

# Player Valuation

Modelling European football player valuation

https://github.com/MarcoWong96/Capstone-Project.git

January 2024

Marco Wong





## "Doing a Leeds"







#### PROBLEM

In football's hyper competitive world, clubs face significant financial risks due to inaccurate player valuations.

### SOLUTION

1. Utilize last season's player statistics to accurately determine player valuations.

2. Find which features are most predictive of valuations



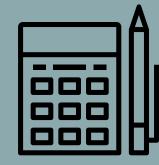
## Impact



Value Appreciation



**Improve Fan Relations** 



**Compliance Assurance** 



**Long Term Sustanability** 



Financial Stability



**Marketing Opportunities** 

### Datasets

### Player Statistics

2022 - 2023 Season

2921 rows x 143 columns

2021 - 2022 Season

2689 rows x 124 columns

### Player Valuation

Transfermarkt

Player Valuation

440643 rows x 9 columns

Players

30302 rows x 23 columns



## Proposed Solution:

Player X



Age:

Team:

Height:

Matches Played:

Passes Completed:

Goal Creating Actions:

Aerial Won%:



€ X mil





Player X

#### Player Statistics

Name | Age | Team | Matches | Passes Completed

X 20 MUN 180 690

#### Player Valuation

Player ID | Year | Valuation

121 2022 1,000,000

#### Player Name

Player ID | Player Name

121 X









Player X

#### Player Statistics

Name | Age | Team | Matches | Passes Completed X 20 MUN 180 690

#### <u>Player Name & Valuation Merged (On Player ID)</u>

Player Name | Year | Valuation | Player ID X 2022 1,000,000 121



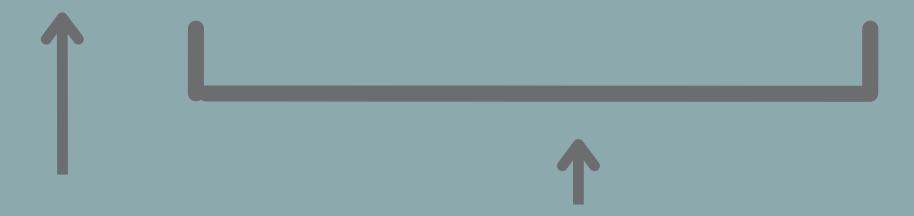




Player X

#### Final Dataframe (5422 rows × 128 columns)

Name | Age | Team | Matches | Passes Completed | Valuation X 20 MUN 180 690 1,000,000



