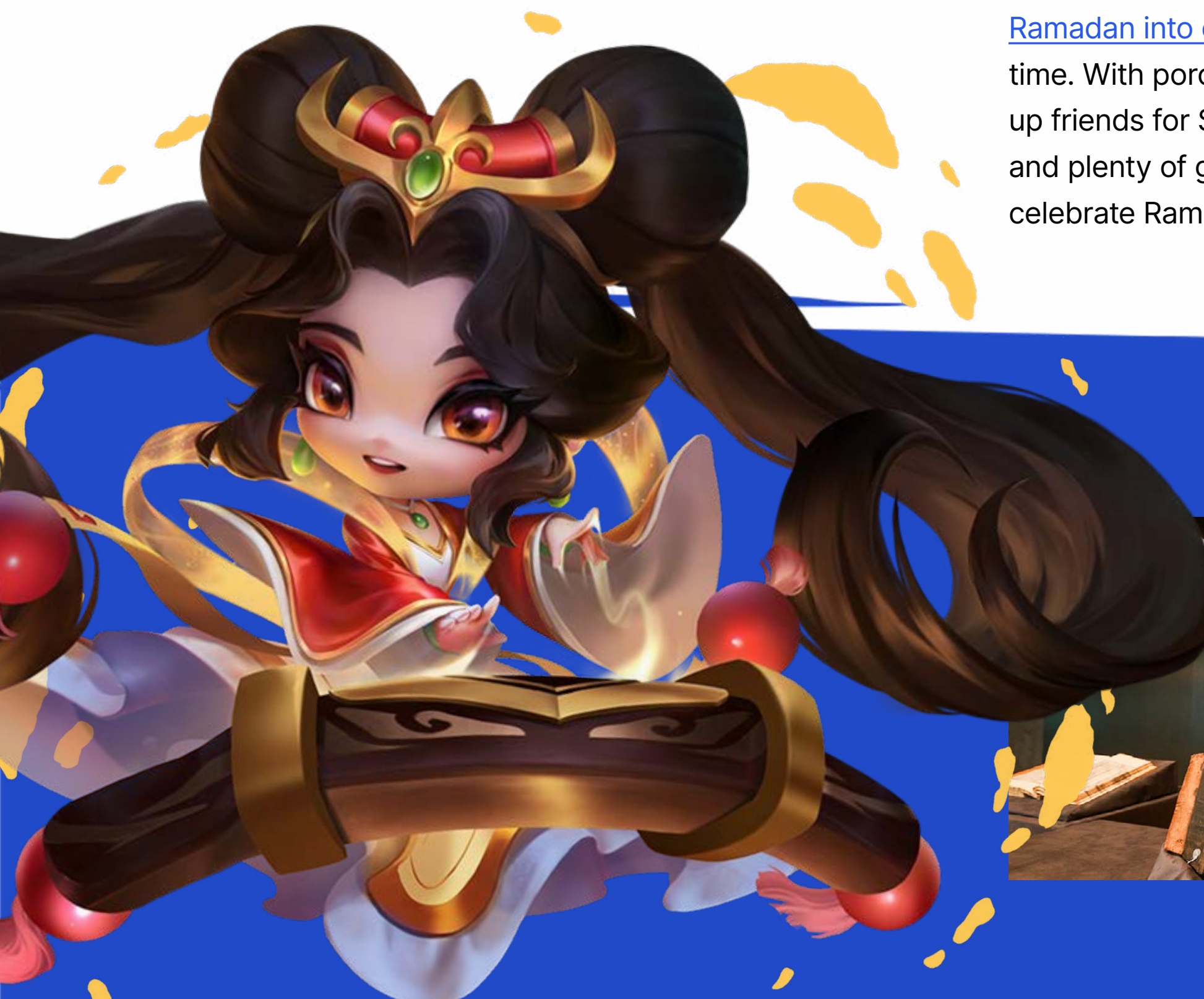
In this report, you'll see how these values come to life in our decisions to make it better to be a player, in our pursuit of making Riot the best place to make games, and in our focus on fostering an inclusive future for Rioters and for the gaming industry.





SERVING PLAYERS LOCALLY

This year our 20+ regional offices introduced new celebrations, added language support, and brought the local touch to our games.



Together Under the Crescent for Ramadan

Light up your lanterns! Rioters in Istanbul, Dubai, Jakarta, and Singapore collaborated with the Wild Rift dev team in Shanghai to bring [Ramadan into one of our games](#) for the first time. With poros banging on drums to wake up friends for Sahur, a brand new game mode, and plenty of gifts, these Rioters went all out to celebrate Ramadan with players in Wild Rift.



Year of the Dragon in Porcelain

League's Porcelain champion skinline exists in a world where protectors wield zodiac artifacts which channel their power through intricate pottery. To honor this skinline, the team in Shanghai worked with Jingde town, the porcelain capital of China, to create a custom vase to [celebrate the Year of the Dragon](#).



Reducing Lag with a Middle East Shard

We provided a smoother experience for League of Legends players across the Middle East when we delivered on our promise of launching a [server in the region](#). In addition to the new low ping, we also added Arabic to League and TFT so players in the Middle East can play our games in their preferred language.



Protecting Cultural Heritage in Korea

Since 2012, Rioters in Seoul have worked with Korea's Cultural Heritage Administration to [protect, restore, and inform Korea's heritage](#). In 2024, Riot supported the repatriation of the historic plaque from Seonwonjeon Hall in Gyeongbokgung Palace and sponsored the recreation of Joseon-era artifacts, including a ten-panel folding screen of books symbolizing the scholarship and learning of the Joseon royal family.

