DATA VISUALIZATION

FIFA 22

KPL

BY MAGZHAN,
MIRAS,
ABDULHAK

GET DATA FROM TR ANSFERMARKT.COM

PLAN

FIFA 22

FIFA
OFFICIAL LICENSED PRODUCT

SET UP DATA TO GAME

CREATE NEW DATA BY SIMULATION

HOW WE`VE CREATED NEW LEAGUE IN FIFA

After we downloaded the data from the site, we proceeded to create our patch. Since in our game you cannot create new data, but you can simply change it, we had to change the entire Irish league. To do this, we had to create all the uniforms of our clubs and change the team logos.

We didn't want to do everything in a simple way and therefore all the players had similar faces and their own minifaces. In addition, all player data including nationality and age growth weights are real.

FOR EXAMPLE, THE CAPTAIN OF THE FOOTBALL CLUB TOBOL-SERIKZHAN MUZHIKOV. IT HAS ITS OWN MINIFACE IN THE GAME AS WELL AS DATA FROM THE TRANSFERMARKT WEBSITE.

DATE OF BIRTH/AGE: APR 2, 1993 (29)

GIAN MARTINS

PLACE OF BIRTH: BRAZIL PORTO ALEGRE

CITIZENSHIP: BRAZIL BRAZIL

HEIGHT: 1,84 M

POSITION: DEFENSIVE MIDFIELD

HERE IS THE MARTINS PROTOTYPE IN OUR PATCH. PAY ATTENTION TO THE KIT OF

FC KYZYLZHAR.

SOME OTHER SCREENS

REAL LIFE KOBYLANDY STADIUM

BANNERS OF AKTOBE

GK KIT FC AKTOBE

FOREIGNERS IN KAZAKHSTAN PREMIER LEAGUE 2022

Club	Players used	KAZ	Foreigners	%
"Qyzyljar Petropavlovsk"	25	10	15	40%
"Akzhayik Uralsk"	27	11	16	41.7%
"FC Atyrau"	25	11	14	44%
"FC Maktaaral"	26	13	13	50%
"FC Astana"	24	13	11	54.2%
"Ordabasy Shymkent"	25	14	11	56%
"FC Aktobe"	26	15	11	57.7%
"Shakhter Karagandy"	26	15	11	57.7%
"Tobol Kostanay"	23	14	9	60.9%
"Kaspiy Aktau"	26	16	10	61.5%
"FC Turan"	30	19	11	63.3%
"FC Aksu"	28	19	9	67.9%
"Kairat Almaty"	24	18	6	75%
"FC Taraz"	25	20	5	80%

MOST USED FOREIGNERS IN KAZAKHSTAN PREMIER LEAGUE 2022

Player	Club	Country	Age	Minutes played(max 1980) and in (%)
Ruslan Yudenkov			35	1890 (95.4%)
Mattheus Bissi			31	1890 (95.4%)
Yuriy Bushman			32	1875 (94.6%)
Joao Paolo			34	1874 (94.6%)
Marin Tomasov			35	1872 (94.5%)
Luka Imnadze			25	1834 (92.6%)
Dusan Jovancic			31	1821 (91.9%)
Victor Braga			21	1802 (91%)
Taras Bondarenko			30	1796 (90.7%)
Stefan Bukorac			31	1775 (89.6%)
Luka Gadrani			25	1759 (88.8%)
Kayrat Zhyrgalbek			29	1735 (87.6%)
Erzhan Tokotaev			22	1628 (82.2%)
China			26	1556 (78.5%)

Background

1) Mustafa A. Al-Asadi, Sakir Tasdemır (2022, February 25). Predict the value of football players using FIFA video game data and Machine Learning Techniques. IEEE Xplore.

