



# Agenda

01 Introduction & Business Goal

**02** Dataset & ETL Procedure

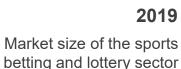
03 Analysis Services (SSAS)

04 Visualizations

# Introduction & Business Goal



### Introduction









#### 2020

172.89 billion dollars, due to COVID-19 pandemic restrictions

#### 2021

194.63 billion dollars, as the sector witnessed a recovery in demand

# "People should not gamble/bet"

- Not an ethical/philosophical statement

Predicting sports results and making a bet on the outcome is known as sports betting. The frequency and types of sports betting varies according to culture and country of residence, with most bets being placed on amateur and professional levels of football/soccer, American football, basketball, baseball, hockey, track cycling, car racing, mixed martial arts, and boxing.

Owning or investing on a betting/gambling company can be very profitable. If sport betting companies gain large profits, it is due to the existence of betters who bet their money on their odds and of course they lose their money. And sometimes an enormous amount of it.

### **Business Goal**

#### **Not Gambling**



#### Persuade people not to gamble/bet

People should earn their money from their regular jobs. Gambling or betting can lead to addiction.

One solution to this problem and the most efficient one is to persuade betters not to bet again in their life.

Due to the aspect of "easy money" and the fun of being lucky (rarely), it is a rather difficult case for someone to turn the most efficient solution to feasible.

#### Gambling

#### Take advantage of big data



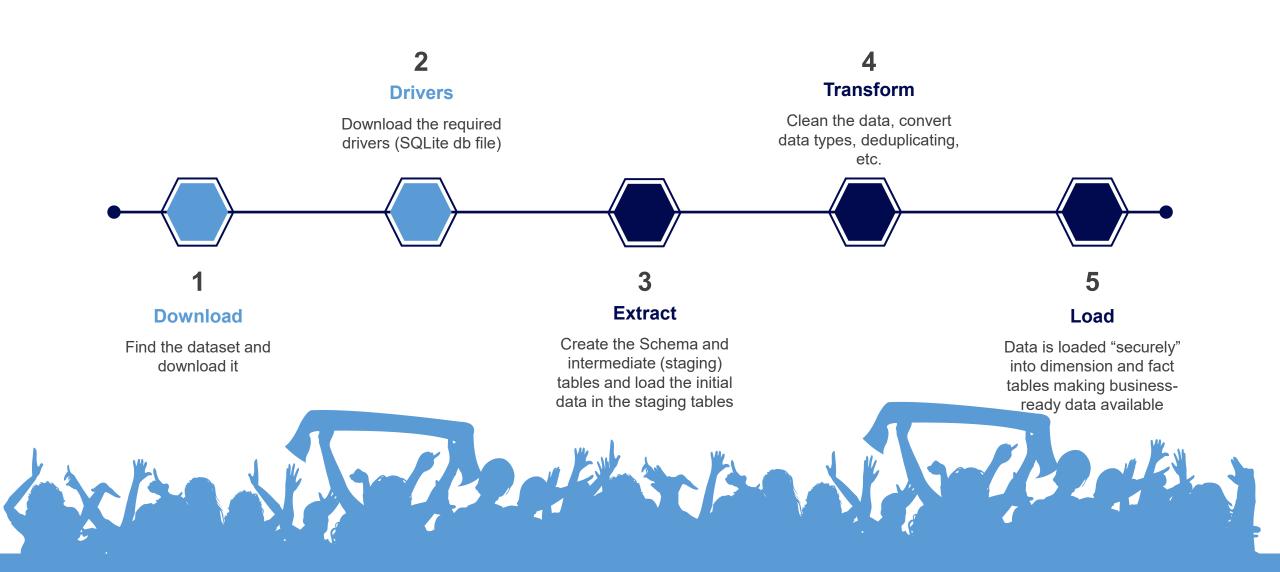
Big data that are flooded everywhere in our "web universe". Someone could collect them and exploit them, making use of databases to store them and analyze them, and statistics to extract some derivatives

 and statistics to extract some derivatives making use of descriptive, predictive, or even prescriptive statistics.