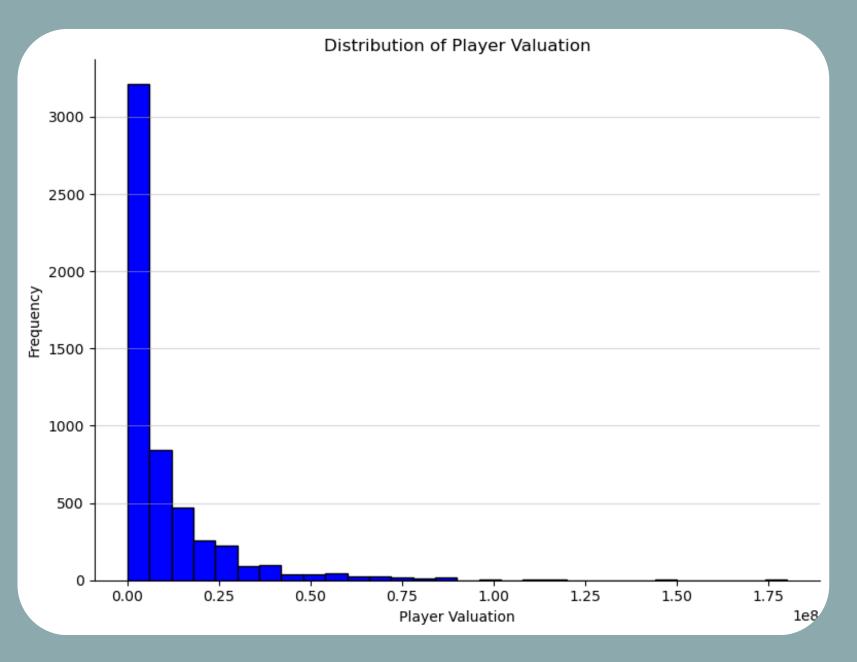
<u>Name</u>

<u>Features</u>

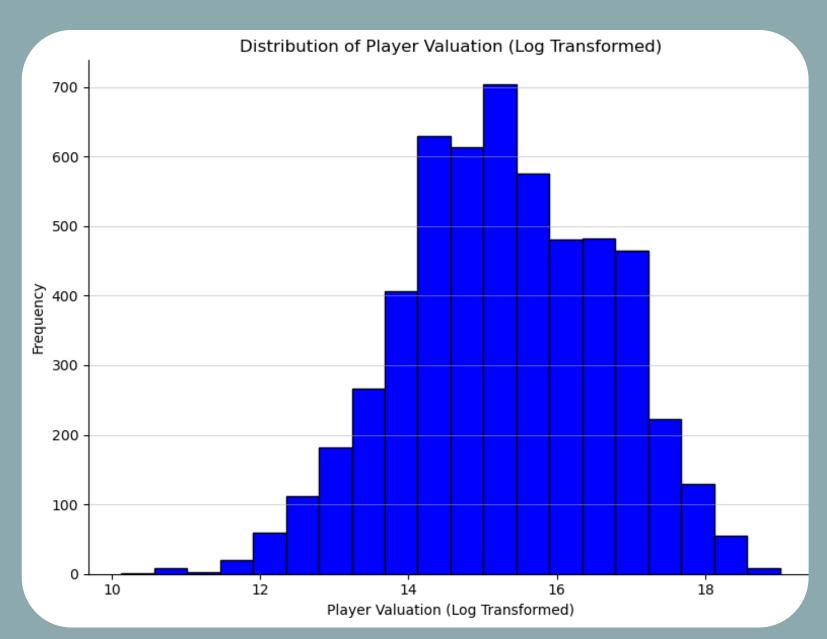


## EDA

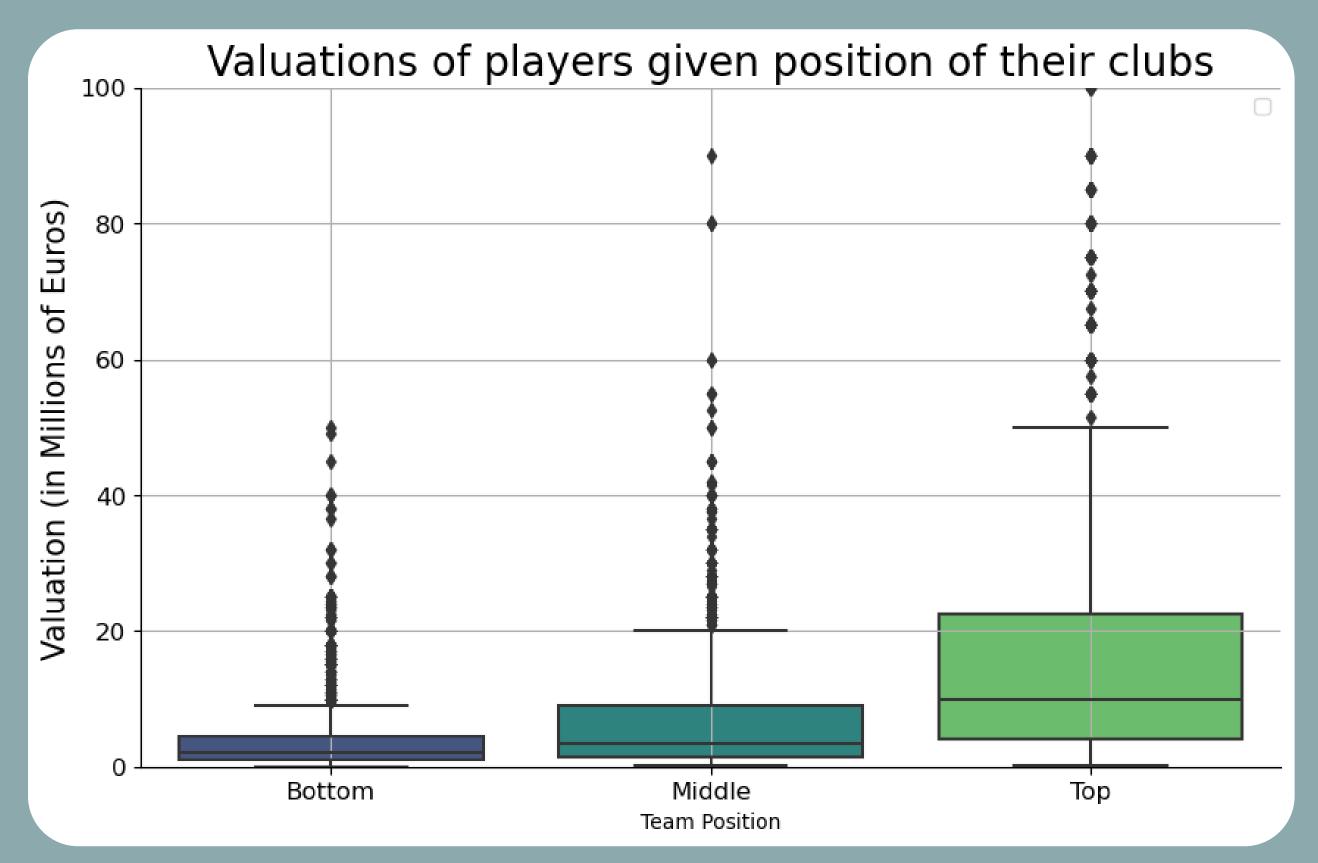
#### Original Valuation



#### Log Transformed



## FURTHER EDA (Nations)



- Players in top teams have higher mean, median valuation
- Players in top teams have more high valuation outliers
- Anova Test:P value: 0.00



Linear Regression (Baseline)

