

Agentes Inteligentes y LLM

Sistemas Inteligentes - 11089



Integrantes



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Introduccion

FIFA es un videojuego de simulación de fútbol publicado por Electronic Arts, lanzada en todo el mundo el 30 de septiembre de 2022 para PC, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S y Google Stadia.





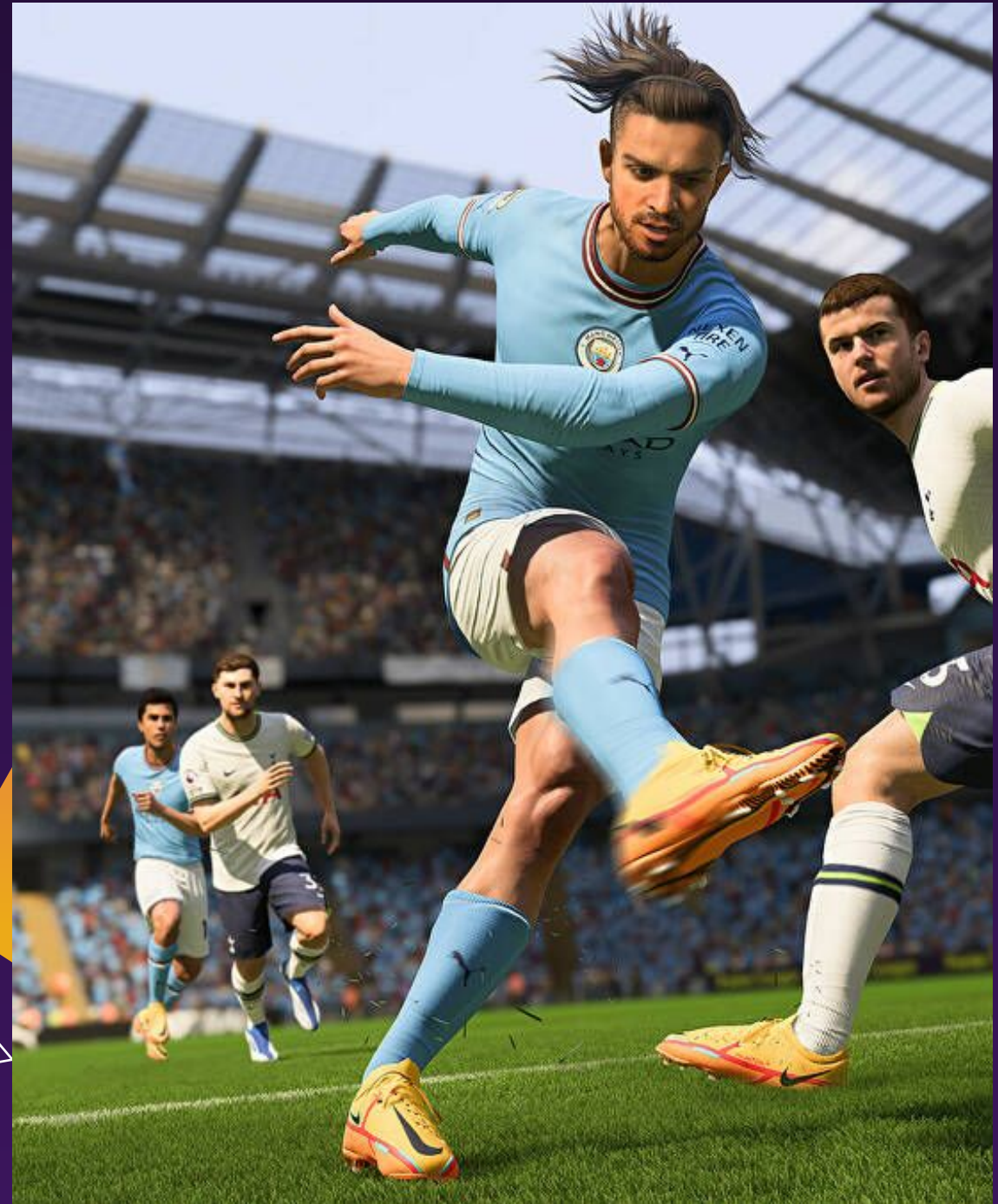
Contexto

FIFA posee más de 20 ligas,, más de 100 estadios,, más de 700 clubes y más de 19.000 jugadores. La búsqueda de estos datos puede ser volverse algo complejo para el jugador promedio.

En base a esto, se buscó implementar una solución basada en LLM para la realización de consultas con respecto al videojuego.