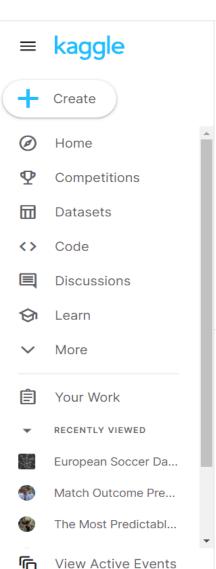
In that case, he/she would not avoid losing some of his money but could minimize that amount as close to zero as possible.

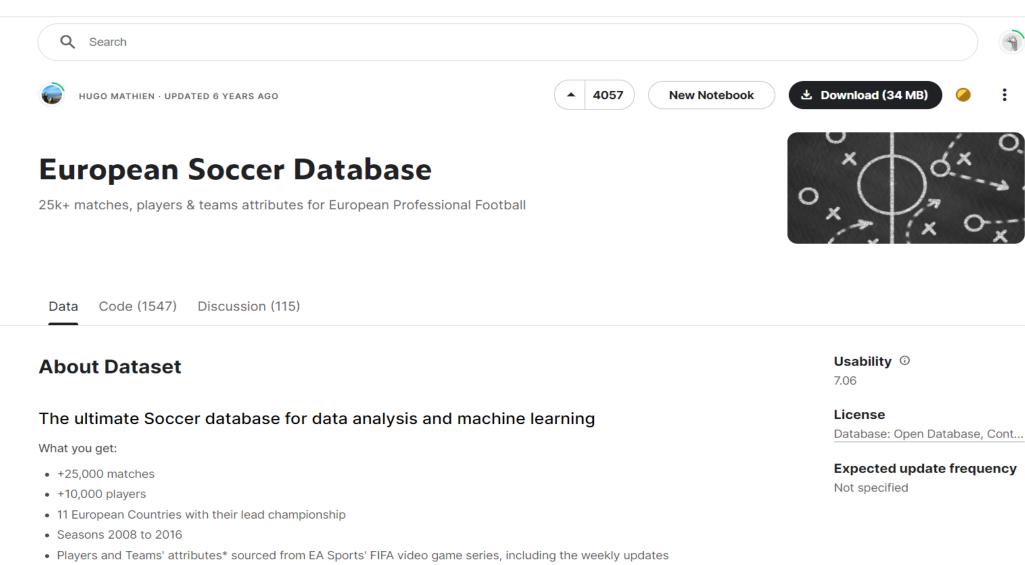


