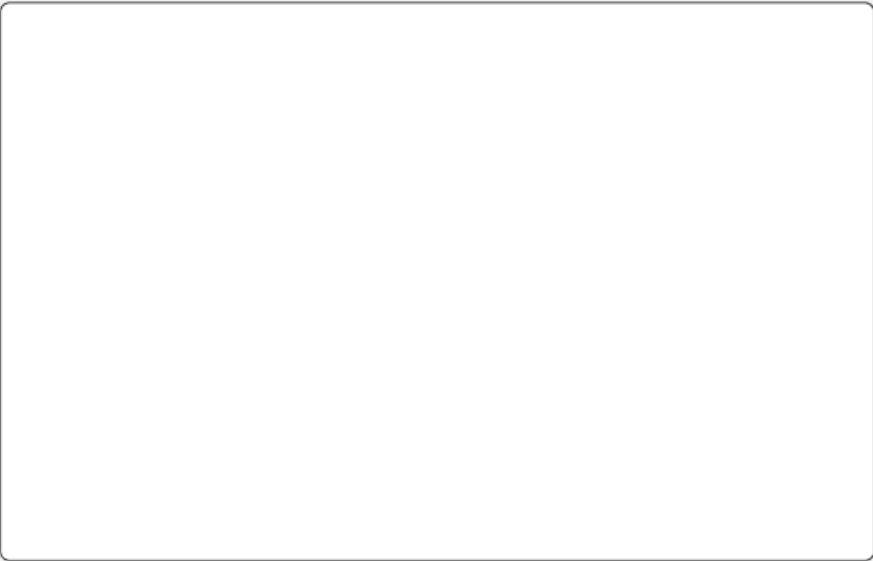


EA FC 24:

THE NEW GEN OF FIFA

Step into the world of the new and advanced generation of FIFA!

Get started



INTRODUCTORY

EA FC 24 is a football video game where players collect football players, play them in matches, or sell them for the game's in-game currency called FIFA Coins. Our project aims to find the best football player in the shooting trait from different teams and positions. The variables include the footballers' teams, field positions, shooting skills, and overall capability. These are their qualities and measured capabilities in different roles in football. We chose a sample of 50 random characters from different teams in the Premier League. Their character profile can be easily searched for, so we picked a reliable source to use for our project.

CONTEXT:

- Who: 50 football players from different clubs of the Premier League
- What: The 50 random football players' capabilities / The Premier League - the highest and the best English football league system
- Where: England
- When: Seasons typically run from August to May, with each team playing 38 matches against all other teams
- Why: To observe and analyze each player's strengths and weaknesses, predicting the best shooter across different field positions and teams
- How: By collecting the data of these random players from its official website: ea.com/games/ea-sports-fc

EXPERIMENTAL UNIT:

This dataset is a **SAMPLE**. It is a sample mainly because we picked only random players, and not the whole league, which consists of roughly about 500+ members.

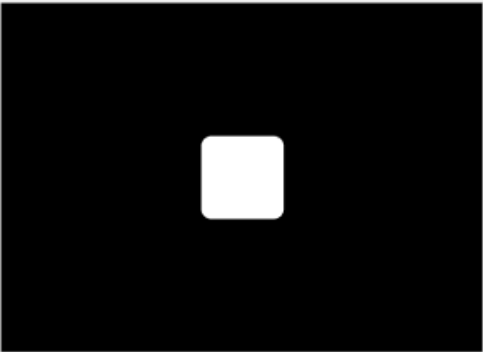
- Sample size is 50, the total number of players we randomly chose.
- Target population: EA Sports FC 24 players or enthusiasts
- Sampling method: We asked Google to generate a random number from 1 to 5, and that will be the number of players we will pick from a team on the list one of our members has, until the number of players adds up to at least 50 individuals.

The Qualitative variables are the players' teams and their field position (field position is their role + where they're located on the field).

The Quantitative variables are the players' overall capabilities and how powerful their shooting is.

MAIN CONTENT

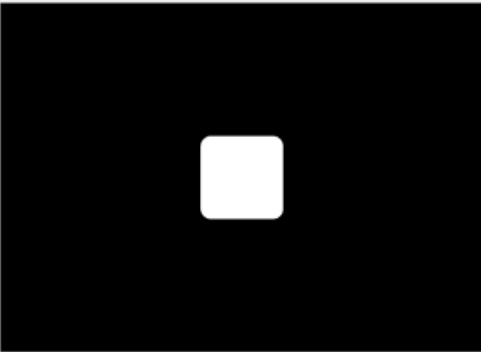
STATISTICAL DATA



Quantitative Variables

See More ›

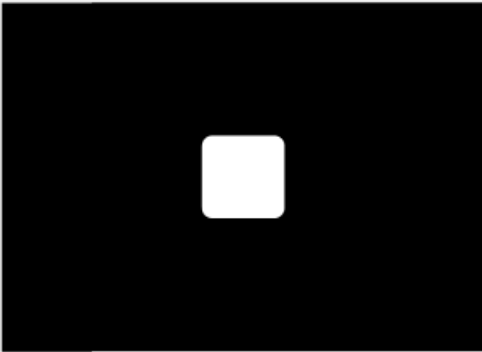
STATISTICAL DATA



Qualitative Variables

See More ›

STATISTICAL DATA



Summary

See More ›

QUANTITATIVE VARIABLES

Team Distribution



Five teams (Brighton and Hove Albion F.C., Chelsea, Fulham, Newcastle United, Nottingham Forest) have the most number of football players.