Objetivo del trabajo

Construir un sistema de recuperación de información (RAG - Retrieval Augmented Generation) utilizando modelos de lenguaje generativo y embeddings para responder preguntas sobre jugadores y equipos en FIFA





Datos utilizados

Mediante dos datasets, se obtuvo vinculada a los equipos y jugadores del juego:

- Jugadores: Nombre, edad, equipo, fisico, velocidad, regate, tiro, etc.
- Equipos: Nombre, liga, valoracion, ataque, defensa, etc.

MESSI EN FIFA

91
ED

MESSI

81 PAC

89 SHO

90 PAS

94 DRI

34 DEF

64 PHY

Gold Rare

Nation

Club

91

ED

RESET

Move the sliders below to adjust the stats

11

PACE

81

Acceleration 87

Sprint Speed 76

11

SHOOTING

89

Positioning 90

Finishing 92

Shot Power 83

Long Shots 91

Volleys 85

Penalties 73

11

PASSING

90

Vision 94

Crossing 84

FK. Accuracy 93

Short Passing 90

Long Passing 90

Curve 92

11

DRIBBLING

94

Agility 90

Balance 94

Reactions 93

Ball Control 95

Dribbling 95

Composure 95

11

DEFENDING

34

Interceptions 40

Heading Accuracy 70

Marking 20

Standing Tackle 35

Sliding Tackle 24

11

PHYSICALITY

64

Jumping 67

Stamina 71

Strength 68

Aggression 43

EQUIPOS EN FIFA

PARTIDO CLÁSICO

david-taiko

☒ EQUIPOS MASCULINOS ☐ EQUIPOS FEMENINOS

INGLATERRA



LIVERPOOL



DEL — MED — DEF —
84 82 87

PREMIER LEAGUE



IA PROFESIONAL

☒ EQUIPOS MASCULINOS ☐ EQUIPOS FEMENINOS

ESPAÑA



REAL SOCIEDAD



DEL — MED — DEF —
79 80 78

LALIGA SANTANDER



NO
AJUSTES DE VENTAJA

FORMA REAL
SÍ



Seleccionar Atrás Al azar

0



Ejemplos de consultas

1

¿Cual es la valoración de Lionel Messi?

2

¿Cual es la altura de Cristiano Ronaldo?

3

¿En qué liga juega Boca Juniors?

4

¿Cuánto ataque tiene Real Madrid?

Vamos al código





Esports organizations are responsible for managing and supporting professional esports teams. They provide resources, training facilities, coaching, and sponsorship opportunities to players.



Esports Organizations

These organizations often have multiple teams across various games and compete in different esports leagues globally.





Esports Leagues

Esports leagues are ongoing competitions structured in a league format, with regular seasons, playoffs, and championships. These leagues feature multiple teams that face each other in a series of matches to earn points and advance in the standings. Popular examples include the Overwatch League and the League of Legends Championship Series (LCS).



Esports streaming involves broadcasting live gameplay, tournaments, and related content on streaming platforms such as Twitch, YouTube Gaming, and Mixer. Viewers can watch their favorite players and teams, interact through chat, and gain insights into strategies and gameplay mechanics.

Esports Streaming





Esports broadcasting involves the production and commentary of esports events. Broadcasters and commentators provide live play-by-play analysis, expert insights, and entertaining commentary to enhance the viewing experience for fans. They play a crucial role in engaging and educating the audience.

Esports Broadcasting and Commentating



Esports Analytics and Data Analysis

Esports analytics and data analysis involve the use of statistical and analytical tools to analyze player and team performance, game strategies, and trends in esports. This data-driven approach helps improve decision-making, player development, and team strategies.





Esports is increasingly finding its place in educational institutions. Schools and universities are adopting esports programs, clubs, and scholarships, recognizing the value of teamwork, strategic thinking, problem-solving, and communication skills developed through competitive gaming.



Esports And Education





The esports industry is working towards fostering diversity and inclusivity. Initiatives aim to address gender imbalances, promote representation from marginalized communities, and create a safe and inclusive environment for all participants and fans.

Esports and Diversity

Icons



Icons



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You can add and edit some **shapes** to your presentation to present your data in a visual way.

- Choose your favourite infographic and insert it in your presentation using Ctrl C + Ctrl V or Cmd C + Cmd V in Mac.
- Select one of the parts and **ungroup** it by right-clicking and choosing “Ungroup”.
- **Change the color** by clicking on the paint bucket.
- Then **resize** the element by clicking and dragging one of the square-shaped points of its bounding box (the cursor should look like a double-headed arrow). Remember to hold Shift while dragging to keep the proportions.
- **Group** the elements again by selecting them, right-clicking and choosing “Group”.
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