SERVING PLAYERS LOCALLY

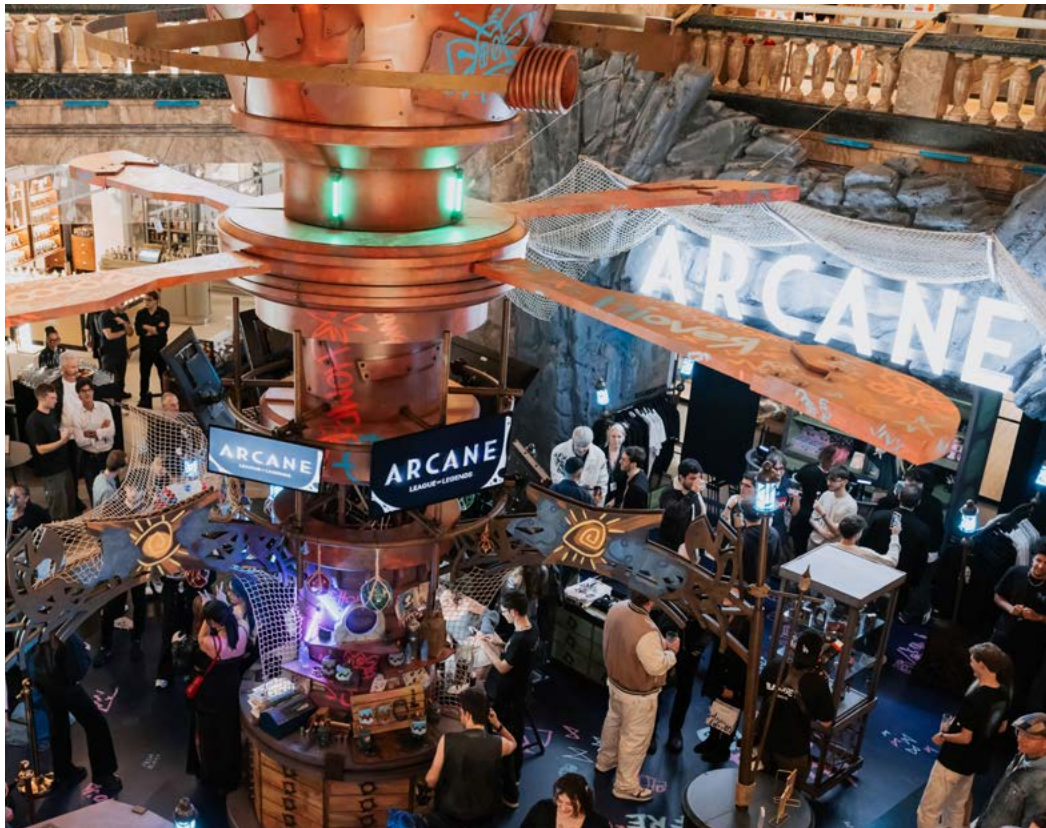
ARCANE

EVENTS AROUND THE WORLD

As players around the world anticipated the final chapter of Arcane, our teams brought the show to life in cities across the globe. From immersive art installations to fan-filled pop ups, here are a few of the ways we celebrated Arcane Season 2 together.

20+
EVENTS
around the world

 PARIS, FRANCE



Jinx's Workshop

In the run-up to the League of Legends Worlds Semifinals, the team in Paris transformed the historical Galeries Lafayette Champs-Élysées into Jinx's turbine-based workshop. Only fitting for all the tears shed to "[Ma Meilleure Ennemie](#)" in Season 2.

 TAIPEI



Bridge of Progress

In Taipei City, players walked across this recreation of the Bridge of Progress, the border between Piltover and Zaun. Free and open to the public, this pop-up was a place to play mini-games, show off your cosplay, and come together with other fans of Arcane.

 SHANGHAI, CHINA



The Art of Arcane at UCCA Edge

In December, Arcane: The Art of Loving opened at Shanghai's UCCA Edge. Showcasing the show's concept art, storyboards, and animation techniques, the exhibition provided a behind-the-scenes look at how Arcane went from sketch to screen.

 SÃO PAULO, BRAZIL



All Things Arcane at CCXP

Following the conclusion of Arcane Season 2, cast, crew, and cosplayers [came together in São Paulo](#) for CCXP. Across the five days of the event, there were fan meet-ups, photo shoots, and even a performance of "[Spin the Wheel](#)."



SERVING PLAYERS LOCALLY

ARCANE

WATCH PARTIES AROUND THE WORLD

Arcane is better with friends. From local groups to rented-out theaters to massive themed events, whether you were on your couch or surrounded by other fans, we hope you had a blast watching Arcane Season 2.

📍 LOS ANGELES, U.S.

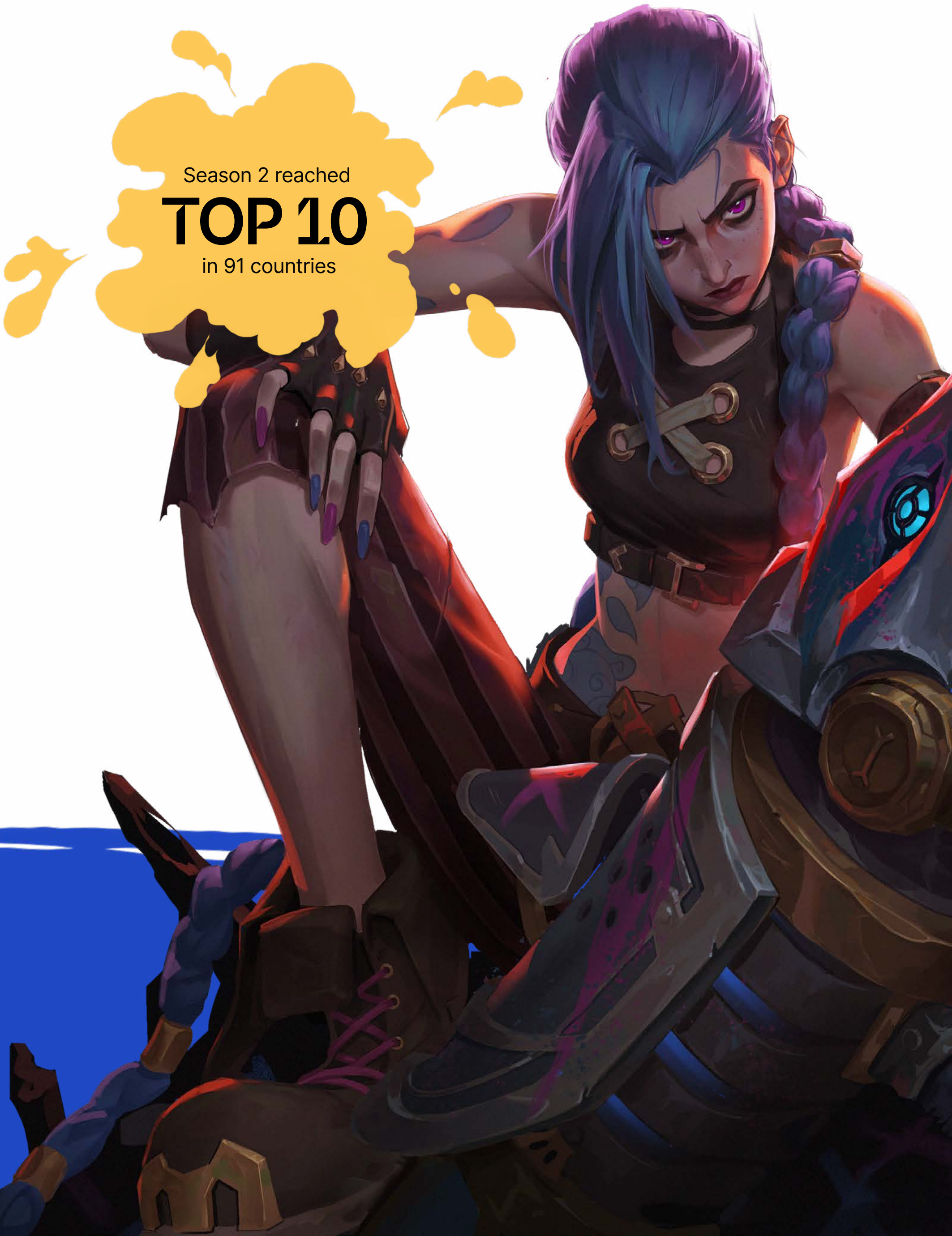


📍 SHANGHAI, CHINA



Making Arcane Accessible

To help as many Arcane fans as possible worldwide enjoy the show at these events, our product accessibility team built a framework to ensure both physical and digital events were accessible to everyone who wanted to watch. Covering everything from digital platforms to sign-language best practices to wheelchair access, the guidelines helped ensure every event team was equipped with the resources they needed to deliver an impactful experience for everyone who wanted to watch Arcane with other fans.





