The Data

Data Description

The data was scrapped from the sofifa website using a python crawling script. The website contains the data from the EA Sports' game FIFA and gets updated regularly with the release of new versions of the game. data developed by Electronic Arts for the latest edition of their FIFA game franchise. Through several research projects done on soccer analytics, it has been established in the field of academia that the use of data from the FIFA franchise has several merits that traditional datasets based on historical data do not offer. Since 1995 the FIFA Soccer games provide an extensive and coherent scout of players worldwide.

For each attribute, we have an integer from 0 to 100 that measures how good a player is at that attribute. Examples of attributes are: dribbling, aggression, vision, marking and ball control. Observe that it seems to be unfeasible to accurately characterize players in these attributes automatically. Thus, all of those are gathered and curated by the company whose job is to bring the gameplay closer to reality as possible, hence preserving coherence and representativeness across the dataset.

The FIFA 18 dataset that has been used for this analysis provides statistics of about 16000 players on over 70 different attributes. These attributes are optimal indicators to determine the performance of a player at a particular playing position.

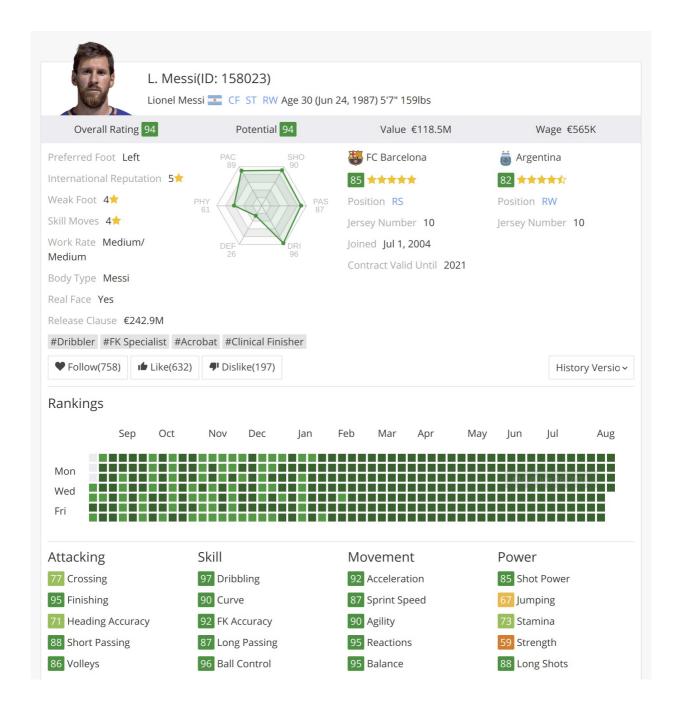
Data Collection

After extensively studying the structure of the website, the crawler was designed to scrape the website in two steps. The first step was to scrape the main page of the webpage which contains basic player information in a table. Apart from extracting the basic player info the crawler extracted the url of the player's detailed statistics page.

The table on the webpage had entries for 80 players on each page and the url of the page took offset for player id as a query parameter. The scrapper managed to algorithmically generate the urls of all the pages on website by manipulating the offset query in the url and iteratively visited all the pages to extract the details.

All Players 0 - 50 Toggle Columns: Basic v Attacking v Skill v Movement v Power v Mentality v Defending v Goalkeeping v Special v BASIC SPECIAL RESET NAME HITS / COMME... L. Messi FC Barcelona 30 94 €118.5M €565K 2161 0.2K / 31.4K CF ST RW 2004 ~ 2021 Real Madrid CF Cristiano Ronaldo 32 94 €95.5M €565K 2228 0.1K/38K 94 LW ST 2009 ~ 2021 Paris Saint-Germain Neymar 92 93 €119.5M €280K 25 2105 <100 / 20.6K 2017 ~ 2022 🐺 FC Barcelona 🚢 L. Suárez 30 92 92 €97M €510K 2321 <100 / 1.3K 2014 ~ 2021 FC Bayern Munich M. Neuer 92 31 92 €61M €230K 1487 <100 / 2K 2011 ~ 2021 Manchester United De Gea 93 91 €74.5M €295K 1465 26 <100 / 7.6K 2011 ~ 2019 (iii) Manchester City K. De Bruyne 91 92 26 €104.5M €395K 2234 0.1K / 7.3K CAM CM 2015 ~ 2023 FC Bayern Munich R. Lewandowski 91 91 €355K 2151 <100 / 4K 28 €92M 2014 ~ 2021 (E) Chelsea E. Hazard 91 91 €95.5M €405K 2122 0.1K / 9.4K 26 2012 ~ 2020 Real Madrid CF T. Kroos 90 €79M €340K <100 / 3.8K 27 90 2189 CM CDM 2014 ~ 2022 FC Bayern Munich M. Hummels 28 90 90 €62.5M €215K 2063 <100 / 0.5K 2016 ~ 2021

