Football Scouting Database

Database - Higher Diploma in Computer Science

Tony Naughton - 20091454
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Business Description

Scouting is an integral part of the modern-day game of football. Scouting is the process a football club carries out to identify potential players to recruit to the team. While scouting is carried out at all levels of football, the extent of a club's scouting network is generally reflected in the finances available to the club.

> *Scouting is now more critical than ever with football globalization and the enormous financial benefits that result, prize money, television income, sponsorship, and player sales, of course, player's sales.* [1]

In the modern era, football scouting is almost entirely digitalised with scouting software such as *Wyscout* or *InStat* making the process seamless and efficient. This scouting software is based upon large databases containing detailed information and statistics on player reports.

> *You've literally got the world of football at your fingertips with Wyscout* [2]

Storing this information in databases is beneficial for football scouts as it allows them to manage and update their data from one place. It allows them to compile scouting reports using this data and share these reports with their colleagues. A scouting report is generally made up of numeric values and short text entries, which makes a database an appropriate way of storing this data.

Another reason that a database is a suitable means of storing this information is because users will often be looking to filter the data to suit their requirements. For example, a staff member at a football club may be looking for a player who plays a specific position on the pitch, so they would require the search to be narrowed down to that position only.

Tracking a football players progression is much more effective when the data is stored in a database. Coaches or player's themselves will often analyse their performances through statistics, so being able to access these statistics through a large database is highly efficient.

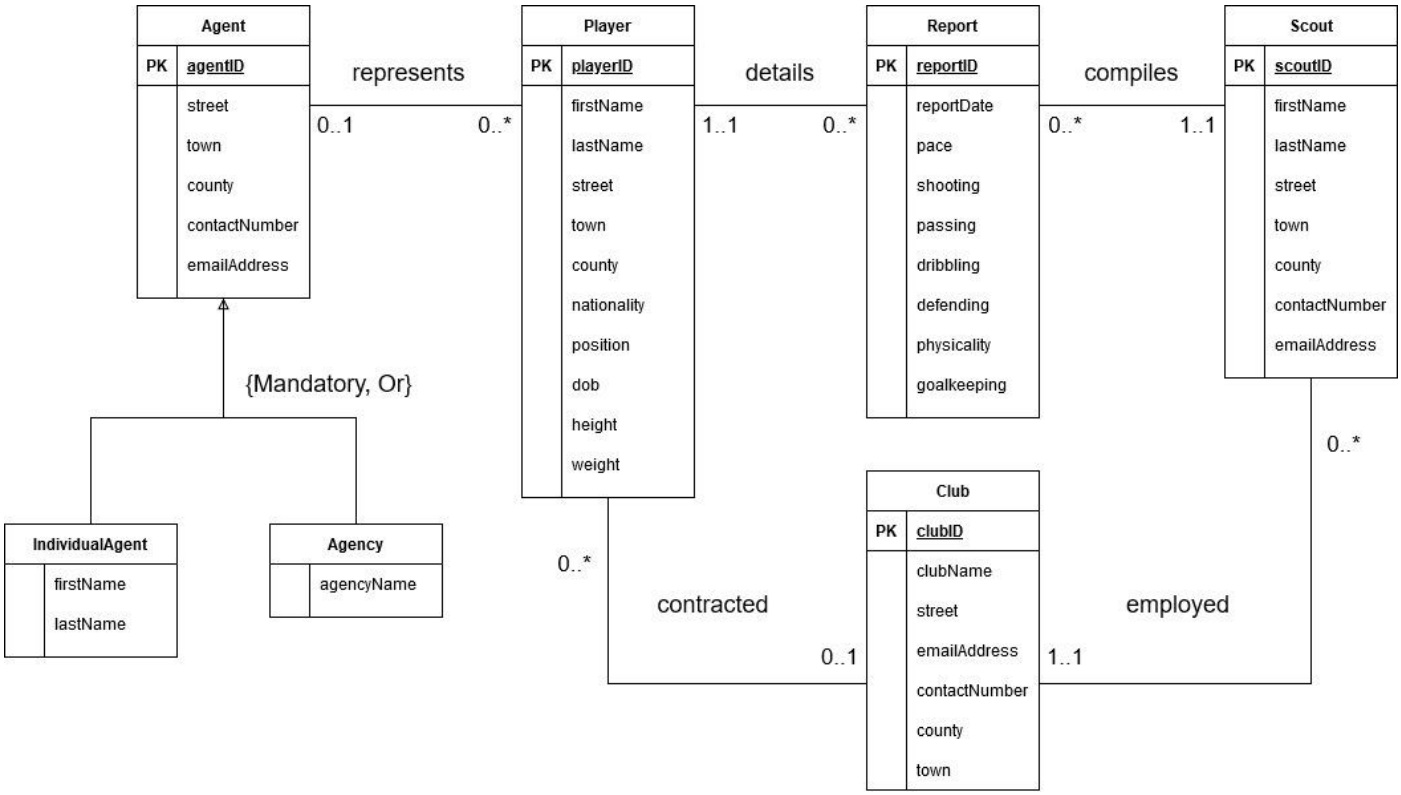
The *Football Scouting Database* is based on the databases that are implemented in these scouting software tools. The scale of these databases is generally very large and would usually contain a wide range of information. The type of information stored in this database will be scaled down to make the project manageable.

Functions of the *Football Scouting Database* include:

- Giving football scouts the ability to compile, analyse and compare detailed reports on players.
- Allowing football teams to find players matching their requirements and track their progress.
- Giving agents the opportunity to find potential clients.
- Giving users the ability to track and analyse a player's development.

[1] https://bloomsburyfootball.com/news/2020/6/5/scouting-in-football
[2] https://www.forbes.com/sites/robertkidd/2020/05/15/how-soccer-scouting-has-changed-and-why-its-never-going-back/#2093e9f21a1d

Enhanced ER Diagram



Logical Design

Player (playerID, firstName, lastName, street, town, county, nationaility, position, dob, height, weight, clubID, agentID)
Primary key playerID
Foreign key clubID references Club (clubID)
Foreign key agentID references Individual (agentID) and Agency (agentID)

Report (reportID, reportDate, pace, shooting, passing, dribbling, defending, physicality, goalkeeping, playerID, scoutID)
Primary key reportID
Foreign key playerID references Player (playerID)
Foreign key scoutID references Scout (scoutID)

Scout (scoutID, firstName, lastName, street, tow, county, contactNumber, emailAddress, clubID)
Primary key scoutID
Foreign key clubID references Club (clubID)

Club (clubID, clubName, street, town, county, contactNumber, emailAddress)
Primary key clubID

Agent (agentID, street, town, county, contactNumber, emailAddress)
Primary key agentID

Individual (agentID, firstName, lastName)
Primary key agentID
Foreign key agentID references Agent (agentID)

Agency (agentID, agencyName)
Primary key agentID
Foreign key agentID references Agent (agentID)