**Decision Tree** 

**Random Forest** 

**Neural Network** 

Bagging

Gradient Boosting



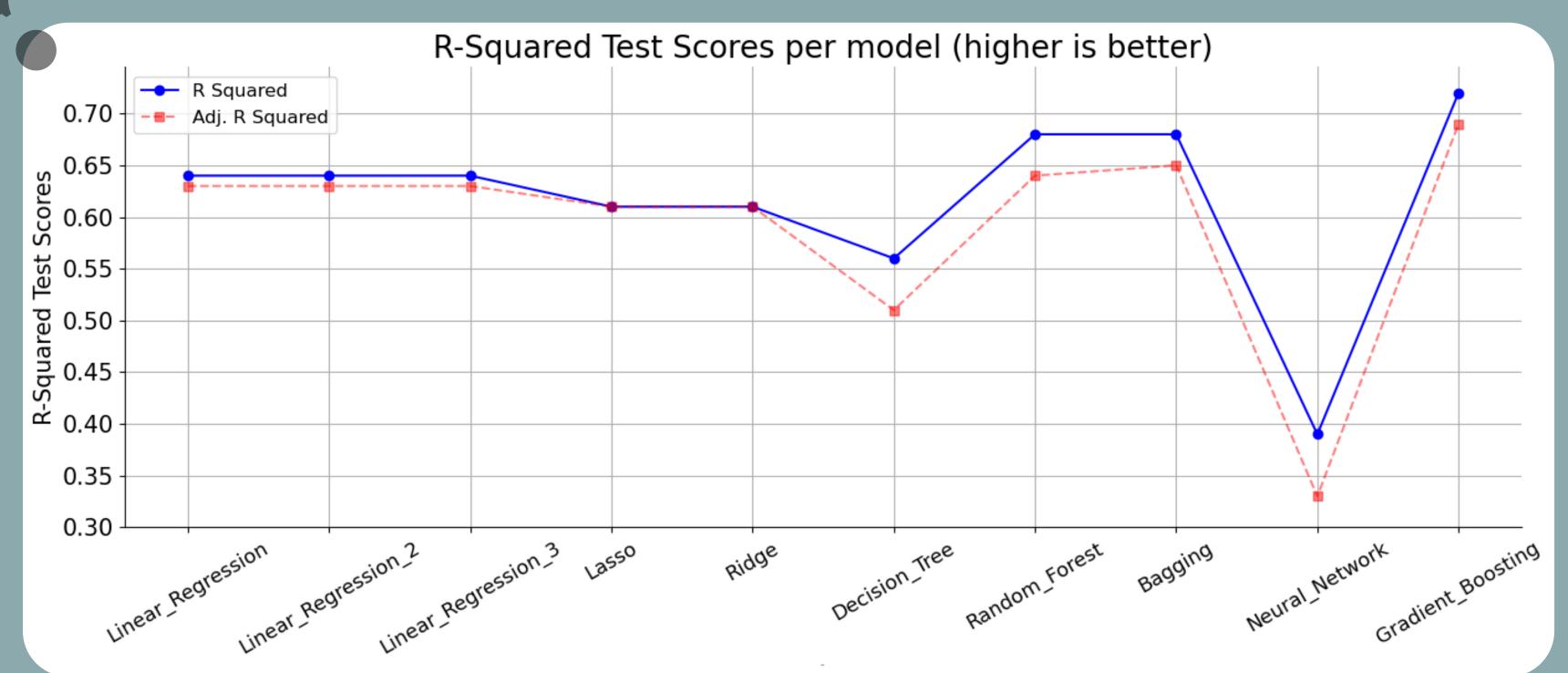


### Model Evaluation

- R Squared
- Adj R Squared
- Mean Absolute Error (MAE)
- Percentage Mean Absolute Error (PMAE)