The next step was to use the collected urls for individual players to scrape data from their details page. This page contained skill statistics, team affiliations and performance statistics for the player.



Content

The scrapped dataset has the following properties:

- Every player featuring in FIFA 18
- 70+ attributes
- Player and Flag Images
- Playing Position Data
- Attributes based on actual data of the latest EA's FIFA 18 game
- Attributes include on all player style statistics like Dribbling, Aggression, GK Skills etc.

• Player personal data like Nationality, Photo, Club, Age, Wage, Salary etc.

Data Cleaning and Manipulation

As the data was scrapped from a website it had several inconsistencies and properties that made it unfit for appropriate exploratory analysis. In order to prepare the data, the following steps were performed:

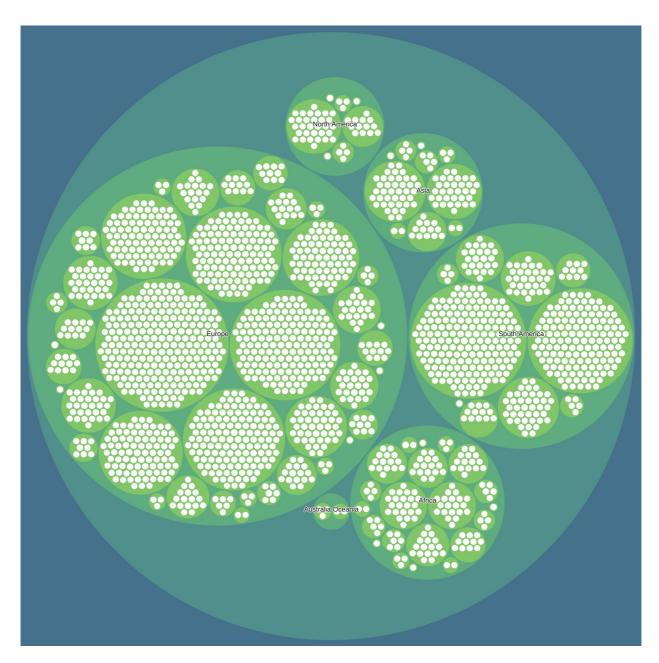
- The Wage and Value of all the players were in form of strings with the symbol of the currency in front of the values €190K. These had to converted to numeric values.
- The preferred positions of all the players was available as a space separated string (ST Lw) which was converted to a list for easier retrieval.
- A new attribute FieldPosition was created by mapping the preferred positions of all the players with their respective roles in the team, like attack, midfielder, defence or goalkeeper.
- Using the nationality of the players, a new attribute was created that contained the continent the player belonged to.

Exploratory Data Analysis

After preparing the dataset for analysis, explorations were made on a macro level like continent and player nationality level analysis as well as on player level. Through the process attempts were made to derive interesting correlations and trends by the use of visualizations.

Geographic distribution of players

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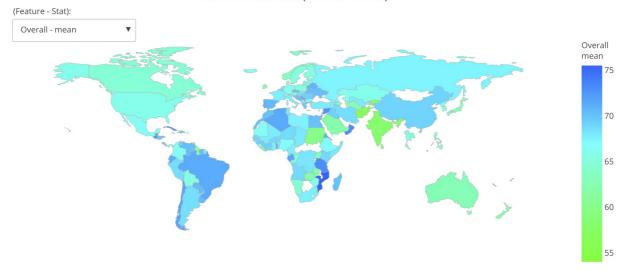


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Nationality wise analysis

This section explores aggregate statistics of players hailing from all major football playing nations. Country wise mean, maximum and minimum values were identified for all the numeric attributes and plotted on an interactive world map.