### Timeline of ETL Procedure

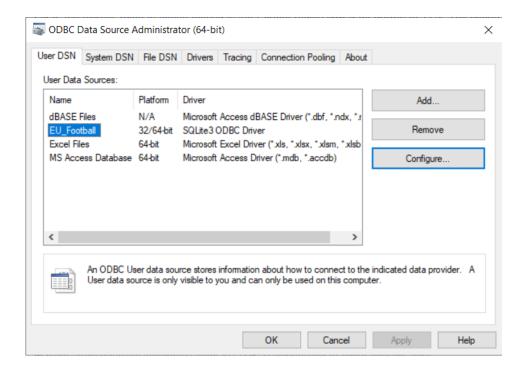


#### **Download Dataset**

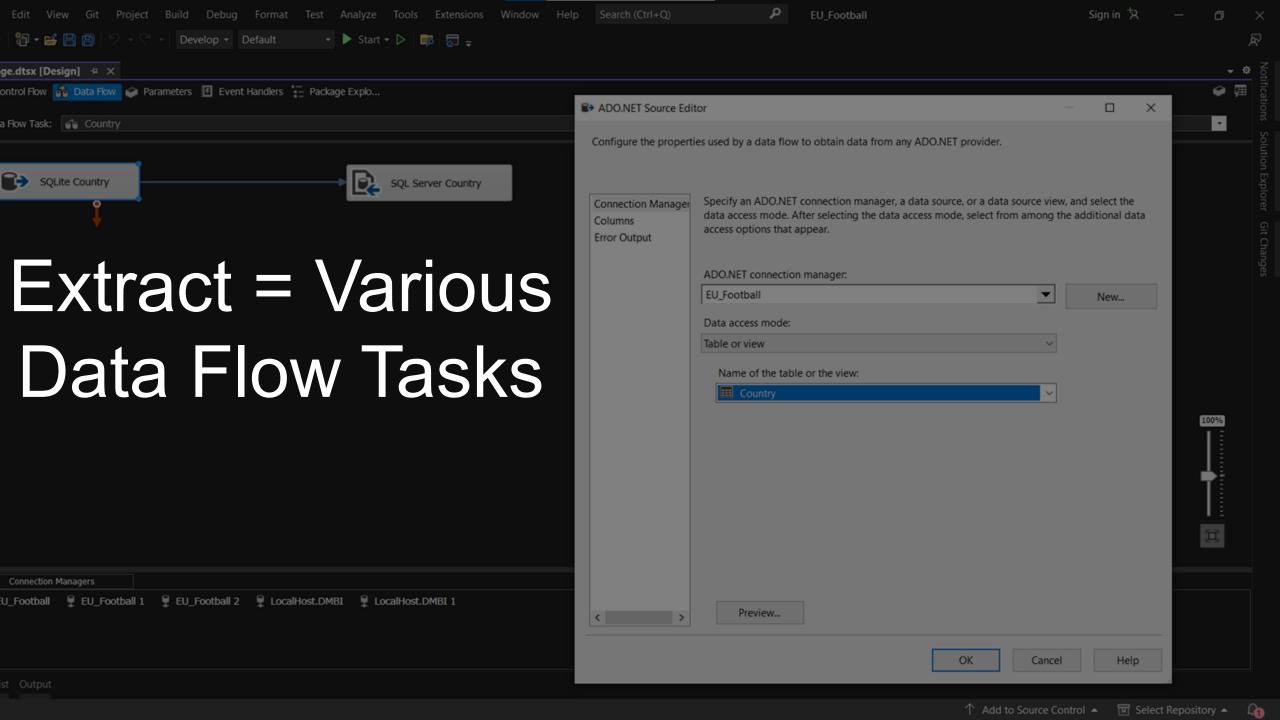




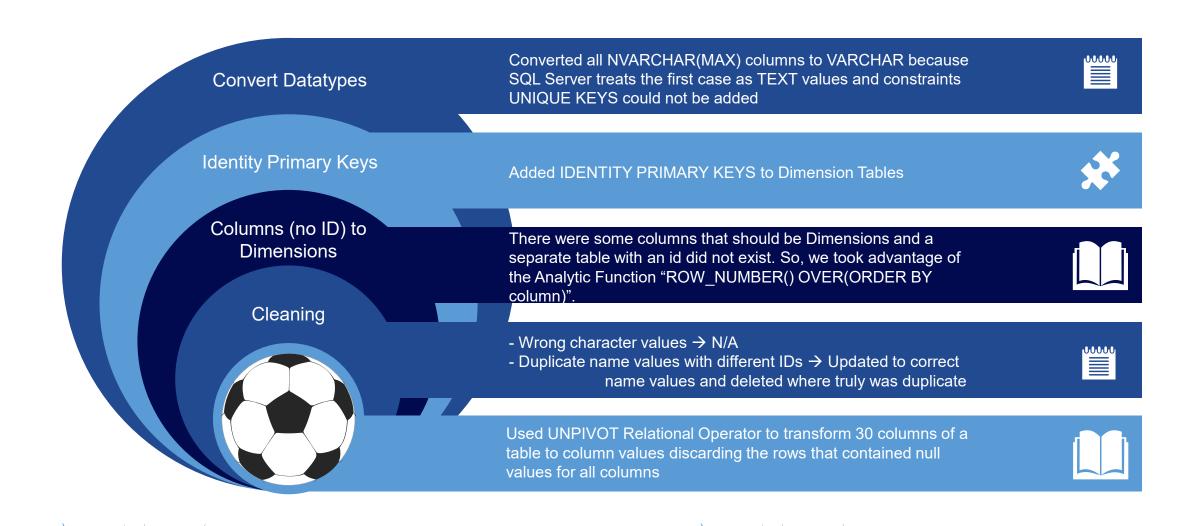
Source: https://www.kaggle.com/datasets/hugomathien/soccer