DRIVING INCLUSION

IN-GAME AND OUT

From building programs for Rioters to being in service to product teams who create resonant characters and stories, D&I drives us forward in both real and virtual worlds.

Partnering with IP Strategy

When players see themselves reflected in our games—not just visually, but emotionally—it builds lasting connection. In 2024, our D&I team partnered closely with IP strategy and creative teams to foster inclusive storytelling that embraces the fiction of our fantasy worlds while staying grounded in real identities, cultures, and lived experiences.

By supporting teams from the very beginning of the design process with insights, frameworks, and guidance, Rioters are able to bring characters to life in ways that feel authentic and deeply resonant.

Inclusion Workshops

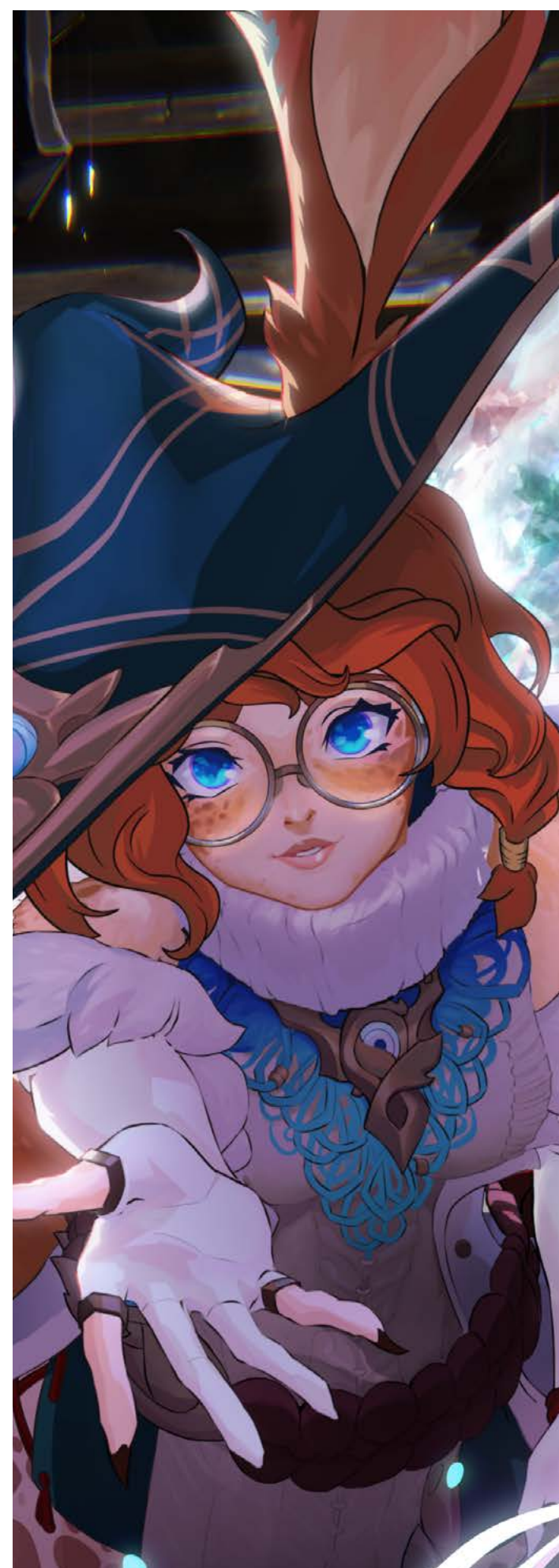
We know that in order to create the best experiences possible for players, all Rioters need to be at the top of their game. As part of our ongoing mission to help Rioters do their best work we spent 2024 focusing on global engagement supporting all Rioters' personal and professional growth. We led a series of facilitated workshops centered on the nuances of soft skills and the importance of it in the workplace. The end goal: a stronger, more empathetic Riot.





IN-GAME REPRESENTATION

Bringing new forms of representation to Runeterra and Alpha Earth.



Aurora

In Runeterra, League's ever-growing roster of 170+ champions brings a wide variety of unique perspectives. While League exists in a different universe from our own, its characters can draw inspiration from real-world experiences, identities, and traits.

A cottagecore-inspired bunny witch who walks between worlds, Aurora often finds the mortal world overwhelming. While Runeterran's wouldn't call it autism, her experiences are intentionally designed to reflect life on the spectrum. The team [worked carefully](#) to ensure she authentically represents neurodivergent experiences.



It's impossible to fully encapsulate the autistic experience because it's a spectrum. Everyone experiences it differently. We wanted to capture both common experiences and the most basic part of having autism: The way our brains work—the way we view the world, it doesn't match the expectations that others have. And that's really what we want to shine through for Aurora. She shouldn't meet expectations."

- Riot Apothecarie, Narrative Writer for Aurora

Clove

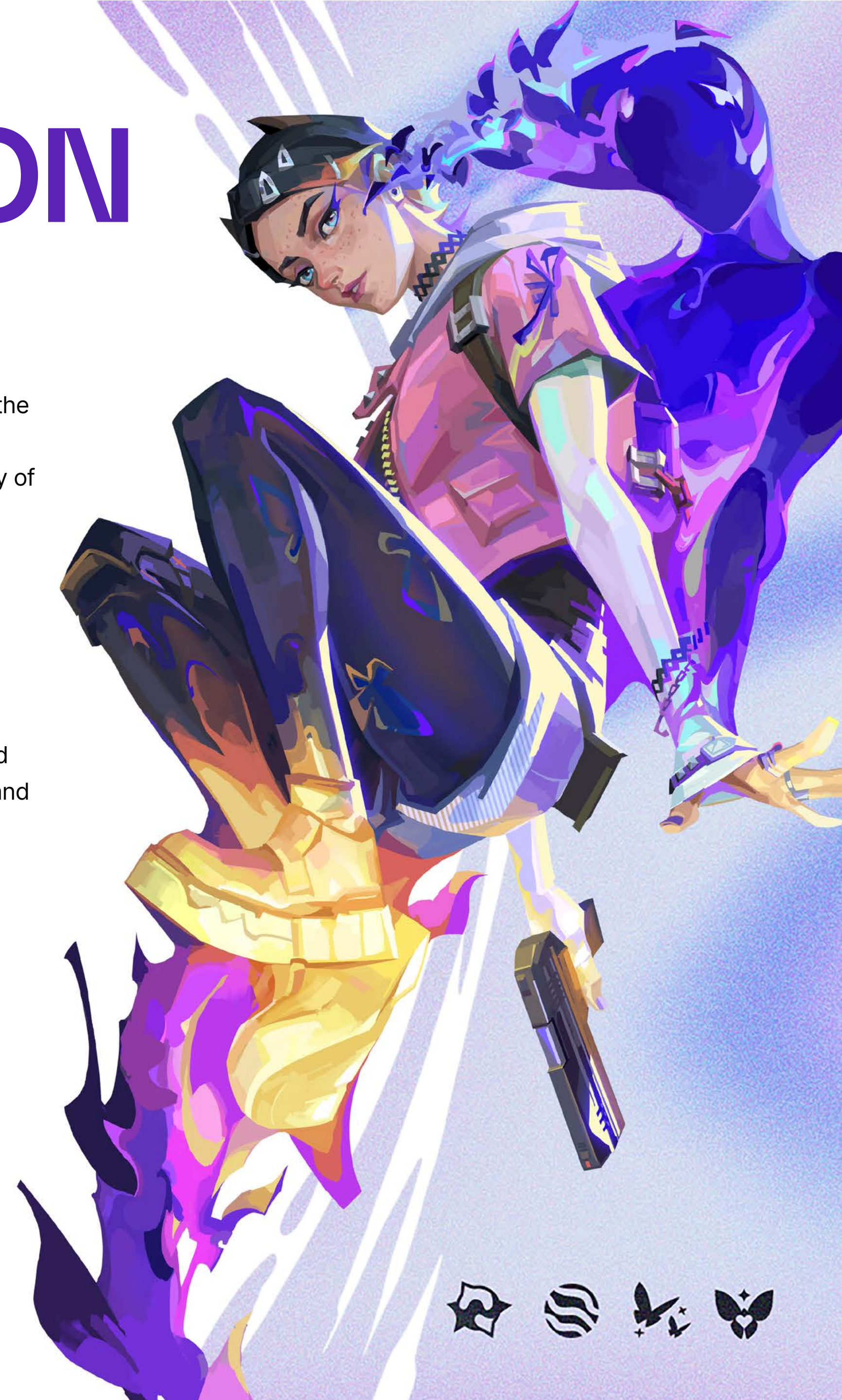
In VALORANT, the agents of Alpha Earth reflect the world around us. So the team has placed a huge focus on having a roster represented by a variety of identities, cultures, and characteristics.