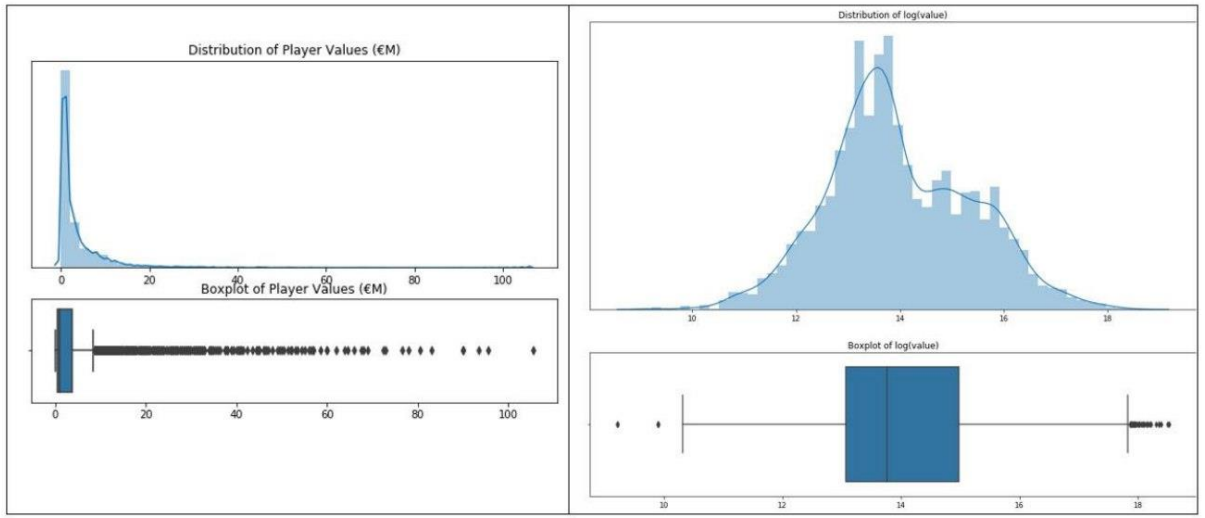


FIGURE 2. Football player value distribution before and after logarithmic transformation.

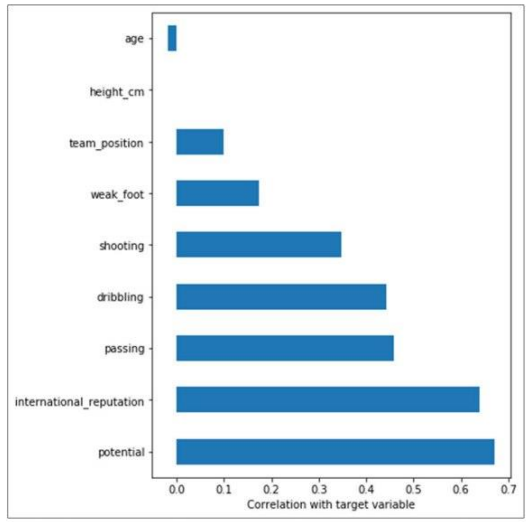
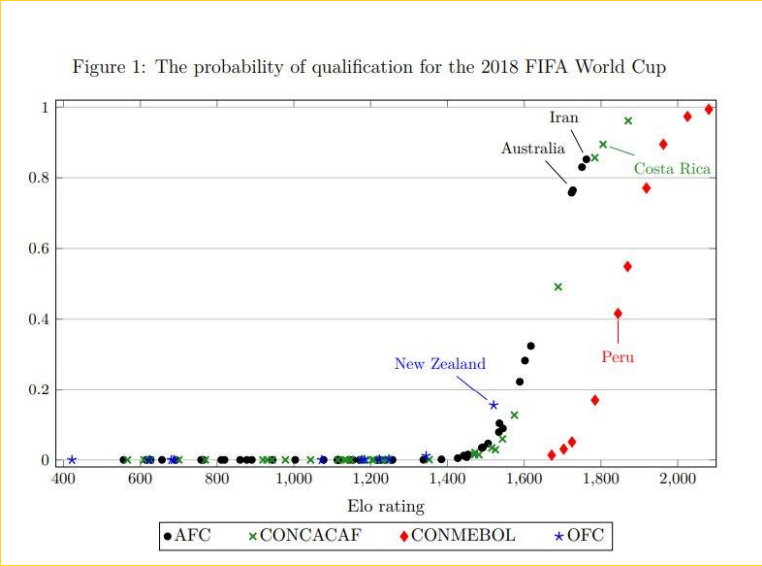


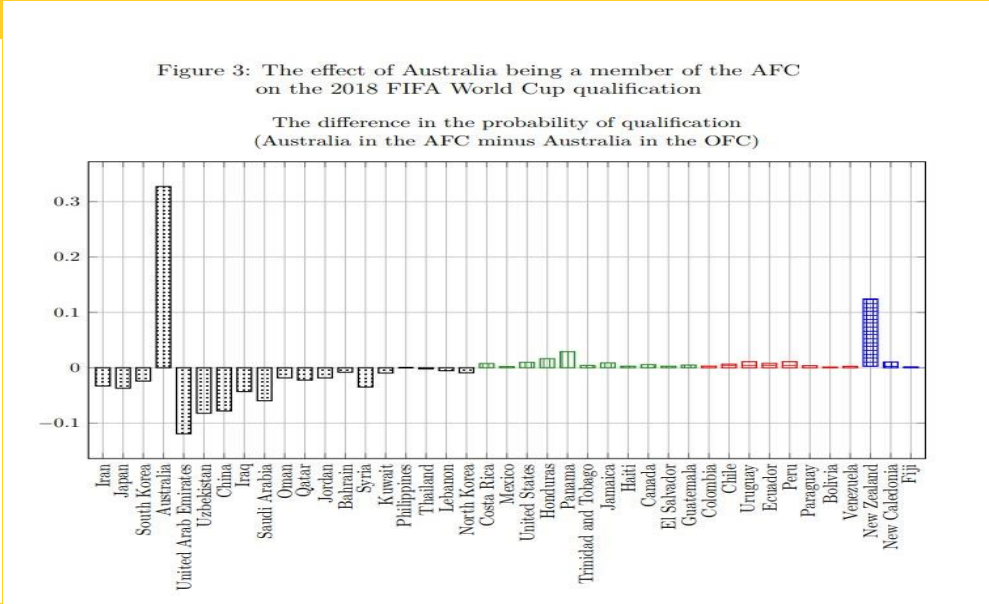
FIGURE 3. The numerical features correlation to the target variable (Player value).