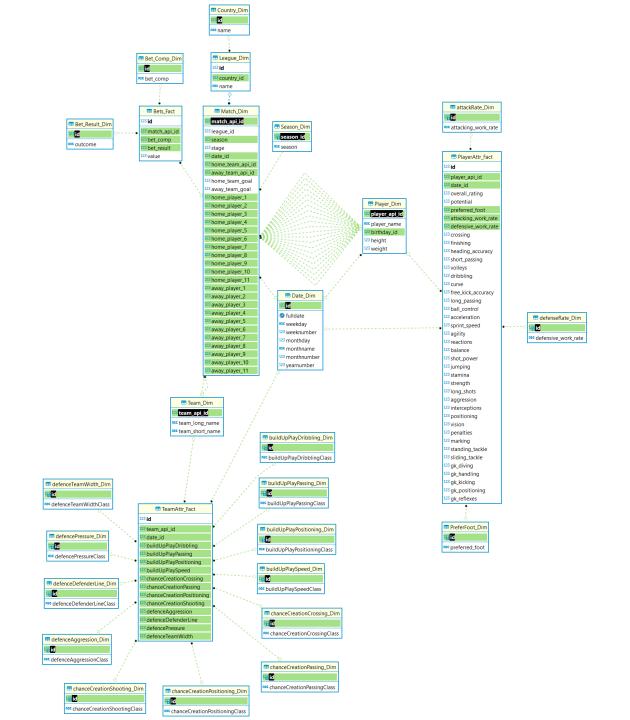
### Drivers

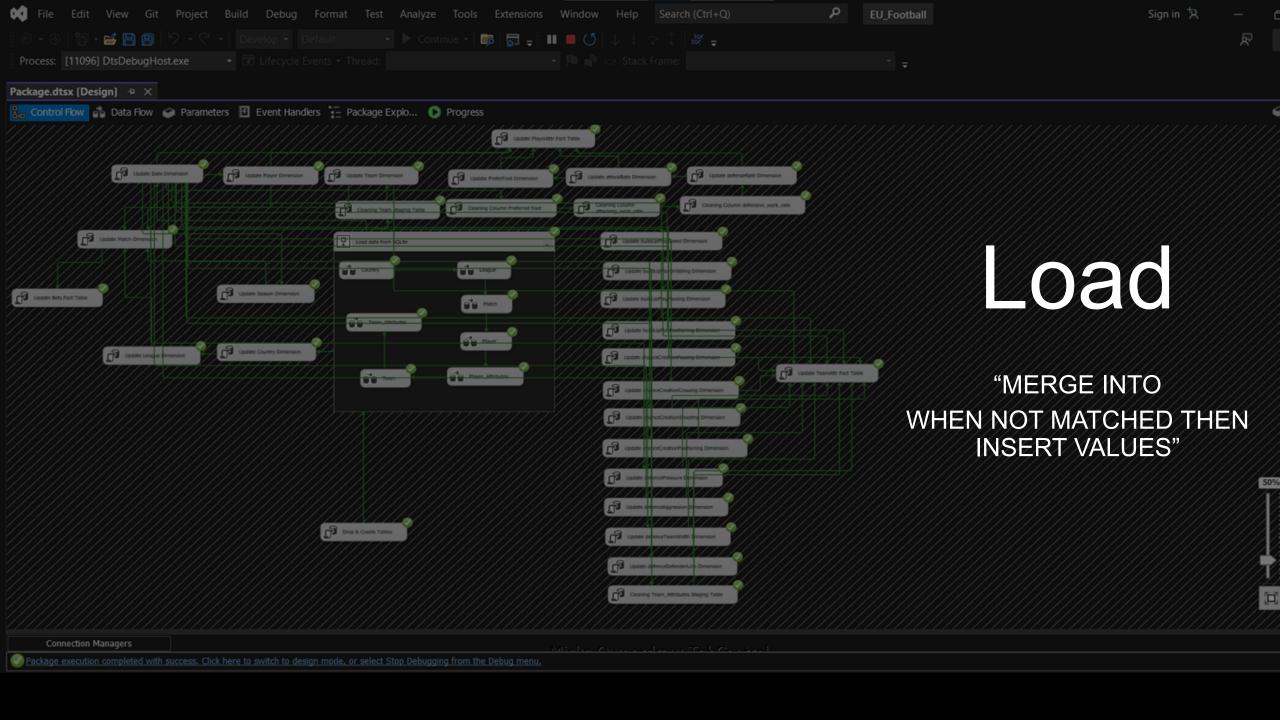


### Transform