## RSquared





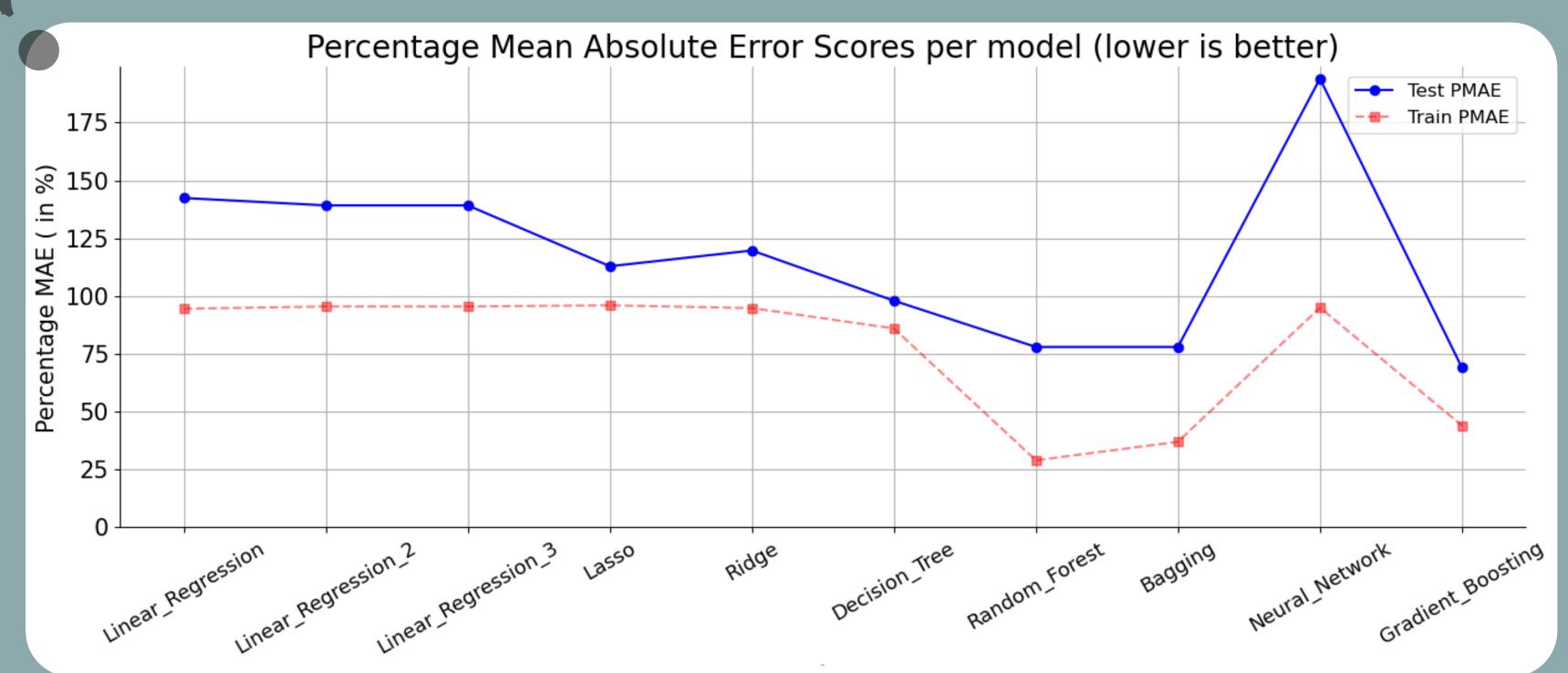
## Mean Absolute Error



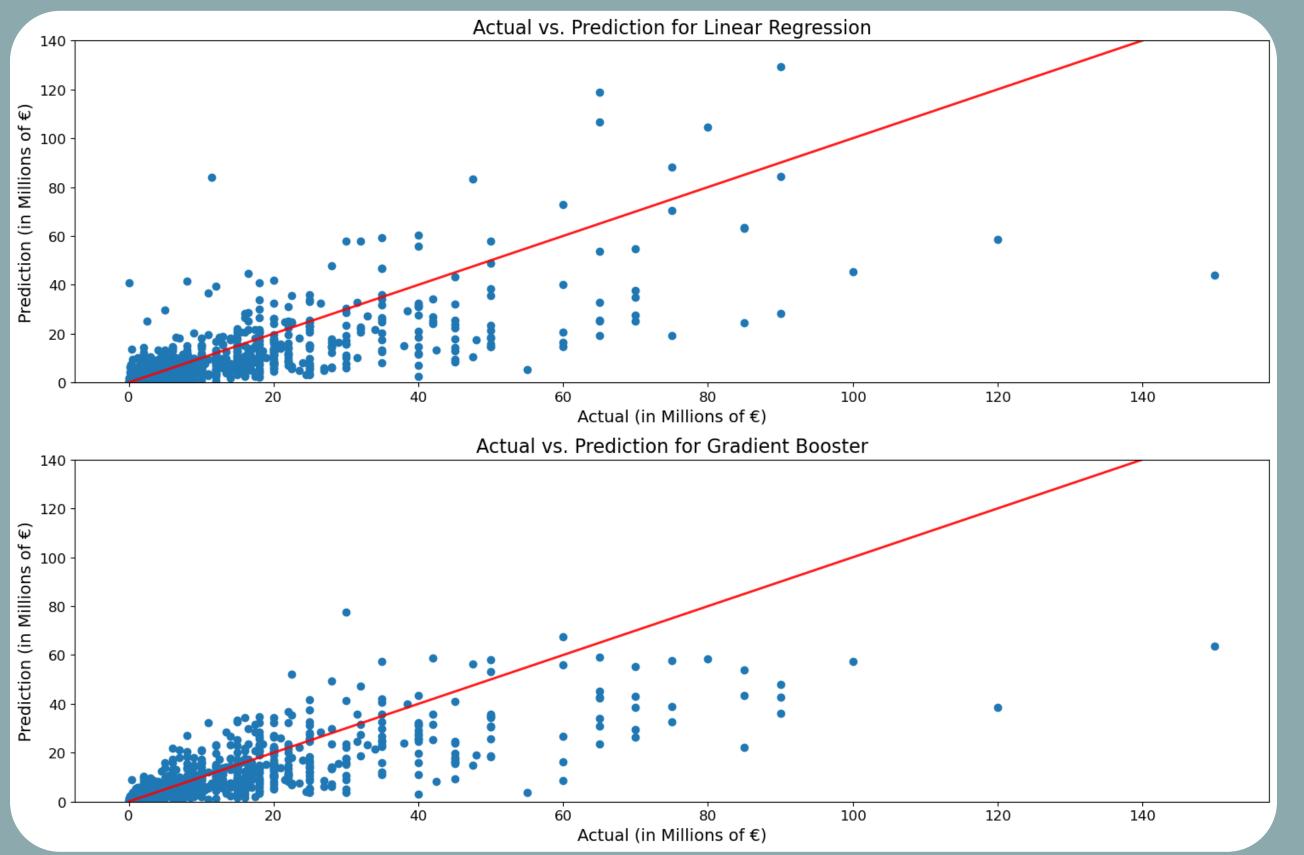


## % Mean Absolute Error





## Actual vs Predicted Values



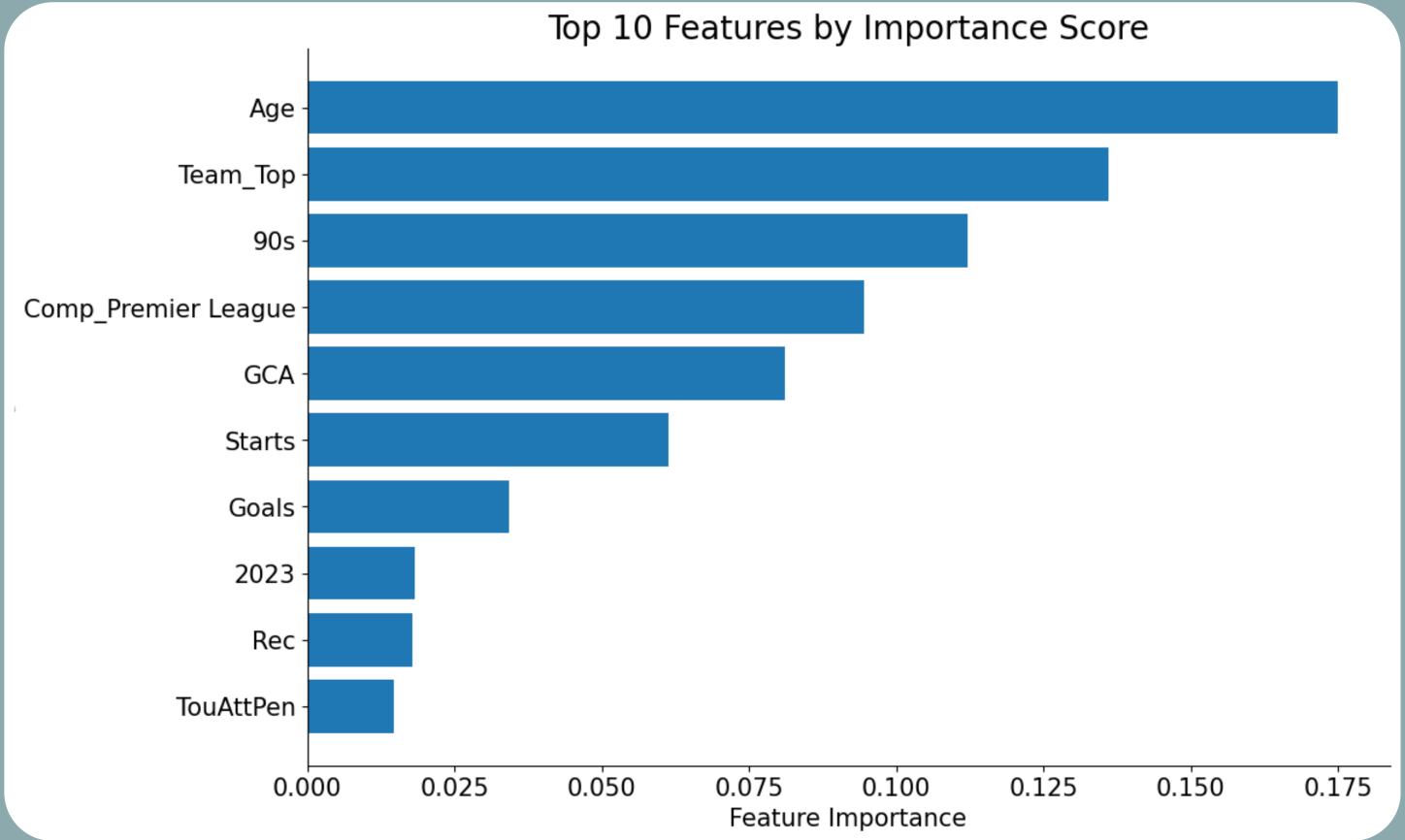
 Red line is perfect valuation

 Linear Regression more spread out

 Gradient Booster largely undervalues