The aim of this research is to propose an objective quantitative method to determine football players' market values. The method is based on the application of machine learning algorithms to the performance data of football players. The data used in the experiment are FIFA 20 video game data, collected from sofifa.com. We estimate players' market values using four regression models that were tested on the full set of features—linear regression, multiple linear regression, decision trees, and random forests. Moreover, we seek to analyze the data and identify the most important factors affecting the determination of the market value. In the experimental results, random forest performed better than other algorithms for predicting the players' market values. It has achieved the highest accuracy score and lowest error ratio compared to baseline. The results show that our methods are capable to address this task efficiently, surpassing the performance reported in previous works. Finally, we believe our results can play an important role in the negotiations that take place

between football clubs and a player's agents. This model can be used as a baseline to simplify the negotiation process and estimate a player's market value in an objective quantitative way.

2) Laszlo Csato (2020, June). A simulation analysis of the 2018 FIFA World Cup qualification.





This paper investigates the 2018 FIFA World Cup qualification process via MonteCarlo simulations. The qualifying probabilities are calculated for 102 nations, all teams except for African and European countries. A reasonable method is proposed to measure the degree of unfairness, which shows substantial differences between the FIFA confederations: for example, a South American team could have doubled its chances by playing in Asia. Using a fixed matchup in the inter-continental play-offs instead of the current random draw can reduce unfairness by about 10%. The move of Australia from the Oceanian to the Asian zone is found to increase its probability of participating in the 2018 FIFA World Cup by 75%. Our results provide important insights for the confederations on how to reallocate the qualifying berths.

3) Behravan, I., & Razavi, S. M. (2020, October 24). A novel machine learning method for estimating football players' value in the transfer market - soft computing. SpringerLink.

Table 4 Top 6 goalkeepers included in the first cluster and some of their features in the FIFA 20 dataset

Player	Club	Nationality	overall	Gk_diving	Gk_handling	Gk_reflexes	Gk_positioning	Market value
M. ter Stegen	Barcelona	Germany	90	88	85	90	88	67.5
Allisson	Liverpool	Brazil	89	85	84	89	90	58
De Gea	Manchester United	Spain	89	90	84	92	85	56
T. Courtois	Real Madrid	Belgium	88	85	88	87	85	48
S. Handanovic	Inter Milan	Slovenia	88	88	85	89	89	26
M. Neuer	Bayern Munchen	Germany	88	87	87	87	85	32

Table 6 Top 6 strikers included in the second cluster and some of their features in the FIFA 20 dataset

Player	Club	Nationality	overall	Shooting	Crossing	Attacking finishing	Heading accuracy	Market value
L. Messi	Barcelona	Argentina	94	92	88	95	70	95.5
C. Ronaldo	Juventus	Portugal	93	93	84	94	89	58.5
Neymar Jr	Paris Saint-Germain	Brazil	92	85	87	87	62	105.5
E. Hazard	Real Madrid	Belgium	91	83	81	84	61	90
K. Mbappe	Paris Saint-Germain	France	89	84	78	89	77	93.5
R. Sterling	Manchester City	England	88	79	78	83	38	73

In this paper, a novel method for estimating the value of players in the transfer market, based on the FIFA 20 dataset, is proposed. The proposed method has two phases. In the first phase, the dataset is clustered using an automatic clustering method called APSO-clustering. This automatic clustering method, which can detect the proper number of clusters, has divided the dataset into 4 clusters automatically indicating the position of the players: goalkeepers, midfielders, defenders, and strikers. In the second phase, a hybrid regression method which is a combination of particle swarm optimization (PSO) and support vector regression (SVR), is used to build a prediction model for each clusters' data points. In this hybrid method, PSO is used for feature selection and parameter tuning of SVR. The achieved results show that the proposed method can estimate the players' value with an accuracy of 74%. Comparing the performance of PSO with 3 other metaheuristics, the results demonstrated the superiority of PSO over GWO, IPO, and WOA.