# Predicting This Year's NFL MVP: Insights from Historical Data\*

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[np.float64(4531.352777777777), np.float64(32.591666666667), np.float64(222.5833333333337), np.float64(246.40148041489857), np.float64(3.8431470713159945), np.float64(11.17166847299848), np.float64(4988.27777777777), np.float64(40.7222222222222), np.float64(251.222222222223), np.float64(315.9016610863643), np.float64(6.806619231268717), np.float64(18.542655294198756), np.float64(315.9016610863643)

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	Statistic	85th Pct Mean	85th Pct std	Max Value Mean	Max Value
	passing_yards	4531.352777777777	246.40148041489857	4988.27777777777	315.90166108
-	$passing\_tds$	32.59166666666667	3.8431470713159945	40.72222222222	6.8066192312
- [	passing_first_downs	222.5833333333333	11.17166847299848	251.22222222222	18.542655294
-	interceptions	16.4444444444444	2.5206143560699923	20.7777777777778	4.4662861997
-	pacr	1.0695190607650005	0.059634584388964365	1.2184843129358915	0.11684778602
-	sacks	42.4333333333333	4.0686751709934805	52.22222222222	6.283082379
-	sack_yards	281.6749999999999	31.991668262772645	351.0555555555554	51.266859175
-	total_fumbles_lost	5.0444444444444	0.6382164691058267	7.0555555555555	1.1099667309
-	rushing_yards	360.597222222222	149.1135044109433	668.444444444445	285.88011107
-	rushing_tds	4.077777777777775	1.4040091987110908	7.888888888888	3.6764575163
- [	rushing_first_downs	25.9833333333333	10.523559004331522	44.88888888888888	15.925890459
-	win_pct	0.7494509609399315	0.039624372369402076	0.8677579365079365	0.05860397472
- [	td:int	3.512421205337872	0.8728952958543547	6.349096119929452	2.4857596358
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<sup>\*</sup>code available

# Introduction

The NFL MVP dates back to 1957, and since its introduction by the associated press, it has been the league's most coveted individual award. It recognizes a player's individual success but also their impact on team success, and sometimes the sport as a whole, in a given season. The quarterback position has dominated the award's winners, with the biggest names in the sport today such as Tom Brady, Aaron Rogers, Patrick Mahomes and Lamar Jackson all having won the award in the past decade. In the process setting records in major statistical categories such as passing yards and touchdowns. The quarterback positions focal point in the offence and statistical contributions to teams lead to its frequency at the top of mvp voting. This paper thus focuses on what makes a qb an mvp recipient, and which variables must a player excel at in order to qualify, according to historical data. Just winning is often not enough to show who wins an myp, especially for quarterbacks. Players must show excellence in many key aspects of their position. This paper analyzes the determinants from statistical measures that are key to football's most important position, including passing yards, touchdowns, interceptions, completion percentage. The model evaluates whether a player is in the top 15% for a given statistical category in that season impacting their myp candidacy. Helping us determine how excelling at which specific metrics are most strongly linked to MVP success. The 2024 season is more than half way through and as such the "race" for the myp is heating up. Player performances this season have elevated some above the rest, as such the question of who has been the most valuable is becoming more and more relevant to all stakeholders of the league. By identifying myp characteristics, the ongoing seasons' most valuable players can be predicted, which holds great value for most NFL stakeholders. The model in this paper predicts 2 likely candidates for myp in this current season, as well as understanding why some of the league's best players are not in the conversation.

## Data

The dataset used for this analysis was compiled using the NFLverse ((nflverse?)) package in R ((rstudio?)) and supplemented by publicly available sources, covering player statistics since 2000. The data spans multiple aspects of player performance, including passing, rushing, and receiving metrics, showing player performance in each game they participated in each season. The data used includes records from both regular-season and playoff games, providing insight into players performances in every game they participated over the available timeframe. Key variables in the dataset include passing and rushing touchdowns and yards, passing attempts and completions, as well as negatively impacting plays such as fumbles and interceptions. Further details are included in the nature of plays made in a game such as passing and rushing first downs. More advanced statistics are included in the dataset such as Passing Air Conversion Ratio (PACR) which is a ratio of passing yards/ passing air yards, reflecting a passers ability to find receivers in space and thus resulting in more yards after the catch. Each datapoint in the dataset provides insights into a players performance in a game. The MVP is a season award and thus is focused on the regular season performance, as such we restrict our data to data in these games. Focusing on quarterbacks allows for direct comparison so only those players' statistical performances are kept for analysis. Season stats are aggregated from the game data provided by nflverse((nflverse?)). Since 1984 no player has won the mvp award while playing less than 14 games in a season. The last being "insert name here", thus analysis of players that did not play more than thirteen games is deemed