Scottish troublemaker Clove joined VALORANT in March. The new Agent is an immortal with the ability to resurrect in-game, has a kit that's had a profound impact on the VALORANT meta, and identifies as non-binary, using they/them pronouns. To bring Clove to life, the team worked with professional consultants to deeply understand Scottish culture and the non-binary experience.



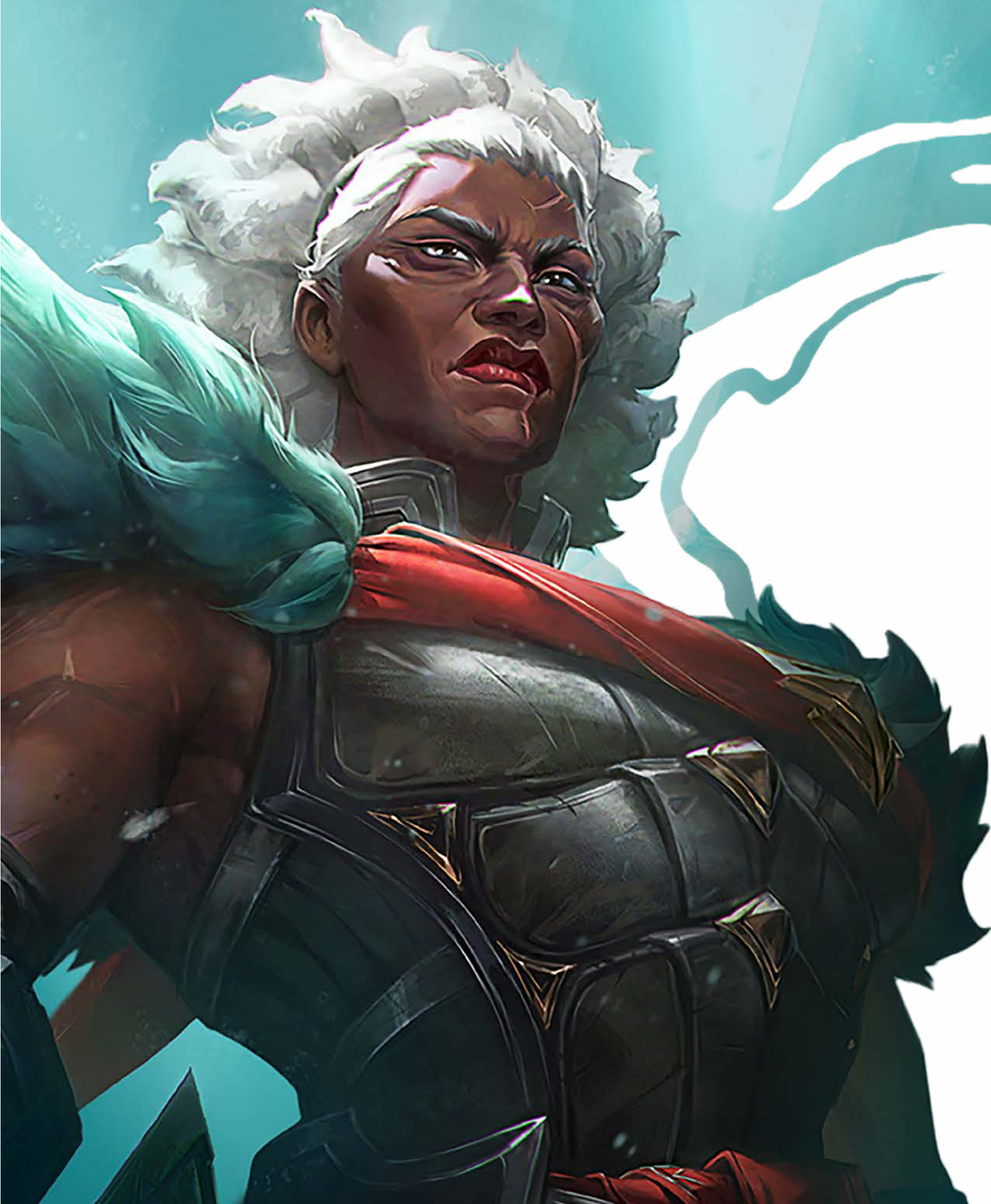
When creating an Agent, we strive to authentically represent a cast of characters that reflect our global player base. This extends beyond just location and culture—Clove's gender identity, along with their personality and unique gameplay style, is an equally important facet that has helped shape who they are as a VALORANT Agent."

- John G., Agents Lead





REPRESENTATION IN ARCANÉ



Ambessa

Dominant, calculating, and utterly uncompromising—Ambessa Medarda made her mark on Arcane Season 2 as a [commanding force](#) who expands the representation of power in Runeterra’s ever-evolving story.



Ambessa is a very layered character because we wanted to convey the many aspects of her personality—her domineering side, making an example of people, proving she’s the strongest in the room, while also showing her intelligence and leadership. We had a lot of conversations about how to represent her as a Black woman. Ambessa shows the full range of human emotion. She can be a little messy, she can be a bit mean, but you can also see the hard work and effort it took to get to where she is.”

