

Insights in European league soccer players transfer

Github Link

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1 Motivation

Enjoying watching the European soccer league games, we want to visualize data about soccer to show the trend of soccer's development. Since there have been many research about the outcome of games, we decide to exploring our data from another perspective: the transfer market which reflects not only the loyalty of players but also the development of leagues or teams. Our topic is the European league soccer transfer, related to the number of players transfer both within and among leagues as well as the rank of players who has the most number of transfer times.

2 Project Objectives

1. How many players transferd between teams within a league in each year.
2. How many players transferd between leagues in each year.
3. The trend of the number of transferd players among leagues.
4. The rank of players who has the most number of transfer times.

3 Data

Our data is from Kaggle European Soccer Database, and the link is *here*.

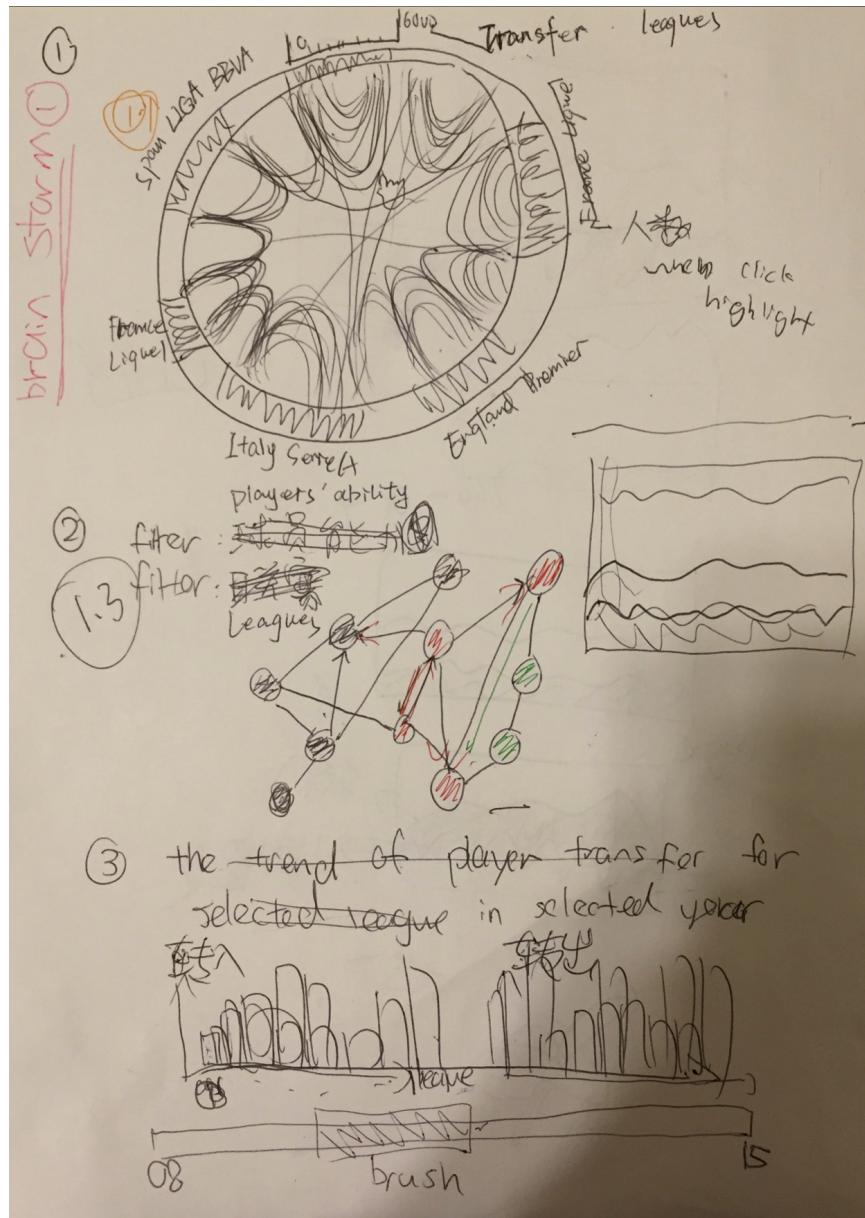
The data we want to use has 11 European league, more than 25000 matches and at least 10000 players from season 2008 to season 2016.

The form of data set is several tables in sqlite database, so we plan to join the tables to get which player belongs to which team from year to year, then we can know the trasfer of players.

