



Overview



- ☐ FIFA 20 is a simulation video game created by EA sports
- □ Data based on real player stats from all licensed world football/soccer leagues
- EA has teams that collect the real player data and update it on a consistent basis: 400 data collectors and 6000 reviewers.
- Each player in FIFA Ultimate Team has an overall rating calculated by combining scores for Pace, Shooting, Passing, Dribbling, Defending, and Physical with a player's international recognition.

Extract, Transform, Load

- Downloaded dataset as a CSV from Kaggle
- Identified the attributes relevant to our analysis:
 - nationality, height, weight, age, preferred foot
- Basic cleanup in Jupyter notebook
- Converted height and weight from metric units to improve the visualizations for a US audience
- ☐ Calculated BMI as a measure of body type
- Loaded data into a SQLite Database

```
w Database Connection
🔻 🌄 fifa plavers.sglite
    ▼ ■ player_table
       ▼ =+ Columns
             sofifa_id (INT)
           RBC short_name (VARCHAR)
           123 age (INT)
           RBC nationality (VARCHAR)
           123 overall (INT)
           RBC club (VARCHAR)
           123 value eur (INT)
           123 wage_eur (INT)
           RBC preferred foot (VARCHAR)
           ABC team_position (VARCHAR)
           123 height_cm (INT)
           123 weight_kg (INT)
           123 bmi (FLOAT)
           123 height_in (FLOAT)
           123 weight_lbs (FLOAT)
       ▶ 🛅 Kevs
       ► Foreign Keys
```

```
# Convert height to inches and weight to lbs, add new column
general_info["height_in"] = round(general_info["height_cm"] * 0.393701, 1)
general_info["weight_lbs"] = round(general_info["weight_kg"] * 2.20462, 1)

# Add a column for calculated BMI
general_info["bmi"] = round(general_info["weight_kg"] / (general_info["height_cm"] / 100) ** 2, 2)
```

Flask

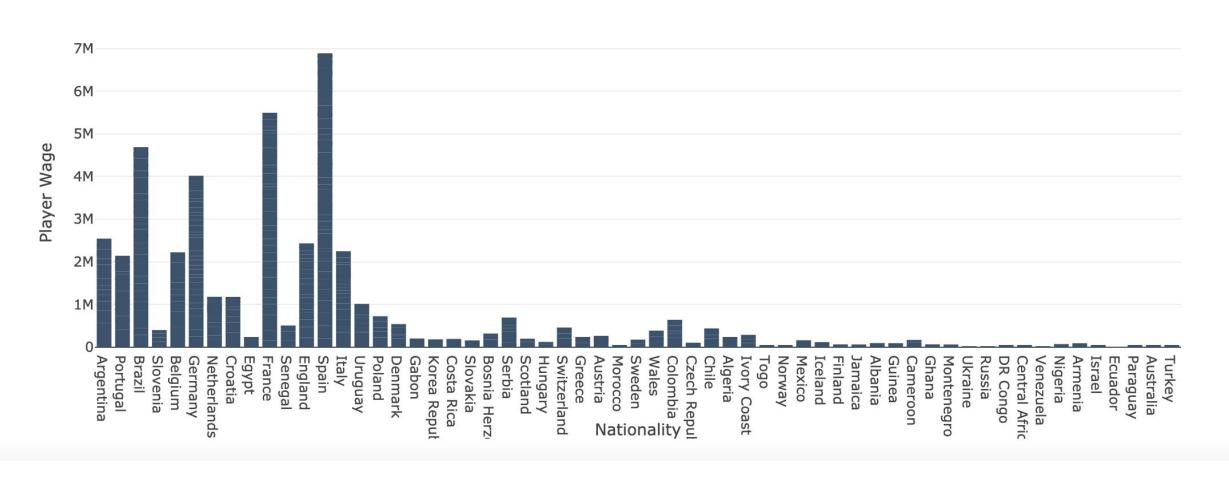
```
"age": 32,
@app.route("/players")
                                                                   "bmi": 24.91,
                                                                   "club": "FC Barcelona",
                                                                   "height in": 66.9,
def stats():
                                                                   "nationality": "Argentina",
                                                                   "overall": 94,
                                                                   "preferred foot": "Left",
     """Return a list player data"""
                                                                   "short_name": "L. Messi",
                                                                   "sofifa id": 158023,
     # Ouerv all players
                                                                   "team position": "RW",
                                                                   "value eur": 95500000,
                                                                   "wage eur": 565000,
     sel = [
                                                                   "weight lbs": 158.7
           players.sofifa_id,
                                                                   "age": 34,
                                                                   "bmi": 23.74,
           players.short_name,
                                                                   "club": "Juventus",
                                                                   "height in": 73.6,
                                                                   "nationality": "Portugal",
           players.age,
                                                                   "overall": 93,
                                                                                ": "Right",
           players.natio
                                                                                Cristiano Ronaldo",
           players.overa # Create a dictionary from the row data and append: "Lw",
                              all players = []
                                                                                000,
           players.club,
                                                                                83.0
           players.value for sofifa_id, short_name, age, nationality, overa
                                  player dict = {}
           players.wage_
                                                                                Saint-Germain",
                                  player dict["sofifa id"] = sofifa id
                                  player_dict["short_name"] = short_name
                                                                                Brazil",
           players.prefe
                                  player_dict["age"] = age
                                                                                ": "Right"
           players.team_
                                                                                Neymar Jr",
                                  player dict["nationality"] = nationality
                                                                                0871,
                                                                                 "CAM",
                                  player_dict["overall"] = overall
           players.bmi,
                                                                                5500000,
                                  player_dict["club"] = club
                                                                                000,
                                                                                49.9
           players.heigh
                                  player dict["value eur"] = value eur
                                  player_dict["wage_eur"] = wage_eur
           players.weigh
                                  player_dict["preferred_foot"] = preferred_foot
                                  player_dict["team_position"] = team_position
                                  player_dict["bmi"] = bmi
     results = session
                                  player dict["height in"] = height in
                                  player_dict["weight_lbs"] = weight_lbs
                                  all_players.append(player_dict)
```