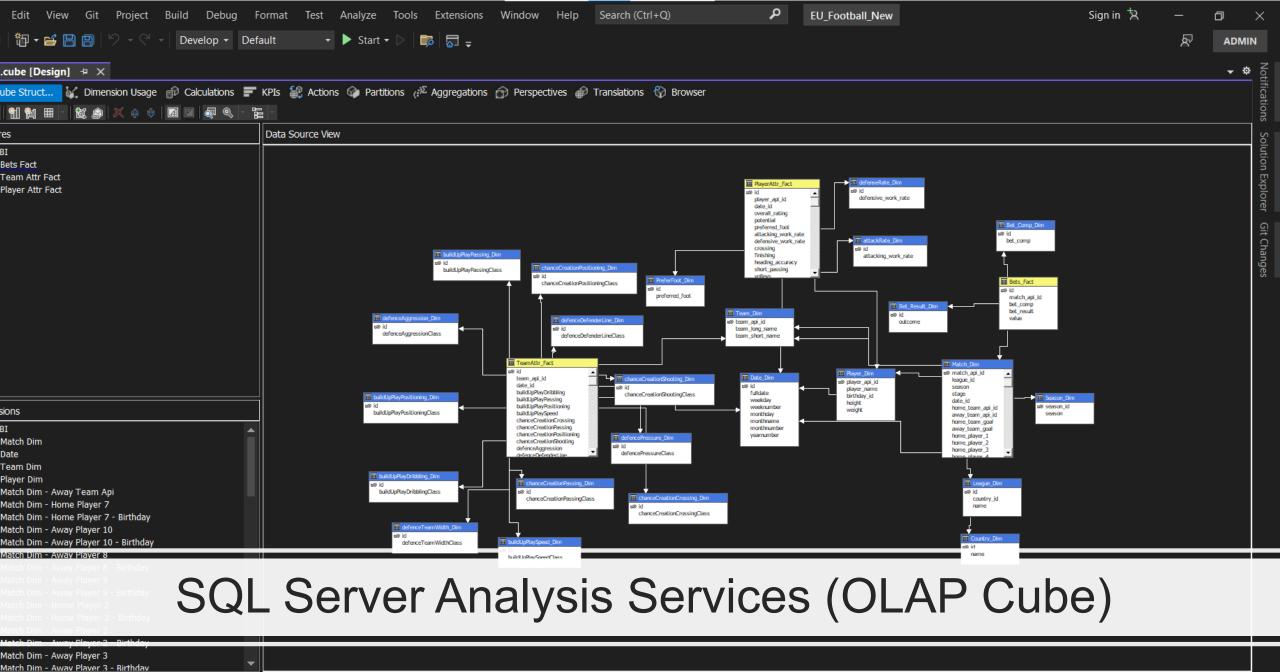


# Schema





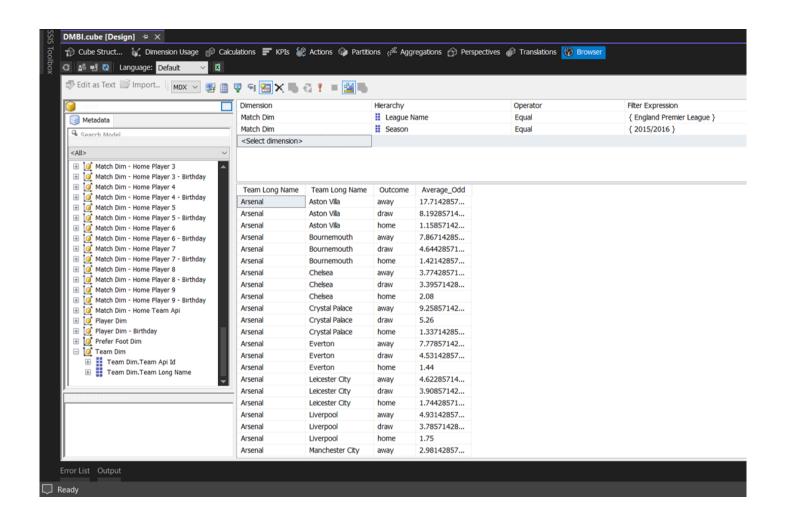




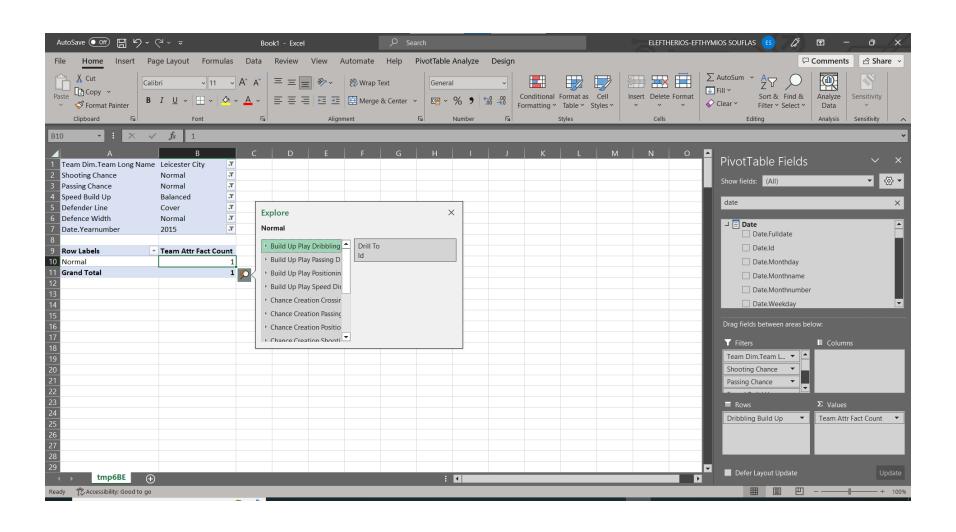
st Output

