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Project Title:
Soccer Analytics

Research Question/Problem Addressed:
Using Data Analytics/Machine Learning to estimate the outcome of a soccer competition

Project Abstract:
Soccer or football is one of the most popular sports in the world with millions of fans. According to

the newspapers nearly a Billion people worldwide tuned the Germany vs. Argentina World Cup final in 2014. A soccer competition (league or tournament) consists of n teams playing against each

other in a single or double round-robin schedule. With the availability of better match recording
tools, intelligent video analytics technologies and growing interest for soccer in data science and
analytics, it is expected that richer datasets will be available in the near future. In this project, we
aim at exploiting Machine Learning in the context of soccer analytics.

This project will explore the use of Data Analytics mainly to achieve one of the following four

goals: (1) identifying what attributes of a given player will impact the rating of the player; (2) identifying which performance attributes of the players will influence the outcome of a given match; (3)

studying the correlation between expert ratings and match outcomes; and (4) studying the accuracy of expert ratings in past competitions predict the outcome of future matches.

Technologies Utilised:
Python, Tensorflow, Keras, Sci-kit learn etc