unnecessary, especially since the 17 game season was introduced in "insert year" players who play less games become more irrelevant in our dataset. Team success is gathered from an alternate dataset provided by nflverse ((nflverse?)) that provides game outcomes throughout each season. From this each team's win record with each QB is calculated for a given season. This is used to provide insight into how much a team's success relates to their quarterback's individual accolades. The NFL provides nfl mvp voting records since the awards inception. 32 votes decide the mvp with 16 resulting in winning the award. Receiving votes signifies that a player has performed at an mvp level in a given season, and thus the analysis dataset will include information on who won in a season but also the vote count for all players to allow for comprehensive analysis.

#### Measurement

The data collection process for NFL statistics is highly standardized and conducted by the NFL's official statisticians during each game. The NFL uses an advanced tracking system known as Next Gen Stats, which captures player movements using sensors embedded in players' shoulder pads and around the stadium. This system provides detailed information about player performance, such as speed, distance traveled, and player positioning, in addition to traditional stats like passing yards, rushing yards, touchdowns, and completions. Player statistics are recorded in real time during games by official NFL statisticians, who work to ensure accuracy through a rigorous validation process. These statistics are then cross-referenced and reviewed to correct any discrepancies. The data is made available publicly through the NFL's official platforms, which ensures consistency across sources used for analysis. For this paper, variables such as passing yards, touchdowns, and interceptions were chosen because they are key indicators of quarterback performance and directly affect a player's likelihood of being considered for the MVP award. The derived variables, such as touchdown-to-interception ratio and win percentage, reflect more nuanced aspects of a quarterback's contribution to their team's success. The data thus represents a combination of both raw performance metrics and situational metrics, providing a comprehensive view of a player's overall value to their team. From table 2 we can see how the key statistics we are looking at vary across the seasons. As the game changes and years differ the meaning that values of these statistics hold change. For example in 2002 the 28 was the most passing touchdowns achieved, whereas this would be below the average in 2020. in (table 2?) this type of variability is shown by the large standard deviations for the max values. Thus comparing across the seasons stats directly would incorrectly represent the importance of passing touchdowns. To avoid this issue we will measure how a player performed in a given statistic by if they fall in the 90th percentile for that statistic. This allows us to compare across seasons where the benchmark for greatness in a statistic may differ. This way we can identify which attributes are more attributed with MVP consideration when players excel at them.

# Summary Statistics for Key Variables

Statistic	85th Pct Mean	85th Pct std	Max Value Mean	Max Value std
passing_yards	4531.35	246.401	4988.28	315.902
passing_tds	32.5917	3.84315	40.7222	6.80662
$passing\_first\_downs$	222.583	11.1717	251.222	18.5427
interceptions	16.4444	2.52061	20.7778	4.46629

Statistic	85th Pct Mean	85th Pct std	Max Value Mean	Max Value std
pacr	1.06952	0.0596346	1.21848	0.116848
sacks	42.4333	4.06868	52.2222	6.28308
sack_yards	281.675	31.9917	351.056	51.2669
total_fumbles_lost	5.04444	0.638216	7.05556	1.10997
rushing_yards	360.597	149.114	668.444	285.88
rushing_tds	4.07778	1.40401	7.88889	3.67646
rushing_first_downs	25.9833	10.5236	44.8889	15.9259
win_pct	0.749451	0.0396244	0.867758	0.058604
td:int	3.51242	0.872895	6.3491	2.48576

Table 1: Summary of 85th percentile lower and upper bounds from 2006 - 2023, mean, standard deviation, for key metrics used in predicting MVP candidates. This provides insight into how the levels of these key metrics cary from season to season.

For the context of this paper, MVP candidacy by predicting whether a player will receive any MVP votes. This approach allows us to capture those players who were significant enough in their performance to be recognized, even if they did not ultimately win the award. By modeling MVP candidates through this lens, we gain a nuanced understanding of what it takes to be considered among the league's elite players. This gives a greater sample size of mvp quality players for us to extract key characteristics from. Moreover, looking at mvp votes allow us to still gain insights from years that don't have a QB mvp winner, still informing us of the makeup of the best quarterback in the league.