#### **OLAP Report**

(Calculated Measure)



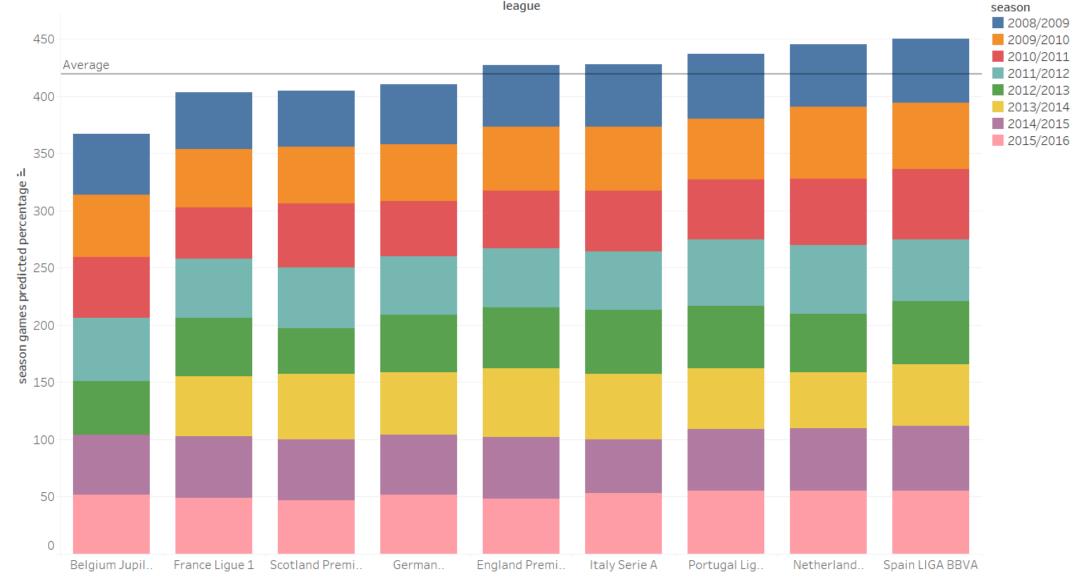
# OLAP Report (Drill-Through Action)