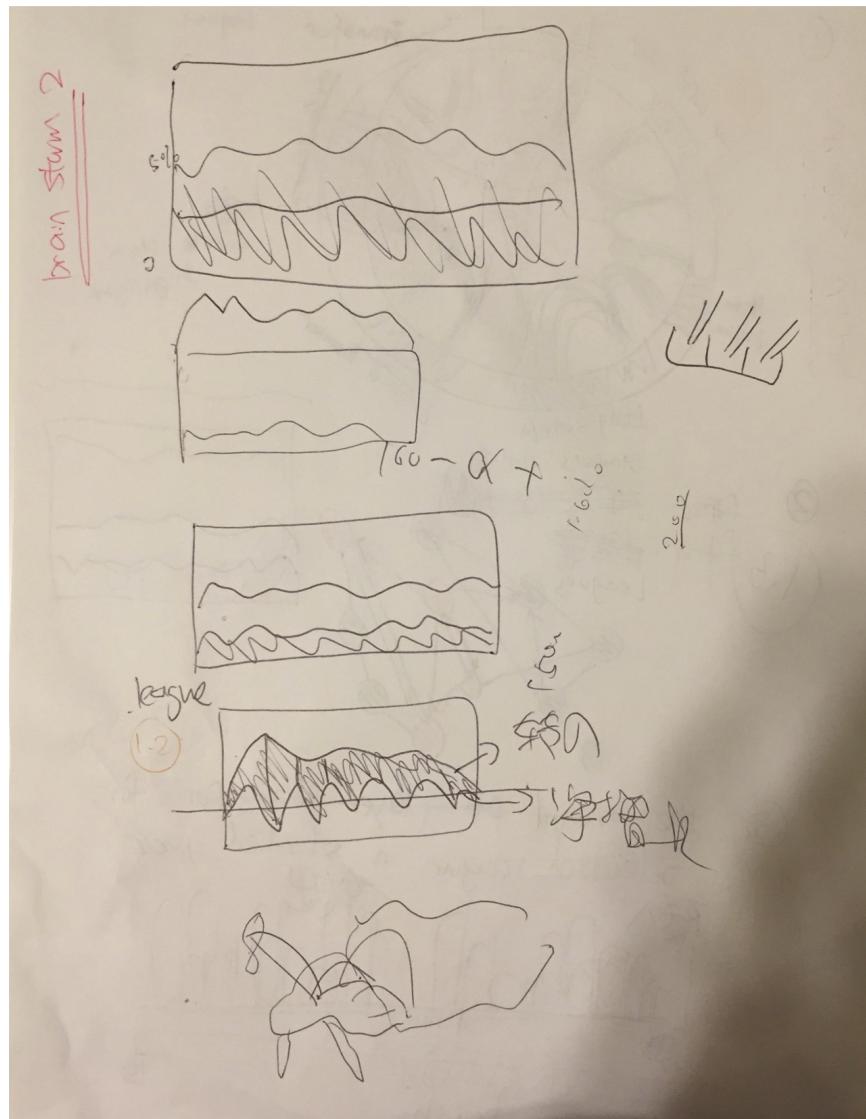
4 Design

4.1 Brain Storm

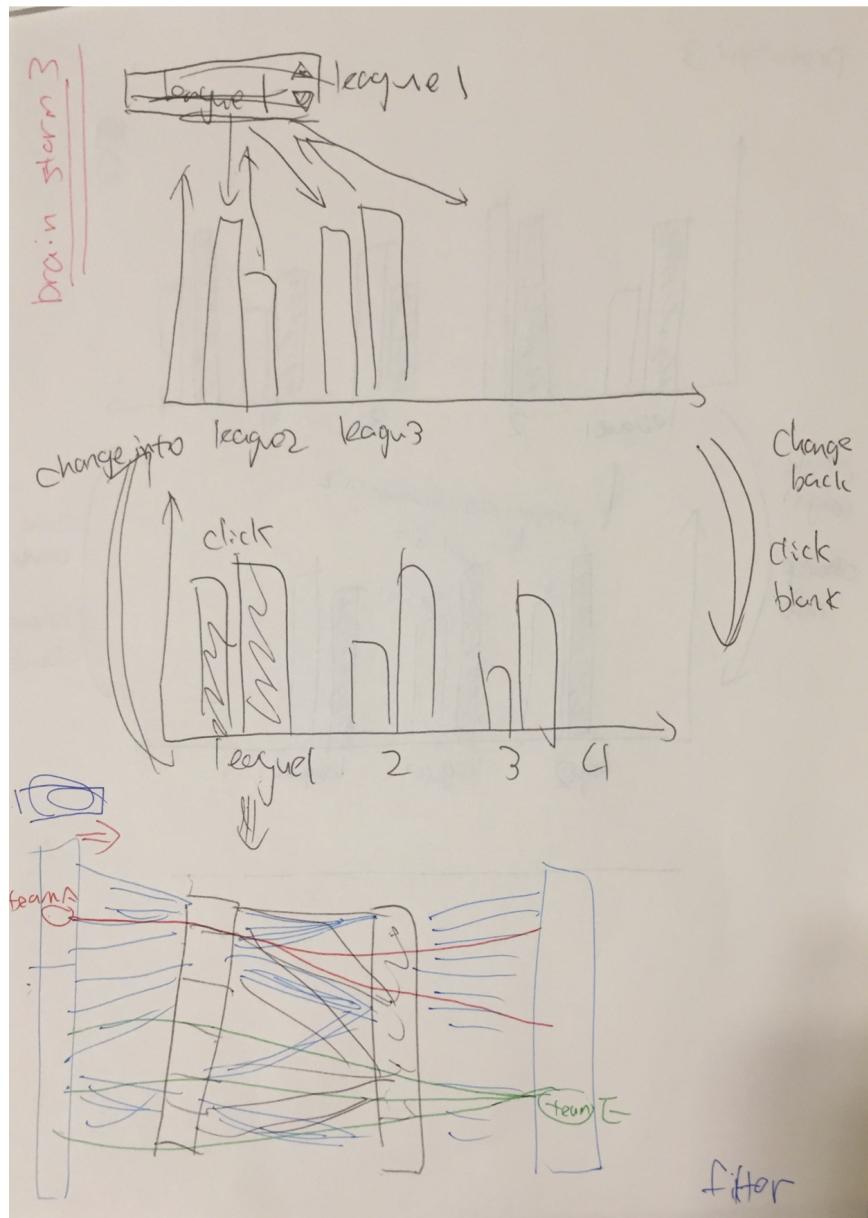
- Brain Storm1:



- Brain Storm2:

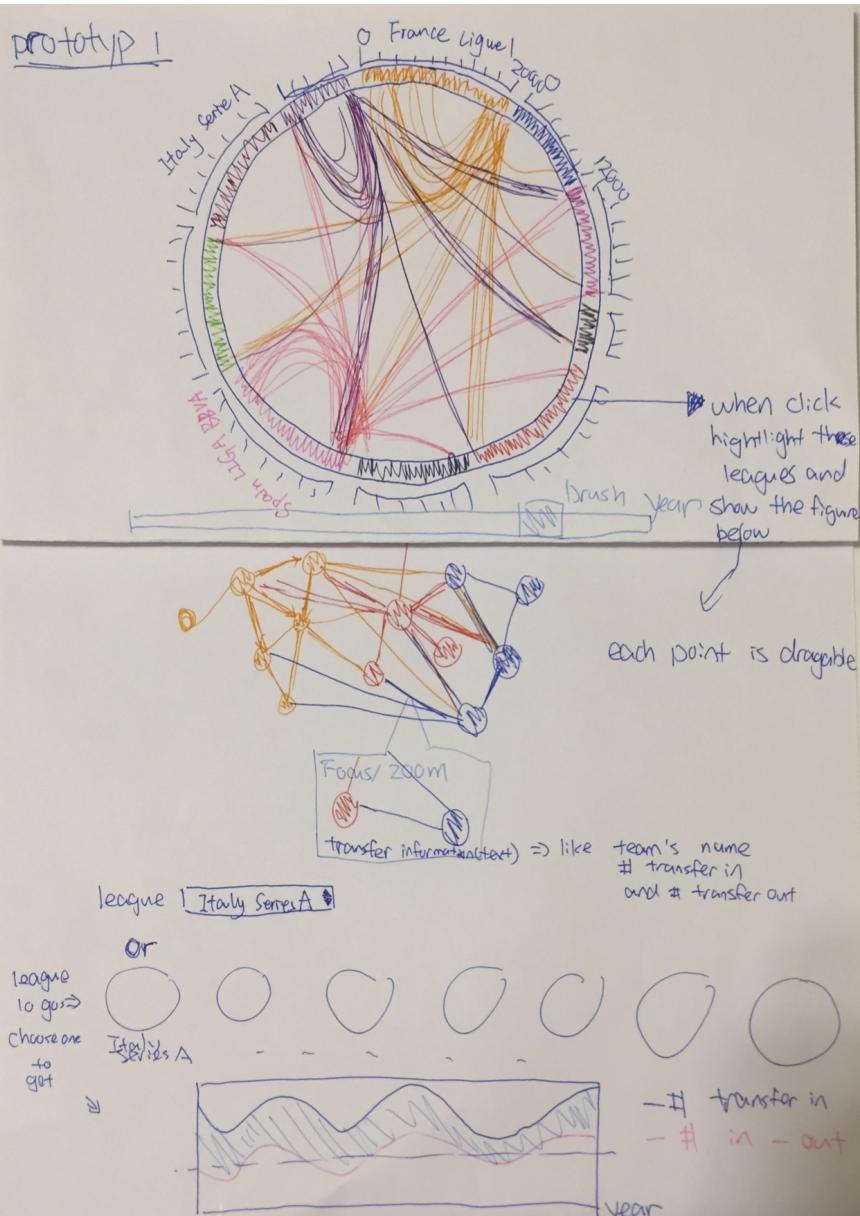


- Brian Storm3:



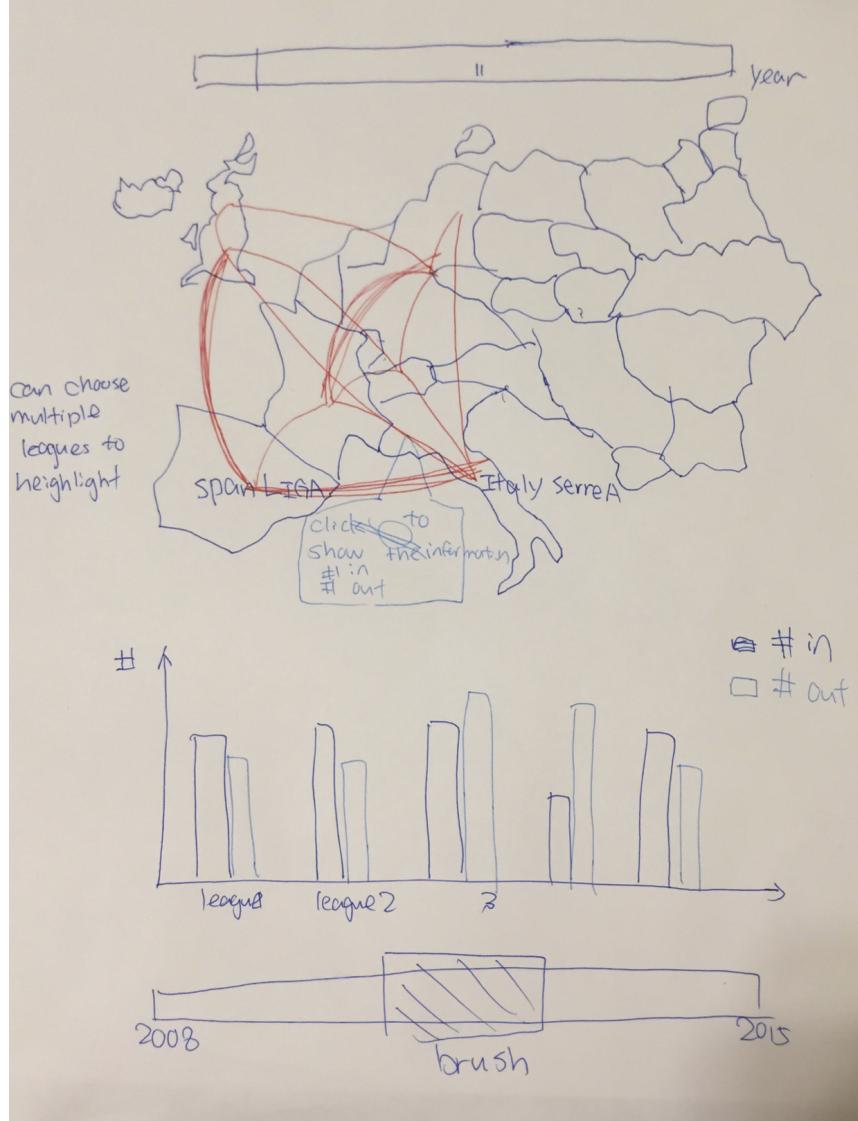
4.2 Initial Design

- Design1:



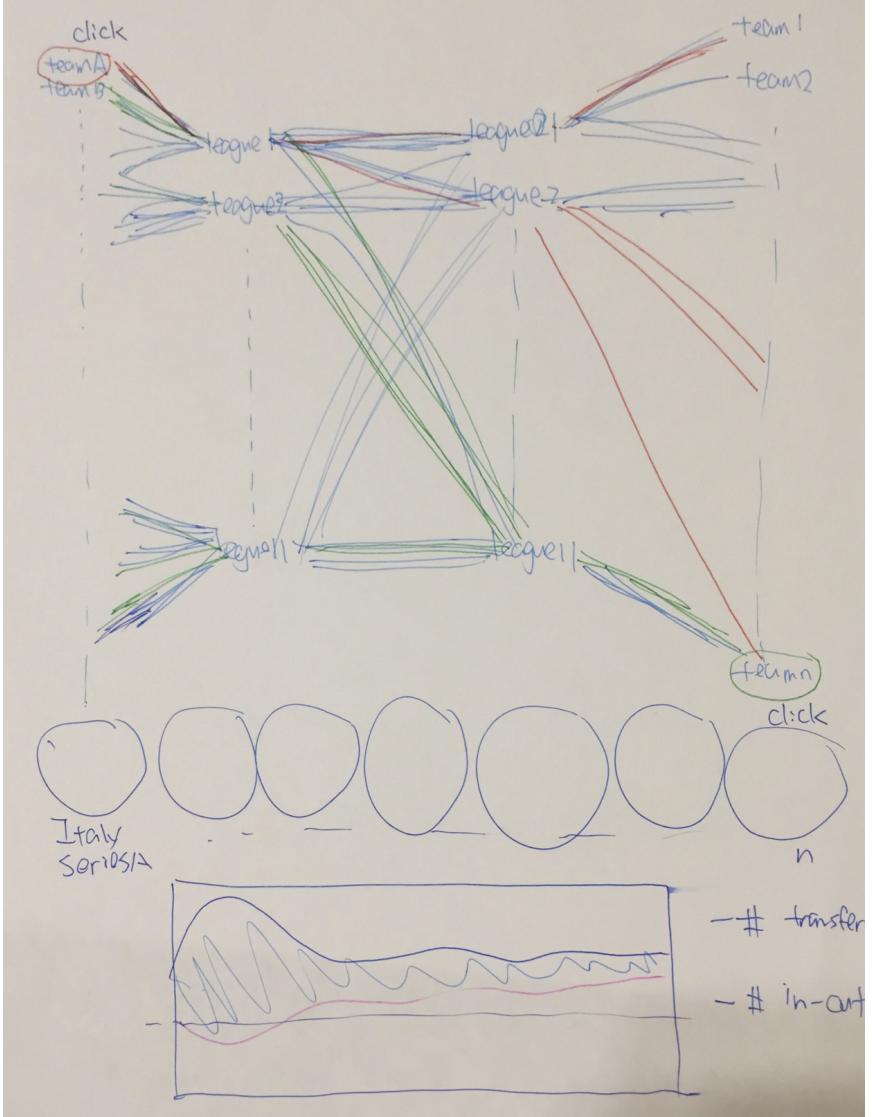
- Design2:

Prototyp 2

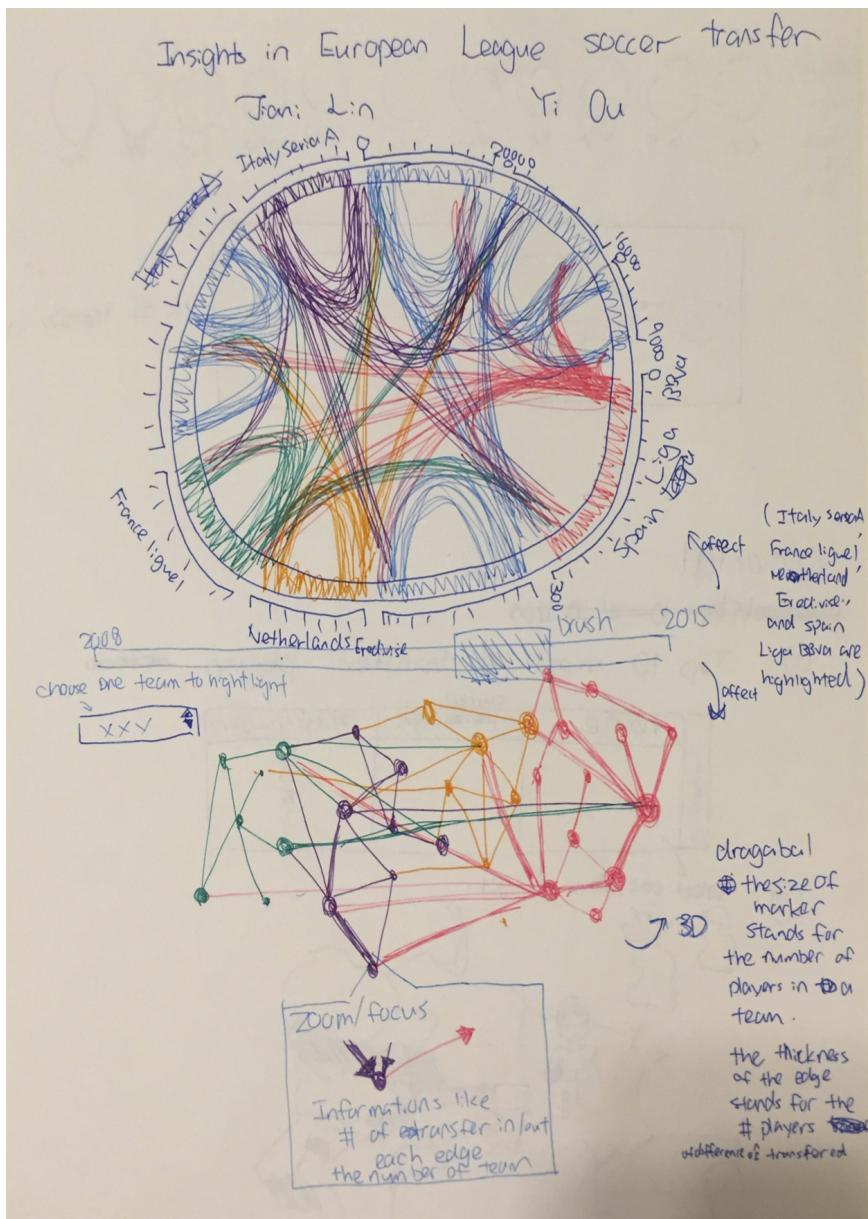


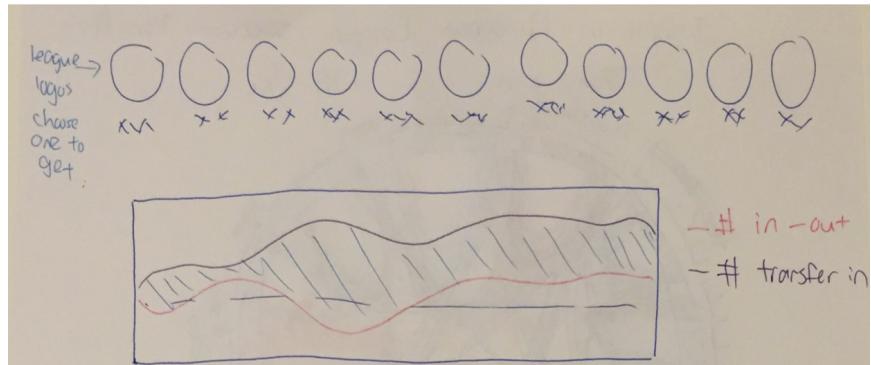
- Design3:

Prototyp 3



4.3 Final Design





Optional:

~~Top 10 most # transfers~~

① Top 10 most # transfer players ~~titles~~

	name	league	current # of transfer
1			15
2			10
3			8
...			?
(10)			

② select one player to get:



5 Features

5.1 Must-Have

1. Visualize the number of players transferred between teams within a league in each year.
2. Visualize the number of players transferred between leagues in each year.
3. The trend of players transfer for each league.

5.2 Optional

1. The rank of players who has the most number of transfer times.
2. Animation of players transfer among leagues from year to year.
3. A transfer trace for a selected player.

6 Schedual

Date	Things to be done	Member
Oct 30	Data Processing	Yi Ou
	Basic layout	Jiani Lin
Nov 5	Critical part of feature 1	Yi OU
	Critical part of feature 2	Jiani Lin
Nov 11	Other parts in feature 1	Yi Ou
	Other parts in feature 2	Jiani Lin
Nov 17	Fix or change things based on feedback	Yi Ou
	Critical part of feature 3	Jiani Lin
Nov 23	(if everything goes well) Optional feature 1	Yi Ou
	(if everything goes well) Optional feature 2	Jiani Lin
Dec 02	(if everything goes well) Optional feature 3	Yi Ou
	Final check	Jiani Lin