- Taylor D., Narrative Writer on Ambessa



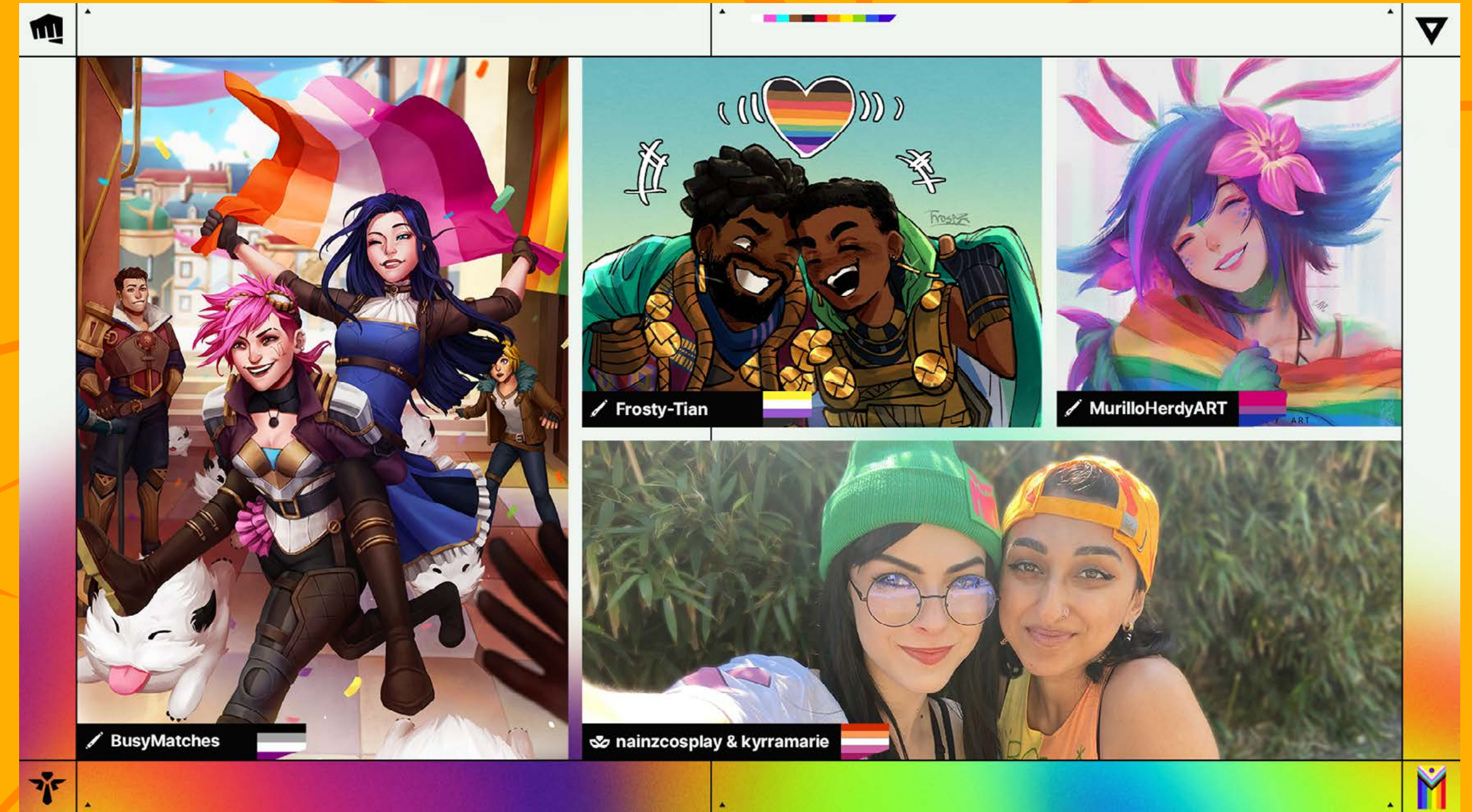
CaitVi

In 2011, a sheriff from Piltover named Caitlyn entered League of Legends. A year later, Vi, a pink-haired brawler from Zaun, joined the game. Though they came from different sides of their divided city, the two women were linked by voicelines containing an auspicious number of cupcake references. Players speculated, theories spread, and the name CaitVi was born. But nothing was ever confirmed... until Arcane Season 2.

After more than a decade of speculation, fan-made ships, and will-they-won’t-they moments, Caitlyn and Vi’s relationship finally took the next step. While the writers behind Arcane had so much history to consider with all of these characters, this was one relationship they knew they had to get right.

CELEBRATING PRIDE WITH THE COMMUNITY

For Pride 2024, we opened up a platform for players to share their creativity through art, cosplay, and more. Throughout the entire month of June, players everywhere shared their work showcasing the abundance of talent, imagination, and passion across the community.



March for Pride

We took our annual March for Pride campaign to Rioters across the globe in 2024. It ran through June and July where Rioters raised funds for nonprofits by participating in activities promoting physical, mental, or emotional well-being.





GAME CHANGERS × SHOPIFY REBELLION

In 2024, VALORANT's Game Changers program reached new heights, proving that the future of esports is more inclusive than ever. The Game Changers Championship [shattered viewership records](#), marking a milestone for women's esports and demonstrating the increased support for diverse talent at the highest levels of competition. The winners, Shopify Rebellion, received an invite to the 2025 Challengers Qualifier where they went on an impressive lower bracket run to qualify for the North American Challengers League.

This past year saw heated competition, records being broken, and more talent on the Game Changers circuit than ever before. But it is still only the beginning of a future where esports is more accessible, competitive, and inclusive.

100+ TEAMS

competed in Game
Changers Events

466K

PEAK VIEWERS
Game Changers
Championship

SPOTLIGHT SERIES



We also introduced the Spotlight Series, a new off-season event where organizations brought their rosters together to compete in a four-team mixed-gender tournament. This innovative format brought together the best of the best in Game Changers and VCT players to compete alongside and against each other, further proving the depth of talent in the circuit.





FOSTERING A HEALTHY ECOSYSTEM

Making our games more fair, friendly, and fun takes collaboration across teams focused on what players care about most. From player dynamics to anti-cheat, here are some highlights from 2024.



Anti-cheat Expands to League

Our industry-leading anti-cheat solution, Vanguard, was ported to League of Legends in Spring 2024 after years of effective utilization in VALORANT. In League, cheating often takes the form of “scripting,” or using third-party applications to automate portions of gameplay. Vanguard [immediately obliterated cheaters](#) first on League PC, then on Mac, using our one-of-a-kind Mac anti-cheat solution, Embedded VG. The future will see us also using Vanguard to combat the less-subtle forms of rank manipulation, like account boosting, in order to continue defending the competitive integrity of LoL’s ranked queues.

450K

accounts banned for
cheating

<1%

scripting in
ranked games

3.5M

botting accounts
removed

Riot Voice Evaluation (RVE)

Every year, our player dynamics team has been steadily improving how we identify and mitigate disruptive behavior in voice chats in VALORANT. In 2024, we launched RVE in almost every Riot region for English voice chat. For the first time, our voice moderation system spans Xbox, PlayStation, and PC helping us identify and respond to disruptive behavior across all platforms. This milestone reflects our commitment to player safety and lays the groundwork for future improvements like expanded language support and stronger detection of harmful behavior.