For the current season, statistics are presented in a per-game format, if they are not already aggregated stats, to avoid bias related to differences in the number of games played by different teams due to the season schedule. This ensures that players on teams with bye weeks or delayed games are not unfairly disadvantaged in the analysis, allowing for a fair comparison of performance across all players. # Model

This section describes the development the logistic regression model used to predict which NFL quarterbacks will receive MVP votes based on their season statistics. This model is appropriate for binary classification—whether or not a player received any MVP votes—and uses a set of performance metrics as predictors. The logistic regression model is selected because it is interpretable and well-suited to model a binary response variable. The model is generated using XGboost ((XGboost?)) Below is a detailed explanation of the model, followed by the rationale for our feature selection and modeling decisions.

#### Logistic Regression Model

The logistic regression model is represented mathematically as follows:

$$P(Y = 1|X) = \frac{1}{1 + e^{-(\beta_0 + \beta_1 X_1 + \beta_2 X_2 + \dots + \beta_p X_p)}}$$

Where:

- $(P(Y = 1 \mid X))$ : The probability that a player will receive MVP votes given the predictor variables (X).
- (\_0): The intercept of the model.
- (\_1, \_2, ..., \_p): Coefficients representing the influence of each predictor variable.
- (X 1, X 2, ..., X p): The predictor variables selected for the model.

The output of the logistic regression is a value between 0 and 1, representing the estimated probability that a quarterback will receive MVP votes. This logistic function is well-suited for binary outcomes, such as our target variable (Y), which indicates if a quarterback received MVP votes (1) or did not (0).

#### **Feature Selection**

The predictor variables ((X)) used in the model are chosen based on their relevance to quarterback performance and their hypothesized impact on MVP candidacy. These variables include season statistics that measure both individual performance and team success:

- 1. win\_pct: Team winning percentage is a significant factor in MVP candidacy. A higher win percentage usually reflects a quarterback's positive impact on their team's performance.
- 2. td:int: The ratio of passing touchdowns to interceptions, representing the quarterback's efficiency. High values indicate strong offensive production with minimized turnovers.
- 3. passing\_tds\_85pctile: Indicates if the player is in the top 15% for passing touchdowns in a season. This captures high offensive impact.
- 4. **rushing\_tds\_85pctile**: Indicates top-tier rushing touchdowns by a quarterback. While rushing plays are less emphasized for quarterbacks, they are a key differentiator for MVP consideration.
- 5. passing\_yards\_85pctile: Measures passing yard performance relative to the top 15% of quarterbacks. High passing yards contribute significantly to team success and MVP candidacy.
- 6. passing\_first\_downs\_85pctile: Shows a quarterback's ability to keep the offense moving and extend drives, a critical aspect of winning games.
- 7. pacr\_85pctile: The Passing Air Conversion Ratio, capturing a quarterback's effectiveness in making successful deep passes.
- 8. rushing\_yards\_85pctile: Represents rushing yards performance in the top 15%. Mobility and rushing ability can be distinguishing factors for quarterbacks.
- 9. rushing\_first\_downs\_85pctile: Indicates rushing first downs. This variable measures the quarterback's ability to extend drives by rushing.
- 10. total\_fumbles\_lost\_85pctile: Measures a player's ball security. Avoiding turnovers is key for MVP candidacy.

- 11. sacks\_85pctile & sack\_yards\_85pctile: Measure a quarterback's ability to avoid sacks and minimize sack yardage, which are detrimental to a team's offensive success.
- 12. **interceptions\_85pctile**: Indicates whether a quarterback has a low interception count, contributing to their efficiency.

#### **Modeling Rationale**

The logistic regression model allows us to predict a binary outcome: whether a quarterback will receive MVP votes. This method is suitable because:

- It provides probabilistic outcomes, making it easy to interpret the results.
- The coefficients ( ) represent the log-odds, which help us understand the effect of each predictor.
- It is simpler compared to more complex models, and this simplicity ensures interpretability, which is important for identifying what drives MVP candidacy.