## Feature Importance



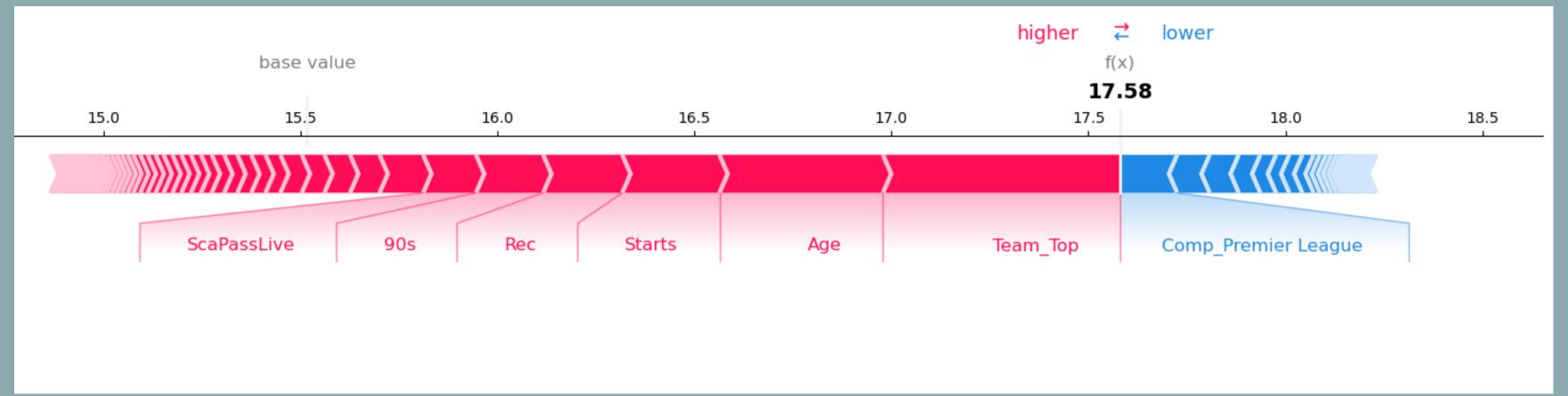




## Alphonso Davies



#### Valuation: €70 million



#### **Positive Features:**

- Top Team
- Age
- Starts

#### **Negative Features:**

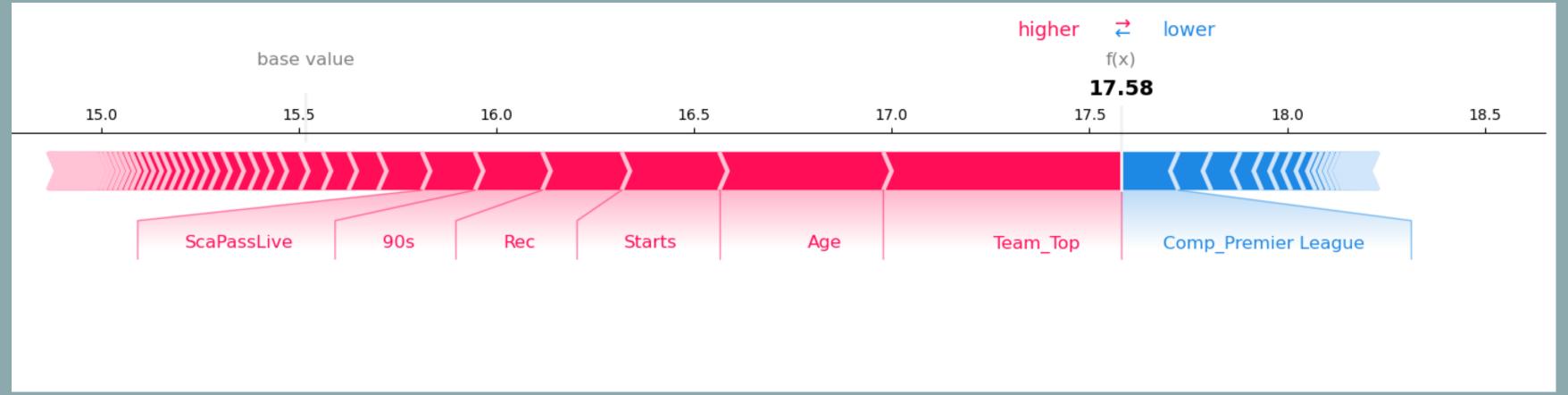
Doesn't play in Premier League



## Alphonso Davies



#### Valuation: €70 million



Shap Prediction: 43 Million

Booster Prediction: 43 million







## Future Steps

- Look at transfer fees in past two years and evaluate model
- Find methods to improve model: Contract length, wages, other statistics
- Create more robust application
- Consider ethical implications of model/ project



#### **LinkedIn Profile**

# Thank you!



https://github.com/MarcoWong96/Capstone-Project.git