## Visualizations

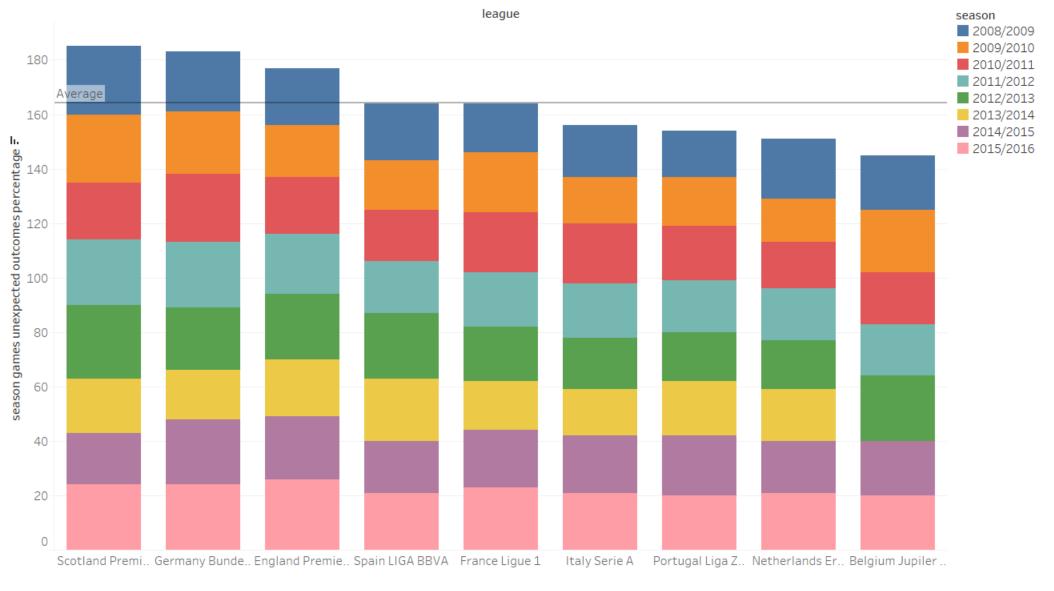
#### Games Predicted per League and Season



 $Sum\ of\ percent\_outcomes\_predicted\ for\ each\ league.\ Colour\ shows\ details\ about\ season.$ 

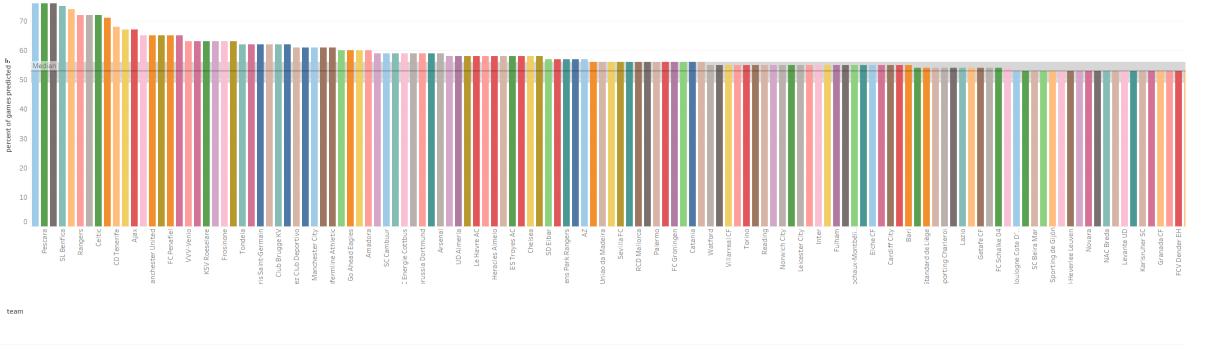
#### Visualizations (Outcomes Predicted per League and Season)