The logistic regression model is appropriate for predicting MVP candidacy given its balance of complexity and interpretability. The model highlights the importance of individual performance and team success, and the selected features reflect the essential characteristics of an MVP quarterback. # Results ## Regression Results

#### Feature importances for the XGBoost model

Variable	Importance
win_pct	0.322893
td:int	0.0552517
passing_tds_85pctile	0.146538
rushing_tds_85pctile	0.0596878
passing_yards_85pctile	0.0257456
passing_first_downs_85pctile	0.0804869
pacr_85pctile	0.0830801
rushing_yards_85pctile	0.0168114
rushing_first_downs_85pctile	0.00959435
total_fumbles_lost_85pctile	0.0237403
sacks_85pctile	0.0470513
sack_yards_85pctile	0.0864964
interceptions_85pctile	0.0426228

Table 2: Feature importance values for the XGBoost model predicting binary value for MVP votes. These metrics highlight the significance of each variable, with 'win percentage' playing a dominant role in determining a quarterback's MVP candidacy.

The regression results from the XGBoost model reveal that win\_pct was the most influential predictor, with an importance score of 0.3229. This underscores that team success, as reflected by a player's win percentage, is the most critical determinant of MVP candidacy. The model also highlighted passing\_tds\_90pctile (importance = 0.1465) and td:int (importance = 0.0553) as significant features, indicating that players who excel in passing touchdowns and maintain a strong touchdown-to-interception ratio are more likely to receive MVP votes. Other features such as pacr\_90pctile (importance = 0.0831) and passing\_first\_downs\_90pctile (importance = 0.0805) contributed moderately to the model. Conversely, variables like rushing\_yards\_90pctile (importance = 0.0168) and rushing\_first\_downs\_90pctile (importance = 0.0096) had lower importance, suggesting that while these metrics influence MVP candidacy, they are less crucial compared to standout offensive achievements in the passing game. Key negative play indicators like sacks and interceptions are lower than others implying that strong positive play outshines the impact of reducing negative plays. Despite this being in the 90th percentile of sack yards does have a decent impact on myp consideration.

#### **Model Evaluation**

Accuracy Score: 0.97

Confusion Matrix:

Predicted 0	Predicted 1
30	0
1	3
	30

#### Classification Report:

Class	Precision	Recall	F1-Score	Support	
0	0.97	1.00	0.98	30	
1	1.00	0.75	0.86	4	
Accuracy			0.97	34	
Macro Avg	0.98	0.88	0.92	34	
Weighted Avg	0.97	0.97	0.97	34	

The model achieved an accuracy score of 0.97, demonstrating a strong predictive capability. The confusion matrix shows that out of 34 players, 30 were correctly identified as not receiving MVP votes, while 3 were accurately identified as receiving votes. There was 1 false negative, indicating a player who received MVP votes but was not identified by the model. The high precision of 1.00 for players who received votes means that all positive predictions made by the model were correct, although the recall of 0.75 for this class suggests that not all players who received votes were successfully predicted

#### **MVP Votes Predictions for 2024 Season**

#### Prediction and probability for 2024 MVP vote recipients

Player Display Name	MVP Votes Prediction	MVP Votes Probability
Aaron Rodgers	0	0.000336
Matthew Stafford	0	0.007637
Kirk Cousins	0	0.000169
Geno Smith	0	0.001000
Jared Goff	1	0.603842
Patrick Mahomes	0	0.032164
Lamar Jackson	1	0.604000
Baker Mayfield	0	0.014920
Josh Allen	1	0.976419
Sam Darnold	0	0.084216
Kyler Murray	0	0.002409
Justin Herbert	0	0.007366
Jalen Hurts	0	0.036282
Joe Burrow	0	0.386225
C.J. Stroud	0	0.000133
Bo Nix	0	0.000997
Jayden Daniels	0	0.001547
Caleb Williams	0	0.001353

Table 3: Predictions for MVP votes based on the model analysis for the 2024 season. binary percentile variables are calculated using per game statistics. This table presents which quarterbacks are predicted to receive votes and their respective probabilities. 3 quarterbacks are expected to receive at least some votes for MVP.

Using the XG boost model we can extract who is predicted this year, based on their current rankings of key statistics per game, which quarterbacks will receive mvp votes. This list of predictions only includes players who have at least 10 games played, to display only those deemed to be contenders, however 36 quarterbacks percentages were predicted in total. This model predicts that based on their performance in key statistics this year only 3 players are expected to receive votes, Jared Goff, Lamar Jackson and Josh allen. Josh Allen boasts the highest probability of 97.6% chance of receiving votes. Both Jackson and Goff are sitting with approximately 60.4% chance of receiving votes. Only one other player has above 10% chance of receiving votes according to the model, that is Joe Burrow with a predicted 38.6% chance. In the Discussion section we will look into the stats to understand why this is. But compared to the rest of the quarterbacks, he is much closer to the mvp than he is to any of them.