Position Distribution



The position with the most soccer players is the Central Back(CB).

QUALITATIVE VARIABLES

Overall Capabilities



The Histogram for the Overall Capabilities of each character is skewed to the right, meaning that its tail is to the right. In other words, it is positively skewed.

The mean or average overall capabilities of each character is 82. When arranged into ascending/descending order, the value found in the middle, known as the central value, is also 82. The value that appeared the most in the data, or the mode, of overall capabilities is 78. The range is the specified values observed and used, which is 16. The spread of the values or the variance is 19.56. When we get its square root, we get the measure of the average variation in the set, known as the standard deviation, which is 4.422669. This means the values are more squeezed in.

The boxplot displays values that are mostly on the left, meaning that it is skewed to the right. The IQR, which is the difference between Quartile 3 and Quartile 1, is 6.25. This implies that the values are close to each other.

Shooting Skill



The mean is the average shooting skill of the players from the taken sample. The median is the center value of the shooting skill if arranged from the lowest to highest. The standard deviation tells us how spread the values are from each other, and according to our standard deviation, which is 14.91, it means the values are quite far from each other.

The boxplot below shows that most of the data can be found on the right, so it's skewed to the left.

The IQR of the values is 17 and it means that the values in the middle are spread out. There is only one outlier and that is the maximum value, 31.

CONCLUSION

Scoring goals in soccer is not only fundamental but also a versatile skill, as it can be used in various ways such as headers, bicycle kicks, power shots, and more. It's not only essential for attacking but can also aid in defense.

Most characters in our dataset FC 24 have decent shooting skills, with a standard deviation of 14.91, indicating that most characters are quite close and fit the average. However, only a few excel in this area (shooting skill).

Based on our observations in our dataset, strikers, or ST players, typically have the highest shooting ratings as they are primarily responsible for scoring goals, which is the main objective of the offensive side of a soccer team.



References

Baker, N. (2023, November 4). EA FC 24: Centurions attacking mid Evolution upgrade – best players to choose. Game Crater.

<https://www.thegamecrater.com/ea-fc-24-centurions-attacking-mid-evolution-upgrade-best-players-to-choose/>

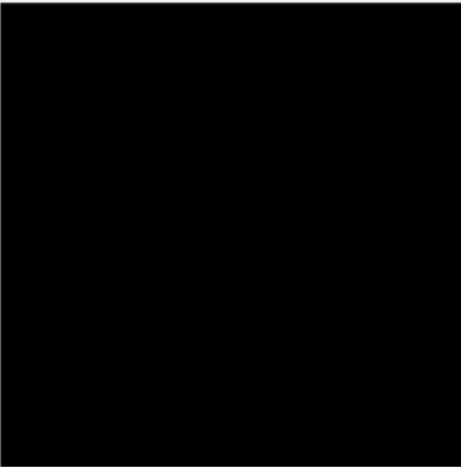
EA Sports FC 24 Player Ratings: EA Sports FC 24 player ratings database - Electronic Arts. (n.d.).

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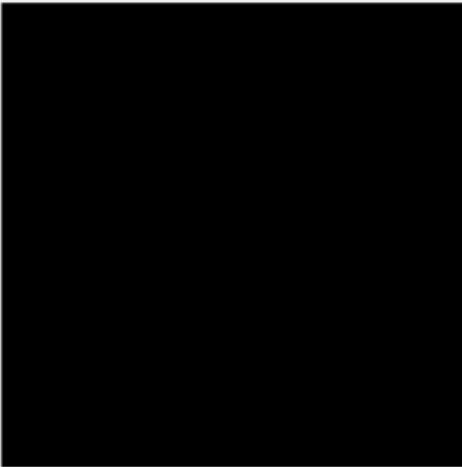
<https://www.premierleague.com/>

ABOUT US



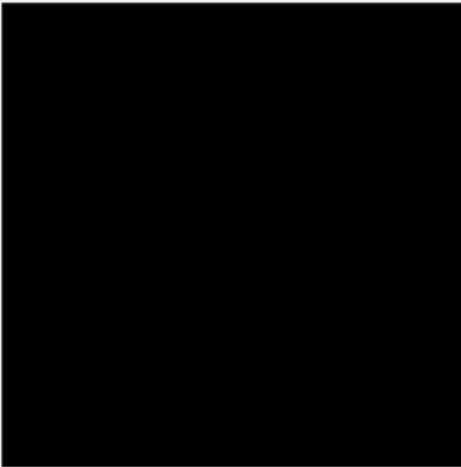
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