- We created an flask API endpoint "/players" where we could store and retrieve our data
- We then created an array of dictionaries for each of the players data.
- **□** Jsonified the data.

Web Analysis

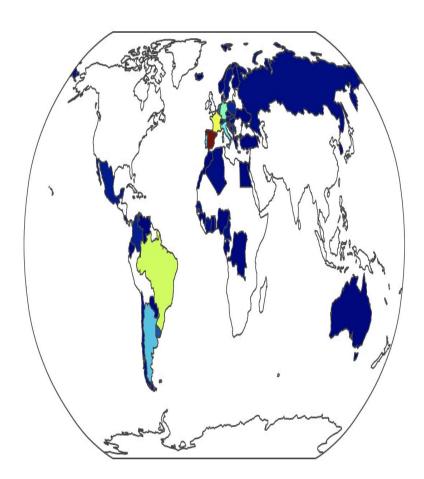
- We defined two measures of success: a player's wage, and their overall rating to see if we could uncover any trends or correlation between factors not directly related to skill in the top players.
- We also considered reviewing the top 500 of over 1800 players a general measure of success. For our analysis we have decided to use the following charts:
 - Scatter Plot Chart for players physical attributes vs wage/rating
 - Bar Chart for Nationality and Wages
 - Choropleth Heat Map to display the country which produces majority of FIFA players
 - ☐ Pie Chart displaying the top 20, top 100, and top 500 players preferred foot.

FIFA2020 Player Nationality and Wage



```
Plotly.d3.csv('/old/player_location.csv', function(err, rows){
      //Plotly.d3.csv('/data/top_players.csv', function(err, rows){
           function unpack(rows, key) {
               return rows.map(function(row) { return row[key]; });
         var data = [{
             type: 'choropleth',
              locationmode: 'country names',
             locations: unpack(rows, 'country'),
             //locations: unpack(rows, 'nationality'),
             z: unpack(rows, 'nationality'),
             //z: unpack(rows, 'wage_eur'),
13
             text: unpack(rows, 'country'),
             //text: unpack(rows, 'short_name'),
15
16
             colorscale: 'Jet'
         }];
18
         var layout = {
19
           title: 'Players by Nationality',
           geo: {
22
               projection: {
                   type: 'robinson'
23
25
26
         };
27
28
         Plotly.newPlot("chloropleth", data, layout, {showLink: false});
```