## Discussion

#### Model discussion

The regression results highlight several interesting implications about how MVP candidacy is influenced by efficiency versus production, as well as the importance of team success. The high feature importance of win\_pct indicates that team success plays a pivotal role in determining MVP votes. This means that even if a player has a statistical season below exceptional, their chances of receiving MVP votes can be greatly inflated by the team's success. In some context this could lead to unfair favouritism to great teams rather than great players. The inverse is also true, that players playing at an mvp level could be passed over due to team success which is not always in control of the individual player. This bias towards team success suggests that the MVP is not purely a measure of individual excellence but also considers a player's contribution to the team's overall achievements.

The model shows that being in the 85th percentile of touchdowns has the second highest importance towards mvp vote. As the primary way quarterbacks impact points scored this is expected, especially as point scored impact winning which the model has identified as a key factor towards impact mvp votes. Being one of the best Rushing scorers is less impactful as an indicator of candidacy. One reason this may be is that not all quarterbacks are mobile and thus do not rely on rushing touchdowns to score. However the model suggests that scoring the most rushing touchdowns will indeed aid an mvp campaign.

Some variables are more associated with high impact plays and others relate to the consistency. Excelling at passing first downs and pacr, which is a measure of large plays that occur after the catch, are more representative of a player that makes important high impact plays. Being at the top of the league in these categories are significantly positive towards mvp consideration. We see that although the number of sacks is deemed relatively unimportant, it is considered important to be one of the best at keeping sack yards low. Highlighting again that explosive plays are more significant in the mvp conversation, even if that means reducing negative ones. In contrast with this, keeping fumbles lost to a minimum is not considered as important as other factors, this could be due to the fact that these often result from poor team play. However other variables that could result from the same still hold great weight in the mvp conversation. Another possibility is variables like sacks and fumbles occur more when players are in command of the football for longer, and thus the best players are not often in the top percentile for these statistics, in figure 5 we will see some stats of mvp contenders that offers some insight.

Explosive plays importance is supported by the model as it is not important to have the fewest interceptions in the league but instead it is more important to have one of the better td to interception ratios. And as highlighted previously, even more key to score more touchdowns. The small factor that interceptions play is interesting however and could be slightly skewed by players who play less games, despite the methodology mentioned in the data section to diminish this. Further interceptions here reflect the season as a whole, it is possible that many interceptions occur in a few games, which is not a characteristic of the best players in the league. The model would not be able to interpret the distribution of interceptions, the effect of this would be to underrepresented the importance of interceptions.

This is a problem with the model that does extend across the variables, and that is the granularity of the data is the season. Stand-out performances both good and bad often define an myp season. For example it would be hard to vote for a player that threw 8 interceptions in a game, however they would still be in the upper echelon of the league if they threw no more that season. WHat quantifies a standout performance is however fairly subjective, and as the mvp is a season award, using statistics from the whole season is still very functional. Other methods of data collection such as surveys may offer more insight into what variables outside of the data may influence mvp votes. Further there may be some bias present by using mvp votes as our variable of interest, this could result from players with 1 or few votes being included with those that won unanimous mvp's. These players are clearly very different but treated as the same here. In future iterations of this model it is recommended to weight by mvp votes.

In summary, the regression analysis underscores that while individual performance is crucial for MVP candidacy, team success remains a major determinant. The model indicates that standout offensive achievements, particularly in passing metrics, are highly valued. Being the best in the league in other facets does positively impact mvp odds however complementing winning with offensive production is more valued than limiting negative production. The model also does have some shortfalls as it regresses a season worth of visual spectacles to one number, people are often emotional about sports and thus there is more understanding to be had as to what makes and MVP outside of the number.

## 2024 prediction Inputting this years current standings in key statistics offers a prediction from the model. Looking at the 4 quarterbacks that are leading the MVP conversation in greater detail gives an informative view at why they are contenders. The model analyses being in the 85th percentile in most statistics, in the 2024 season among qualifying quarterbacks this means ranking in the top 5 in a statistic.