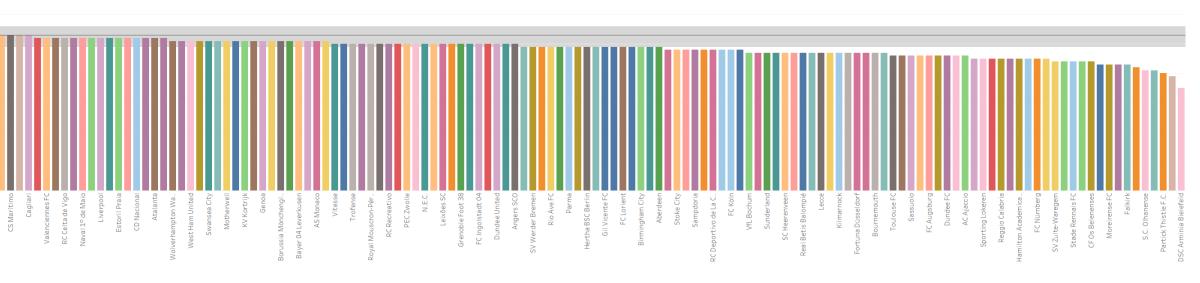
#### Totally Unexpected Outcomes per League and Season



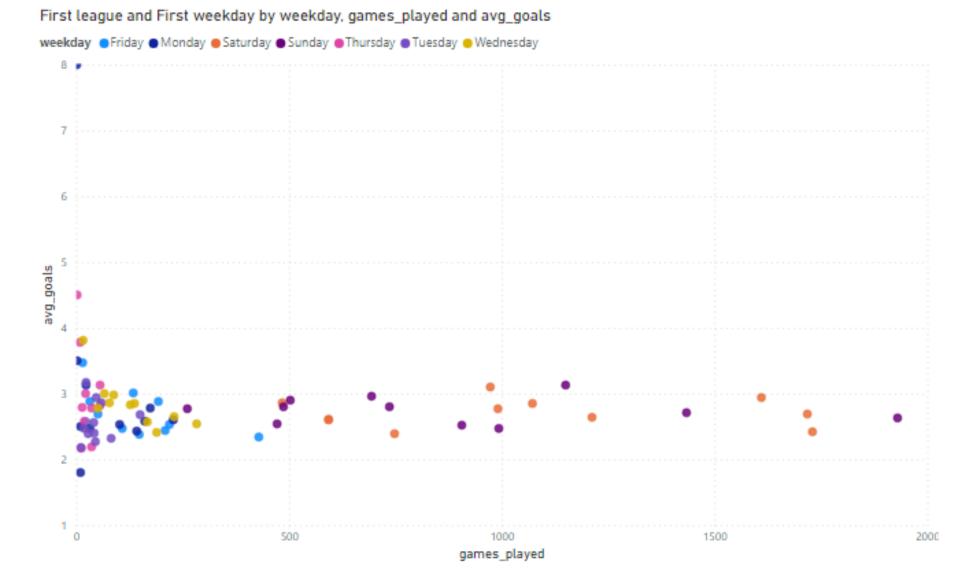
 $Sum\ of\ percent\_un expected\_out comes\ for\ each\ league.\ Colour\ shows\ details\ about\ season.$ 

#### Visualizations (Unexpected Outcomes per League and Season)





### Visualizations (Unexpected Outcomes per League and Season)







# Thank You

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