RIOT GAMES

SOCIAL IMPACT FUND

In 2024, players continued to support the efforts of the [Riot Games Social Impact Fund](#) through in-game fundraisers. Since the fund was founded in 2019, we've been able to support over 450 organizations. These nonprofits are doing crucial work in all corners of the globe from creating pathways for education to helping disaster relief to restoring ecological landscapes. Thanks to players, the fund has been able to support all of these organizations in their important missions.

\$63.3M

RAISED
SINCE 2019



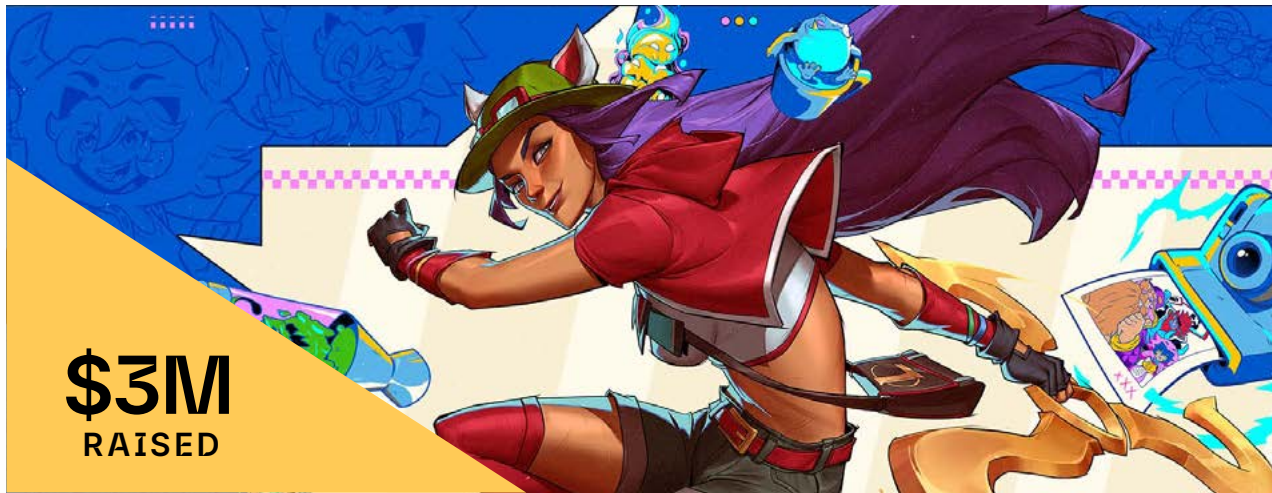
VALORANT



Give Back Bundle

For VALORANT's annual Give Back Bundle, players voted to bring back skins from the Reaver, Oni, and Ion skinline with a portion of all proceeds going to the Riot Games Social Impact Fund.

PLAYER DAYS



Player Days Fundraiser

We held Player Days to celebrate League's 15th birthday. The party included free in-game rewards, playlists, and artist brushes as well as the introduction of three new Superfan skins with 100% of proceeds, plus a 3x match, going to the Riot Games Social Impact Fund.



SESAME WORKSHOP
Joan Ganz Cooney Center

Digital Thriving Playbook

After three years, the [Thriving in Games Group](#) launched the [Digital Thriving Playbook](#)—a first-of-its-kind roadmap and evergreen resource for prosocial design to promote healthier gaming communities. Powered by the Riot Games Social Impact Fund in partnership with the Joan Ganz Cooney Center at Sesame Workshop, we celebrated the launch of the playbook with the Inaugural Digital Thriving Summit at Riot HQ.



SUPPORTING ORGANIZATIONS

AROUND THE INDUSTRY

From the first day of school to graduation, we're partnering with organizations to build a more inclusive future for the gaming industry.

Running It Back with DonorsChoose

After a successful first year in 2023, we ran it back with [DonorsChoose in 2024](#), committing to another donation matching campaign ahead of the 2024–25 school year. From building esports clubs to launching game design classes, this initiative helps middle and high school educators turn students' passion for games into pathways for learning, collaboration, and career exploration.

By funding [teacher-led programs](#) at equity-focused schools, the campaign puts resources directly into the hands of educators—empowering them to make the biggest impact where their students need it most.

459

Projects Funded

342

Teachers Supported

7,182

Students Impacted

84.1%

Funded Projects were from
Equity Focus Schools



The materials provided through this project transformed how my students learn and engage with one another. By giving them access to cutting-edge gaming tech, they've developed teamwork, communication, and strategic thinking skills that carry over into their academic lives. Thank you to the Riot Games Social Impact Fund for helping us turn a simple idea into an opportunity for learning, connection, and growth."

- Mr. Nicolais - University Preparatory Charter High School, Bronx, NY



Reboot Representation

We joined the Reboot Representation Tech Coalition in 2019 to help them achieve their goal of doubling the number of Black, Latina, and Native American women graduating with computing degrees. They've hit that milestone—two years ahead of schedule.

The [Tech Coalition](#) has been able to invest in the careers of 1,000 Reboot scholars entering the industry. By empowering more underrepresented women to pursue their educational goals, we're investing in a future where the people shaping the gaming industry reflect the communities we serve.

Photo Courtesy of Reboot Representation



BUILDING COMMUNITY

The gaming industry of tomorrow starts with the work we do today. Throughout the year, Rioters connected with a variety of different backgrounds and communities to inspire the next generation of game devs.



FutureFest: Opening Doors in Gaming and Tech

In June, Riot Noir and Riot Unidos partnered with SoLa Impact to host FutureFest, a one-day summit at the [SoLa Tech & Entrepreneurship Center powered by Riot Games](#). 170 local high school students explored careers in gaming through hands-on workshops, panels, and a tech expo, all designed to demystify careers in the industry and show what's possible for the next generation of creators.



Arcane x Afrotech

With Afrotech landing in the middle of Arcane Season 2, Ekko, Mel, and Ambessa took center stage in our Arcane-themed booth. [Over 40 Rioters](#) made their way to Houston for Afrotech—including engineers, hiring managers, and leaders—with a focus on having meaningful conversations with the 1,000 attendees that stopped by to learn about careers at Riot.



Building Future Founders with UrbanTXT

For the second summer in a row, we partnered with [UrbanTXT](#) to host 60 students through their Summer Coding Leadership Academy. Over seven weeks, students worked from Riot's offices to build real products in small teams—with roles like Product Manager and UX Designer—guided by workshops, a full-day hackathon, and 1:1 mentorship from Rioters across tech, design, and product.



Uplifting the Next Generation with Riot Unidos

For the second year, Riot Unidos partnered with Latinx in Gaming to support Latinx students exploring careers in gaming and tech. With a flexible structure and a focus on personal and professional growth, Rioters met with mentees over several months to offer guidance, share industry insights, and help them take the next step in their journey.



GLOBAL SERVICE MONTH

Rioters around the world came out for the 9th annual Global Service Month with 17 offices giving back to their local communities.