2024 MVP candidates per game statistics and ranking

	Win	MVP	TD:	Pass	Rush	Pass	Rush	Pass	Rush	PAC	Fumbles	}	Sack	
Player	%	prop	INT	TD	TD	Yrds	Yrds	1sts	1sts	R	Lost	Sacks	Yrds	Ints
Allen	0.82	97.6	3.6	1.6	0.5	231.2	28.7	10.6	2.7	1.08	0.2	1.2	5.5	0.5
	(3)	(1)	(5)	(8)	(3)	(15)	(9)	(17)	(4)	(12)	(17)	(4)	(2)	(10)
Goff	0.91	60.4	2.22	1.8	0.0	251.0	3.5	12.2	0.5	1.59	0.0(1)	1.9	14.8	0.8
	(1)	(3)	(14)	(7)	(25)	(9)	(33)	(6)	(28)	(1)		(12)	(19)	(21)
Jackson	0.67	60.4	9.0	2.2	0.2	254.4	49.9	11.9	2.5	1.34	0.3	1.3	8.0	0.2
	(6)	(2)	(2)	(2)	(11)	(7)	(1)	(9)	(7)	(3)	(27)	(6)	(6)	(3)
Burrow	0.36	38.6	6.75	2.5	0.1	275.3	13.7	14.1	1.2	1.04	0.1	2.4	12.5	0.4
	(24)	(4)	(3)	(1)	(15)	(2)	(21)	(1)	(20)	(14)	(10)	(20)	(13)	(6)
Mahome	s0.91	3.2	1.64	1.6	0.1	243.0	20.6	13.5	1.5	1.24	0.0(1)	2.5	16.5	1.0
	(1)	(8)	(24)	(8)	(15)	(13)	(15)	(3)	(14)	(5)	. ,	(23)	(24)	(30)

Table 4: Comparison of key metrics for quarterbacks leading the MVP race. The table illustrates differences in these key variables among those likely to win mvp, from this it adds context as to why some players have higher odds than others.

The model predictions for the 2024 NFL season provide interesting insights into how different quarterbacks are expected to fare in the MVP race. Based on the current season's statistics, the model identifies Jared Goff, Lamar Jackson, and Josh Allen as the top three candidates likely to receive MVP votes. Among these, Josh Allen stands out with a 97.6% probability of receiving votes, which is significantly higher than his peers. Lamar Jackson and Jared Goff also show strong probabilities at around 60.4%, indicating that their performances this season have positioned them as key contenders.

An initial shock is that the fundamental variable from the model, win percentage, Allen and the Buffalo Bills are not leading the league. In fact he is well behind Goffs, another mvp candidate. This is suppressing considering the almost certain probability that he will receive mvp votes. Looking at ALlens other stats we see why his odds are so high, he ranks in the top 5 for 5 other major statistics. Ranking as 2nd and 4th in rushing touchdowns and td:int ratio respectively, two significant variables. Interestingly he is just outside of the top 5 in a very key statistic, Passing touchdowns. This essentially should not be captured by the model implying that his MVP odds may be even higher.

The prediction results also reveal several well-known quarterbacks, such as Patrick Mahomes, Joe Burrow, with lower-than-expected probabilities of receiving votes. For instance, Joe Burrow's probability stands at 38.6%, suggesting that, despite his solid individual performance, other factors like team success look to be affecting his candidacy. This

highlights how despite Burrow ranking highly in almost all the most important statistics, the poor team success is heavily holding back his candidacy. Patrick mahomes' mvp campaign looks to be hindered from the opposite affliction. The Chiefs match the Lions and Jared Goff with the highest win percentage, 0.909. However the model has Mahomes at less than 4% chance of receiving mvp votes. COmparing his stats to goff we see a very high interception rate, while not compensating with passing touchdowns. Leading to him being outside to the top of the league in key factors such as TD:INT ratio, Touchdown passes and Interceptions. Emphasising that a mvp campaign cannot rely solely on team success.

Lamar Jackson is an interesting case, as his statistics per game are very similar to our MVP favourite Josh allen. In some statistics even surpassing him, especially in offensive production and efficiency based statistics that were highlighted as key in the model. He sits in the top 5 in a majority of the key variables, However his win percentage is the second lowest in this list of contenders.

In conclusion Our model predicts a race likely to come down to three major candidates for MVP. Josh allen however has so far excelled at a majority of key statistical categories while maintaining a strong winning percentage. This balance of personal and team success puts him at the top of the MVP conversation, for now. Should this success continue in both key facets, The model expects Josh Allen to win his first MVP award.