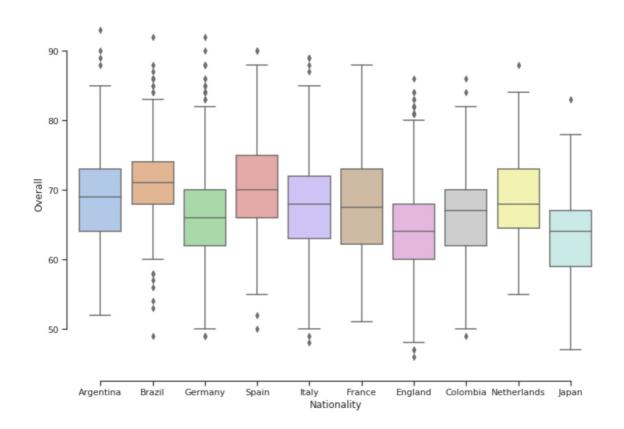
FIFA 2018 Statistics (Overall - mean)



The above plot demonstrates that South American, African and European players are generally rated higher than their counterparts from Asia, Australia or North America. While the nationwide average rating for USA stands at 65.81 and 58.06 for India it is about 71.24 for Brazil and 69.11 for China.

Countries with the best aggregate player ratings

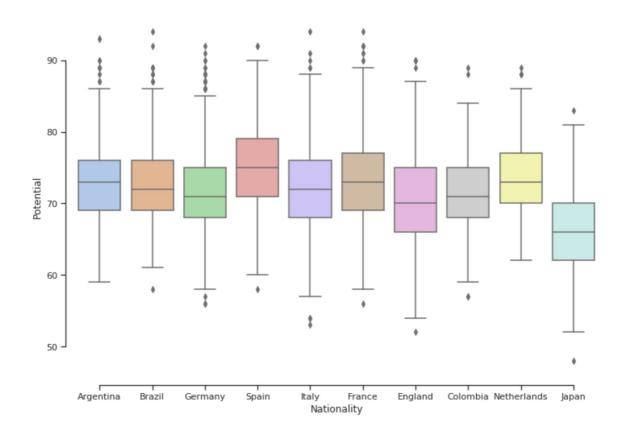
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Countries with the best aggregate player potential

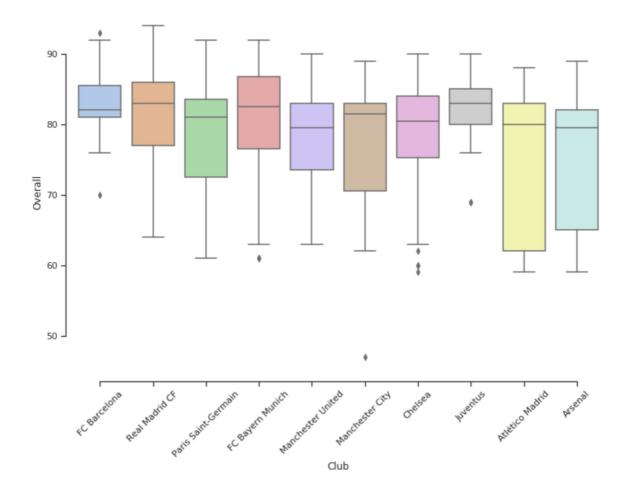
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Clubs with the best aggregate player ratings

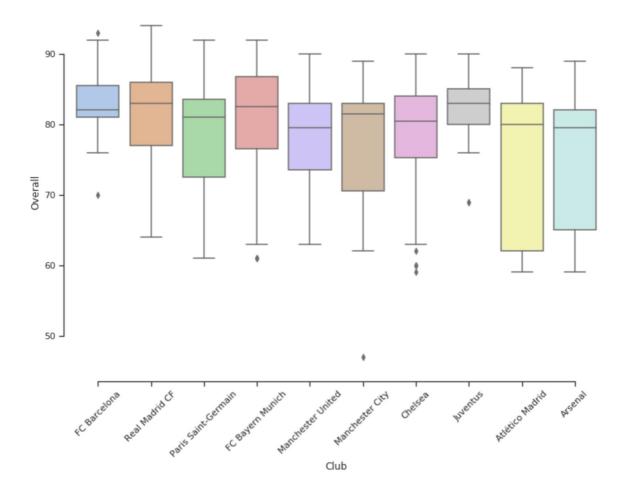
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Clubs with the best aggregate player potentail

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