Players by Nationality



80

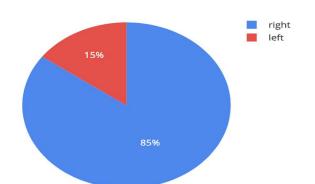
60

40

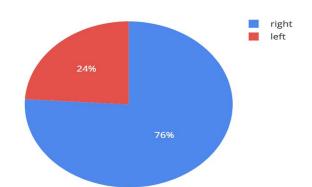
20

```
function buildCharts() {
 d3.json("top_players.json").then((data) => {
      preferred_foot500 = [];
        for (var i = 0; i < data.length; i++) {</pre>
            foot = data[i]["preferred_foot"];
            preferred_foot500.push(foot);
        console.log(preferred_foot500);
        leftFoot500 = []
        rightFoot500 = []
        for (let f in preferred_foot500) {
            if (preferred_foot500[f] === "Left") {
                lf = preferred_foot500[f];
                leftFoot500.push(lf);
            else {
                rf = preferred_foot500[f];
                rightFoot500.push(rf);
```

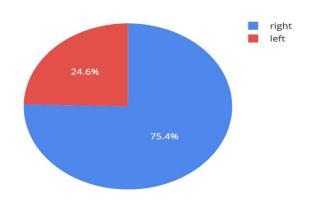
Preferred Foot of Top 20 Players



Preferred Foot of Top 100 Players



Preferred Foot of Top 500 Players



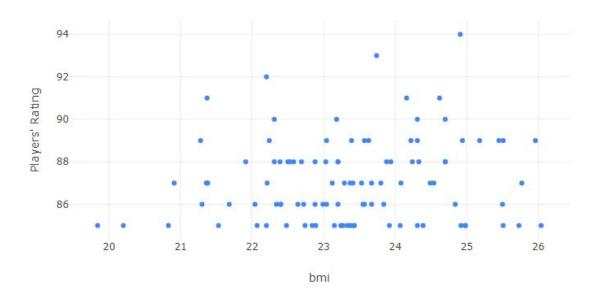
Players' Wages & Ratings vs. Physical Attributes

- Attributes
 - ☐ Age, Body Mass Index (BMI), Preferred Foot, Height (in), Weight (lbs)
- Data cleanup
 - □ loaded Json file using d3.json
 - Created arrays and looped through data for values
 - pushed values in arrays
- Chart
 - □ Scatter plot

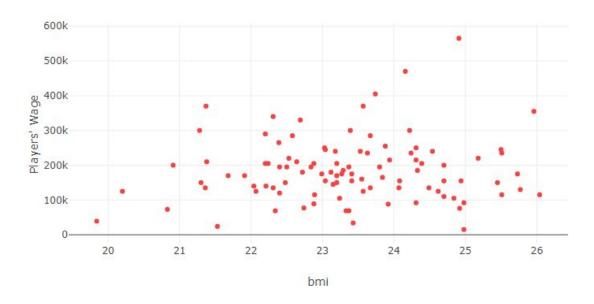
```
function init() {
    dropdownMenu = d3.select("#selDataset");
}
```

```
function optionChanged(xAxis) {
   d3.json("top_players.json").then(function(data) {
       axisValues = []
       ratings = []
       wages = []
       for (var i = 0; i < data.length; i++) {
           x = data[i][xAxis];
           overall = data[i]["overall"];
           wage = data[i]["wage_eur"];
           axisValues.push(x);
           ratings.push(overall);
           wages.push(wage);
       console.log(axisValues);
       valueTopPlayers = axisValues.slice(0, 100);
       top_rated = ratings.slice(0, 100);
       top_wages = wages.slice(0, 100);
       wageYAxis = [{
           mode: "markers",
           type: "scatter",
           x: valueTopPlayers,
           y: top_wages,
           text: top wages,
           marker: {
               color: '#f54242'
       }];
```









Novel JavaScript Library

Slick Carousel

```
$(document).ready(function () {
    $('.slick').slick({
        autoplay: true,
        speed: 1000,
        autoplaySpeed: 2000,
    });
});
```