Mercer Island

Worked with the Mercer Island Pioneer Park to remove ground ivy and lay survival rings around trees

Los Angeles

Created Build-A-Buddy kits with City Year to help social-emotional learning for students

São Paulo

Teamed up with Vocação to host a lesson in gaming careers for students

Dublin

Worked with the Dublin Simon Community creating hundreds of toiletry kits for people experiencing homelessness

Berlin

Partnered with Berliner Tafel to pack food for people in need

Istanbul

Helped pack early childhood development kits that provide essential resources to children in Earthquake-affected areas

Tokyo

Volunteered with Green Bird to clean up Omotesando, a beautiful tree-lined avenue in the city

Bangkok

Partnered with the Bangkok Community Help Foundation to prepare and distribute meals to the elderly and people experiencing homelessness

Sydney

Worked with Thread Together to sort new clothes to be given to communities in need

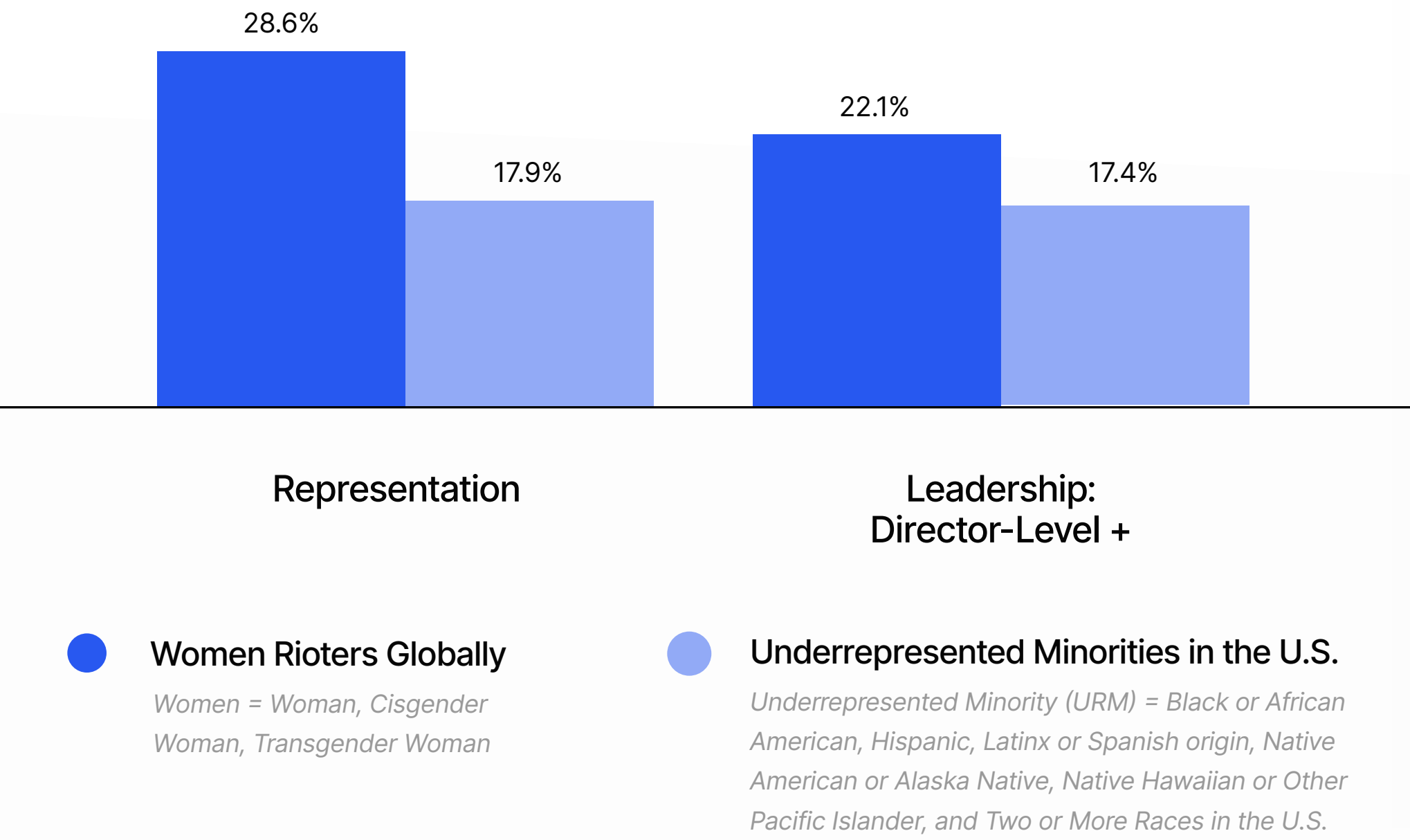
This is only a snapshot of the offices that participated in Global Service Month. Rioters in Paris, Mumbai, Manila, Redwood City, Singapore, Barcelona, and Reading also showed out for their local communities.



