Tableau project proposal – Zahir Rahman

Executive summary:

This project will take a look at data from ADCC 2022 (The premier no-gi submission grappling tournament) to gain insights about the meta of the sport at the highest level. I chose this topic as it is centred around the sport I practice and will give me some insights into how the sport operates on the highest professional level

Why:

It takes a large time (and money) investment into becoming a proficient grappler. With thousands of possible techniques to learn, it is therefore crucial to know which techniques are most worthy of investing the time to learn. Therefore this project will look at the most common submission techniques at the highest level of the sport so students know what to prioritise in their training and coaches know what is most relevant and effective to teach.

Who:

Name: Carlos Silva

Role: owner of a martial arts academy and jiu jitsu instructor

Age: 49

Gender: Male

Goals:

- Wants to ensure his students are learning the highest quality of technique possible.
- Wants his academy to produce the top competitive athletes on the competition scene.
- Prefers data-driven decision making.

Challenges and needs:

Carlos is concerned that his current teaching curriculum isn't up to the standard that is required to keep up with the latest meta of the sport. He is interested in learning what submission attacks are most common at the highest level of the sport in order to make the most effective and efficient curriculum possible.

Context: board meeting with other instructors and business partners. Needs simple, effective and easy to read information that is readable on a big screen.

Carlos is a well trained jiu jitsu instructor of over 28 years of experience in the art. He is also an experienced businessman who seeks excellence when it comes to all of his business endeavours, particularly with his martial arts academy. This business minded approach has moulded him to seek optimal efficiency within his martial arts practice and business endeavours alike.

What: ADCC 2022 source dataset https://www.kaggle.com/datasets/matheusalves1/adcc-2022-matches-dataset

This data source was used as it is the most relevant to the goals of the project, it is public and it only requires some minor cleaning (changing a few submission names).

How:

The findings of this project will likely be displayed on a single page graphic/dashboard but subject to change.

Foreseeable challenges:

Finding the most effective methods to visualise the data. Potentially finding other ways outside of submissions to achieve the goal of the project.

<u>Completed Project</u>

Link to final presentation: https://public.tableau.com/views/ADCC2022FinalDeliverable/ADCC2022StoryDraft?:language=en-GB&publish=yes&:display_count=n&:origin=viz_share_link

Design Choices:

1. Made frequent use of colour and contrast to direct the attention of the audience to the more important parts of each visualisation. This was done to make the takeaways from each visualisation simple and easy to notice for a less data savvy audience.
2. Made use of bold fonts and relatively large text in the data story and visualisations to suite a presentation on a big screen, allowing everything to be clear and readable.
3. Titles of axis were removed to reduce the amount of unnecessary clutter in the visualisations, also to save space for the final story presentation.

Final thoughts:

The final project took a slight deviation from the original proposal. More insights from the dataset were added to the project including athlete wins and

match outcomes. It also ended up being a multi part data story instead of a one page dashboard as more visualisations and narratives were created than originally planned. Overall this project showed me that even with a small dataset there is a lot of insights and narratives that can be uncovered.