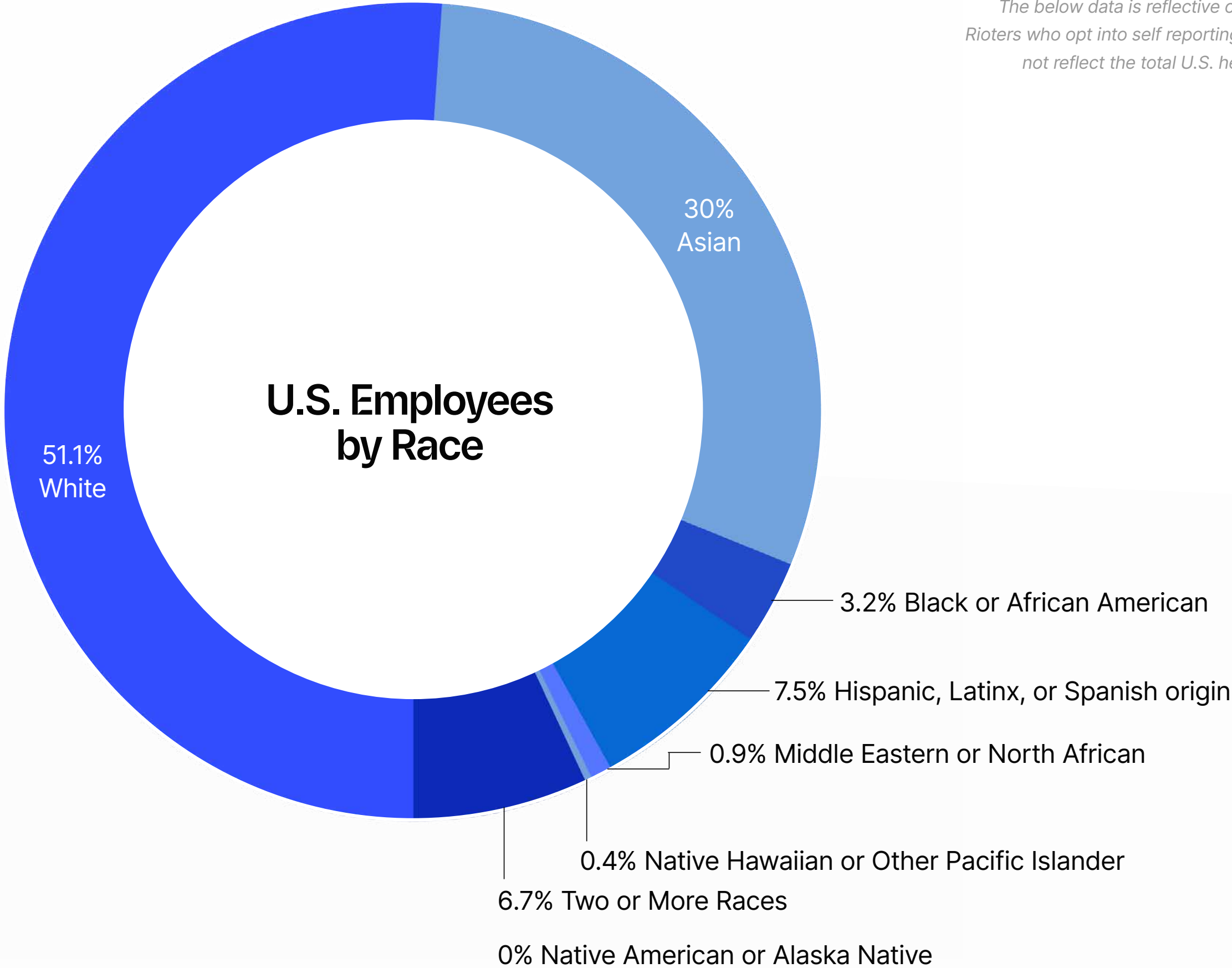
PEOPLE OF RIOT

Each year we share a snapshot of the demographics of Rioters as part of our commitment to transparency. Here's the data from 2024:

Demographics Breakdown



The below data is reflective of the U.S. Rioters who opt into self reporting; they do not reflect the total U.S. headcount.



Equity Work

Riot works with an expert third party to perform comprehensive pay equity reviews multiple times a year. This process uses a variety of checks to evaluate whether compensation and promotion outcomes are equitable for all Rioters when reviewed across the organization. Riot works with an additional third-party expert to perform a comprehensive gender pay equity analysis using alternative methodology as part of Riot’s Consent Decree. Under both methodologies, Riot continues to not see any systemic statistically significant differences in pay or promotions.



OUR BENEFITS

Our benefits took another step forward in 2024, adding support for both physical and mental therapy. Combined with [existing benefits](#) like our sabbatical program, wellness fund, and open PTO policy, we're continuing to invest in the health and happiness of Rioters to ensure everyone has the resources they need to thrive.

Doubling (or tripling) Rioters donations

Riot's donation-matching platform gives Rioters the opportunity to have every donation to approved nonprofit organizations matched up to 1,000 USD per Rioter. Working closely with our Rioter Inclusion Groups (RIGs), we also activate 2X matching during Heritage Months and moments like Giving Tuesday to help Rioter contributions go even further.

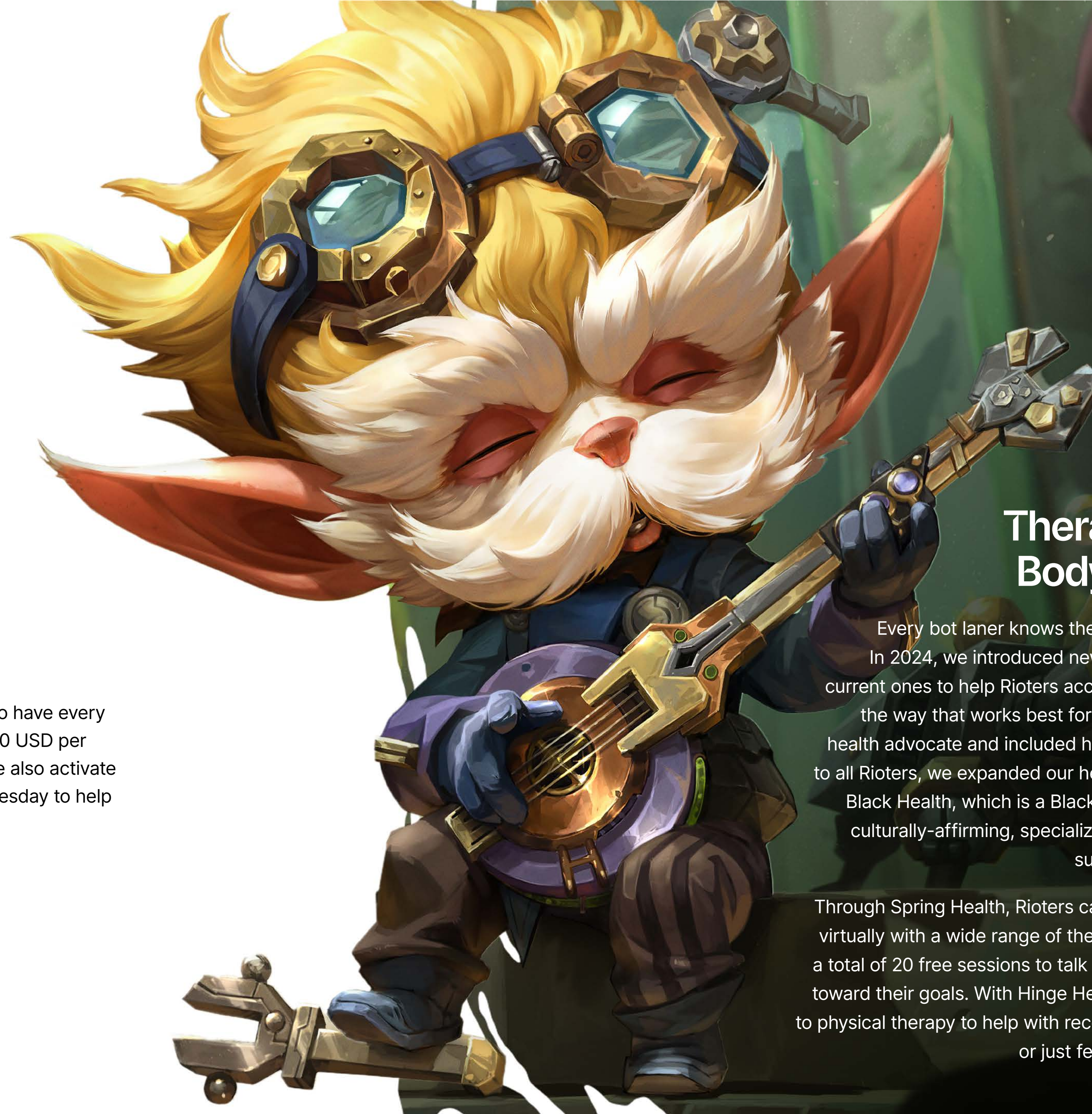
Here's the impact our donation matching campaigns had in 2024:

\$685K

Donated

701

Nonprofits Supported



Therapy For the Body and Mind

Every bot laner knows the value of good support. In 2024, we introduced new benefits and widened current ones to help Rioters access care and support in the way that works best for them. In addition to our health advocate and included health offerings available to all Rioters, we expanded our health benefits to include Black Health, which is a Black-led team of dedicated, culturally-affirming, specialized-care coordinators to support our Black Rioters.

Through Spring Health, Rioters can connect in-person or virtually with a wide range of therapists and coaches for a total of 20 free sessions to talk things out while moving toward their goals. With Hinge Health, Rioters get access to physical therapy to help with recovery, injury prevention, or just feeling better day-to-day.

