FIFA Rating Vs. Real Life Performance

Project ID: A3

Alexander Christopher

May 6, 2022

\*\*\*\*\* Change File Name to Project ID

**Introduction**

The objective of this project is to explore the possibility of finding any correlation, or trends, between EA Sports’ FIFA franchise and the actual performances of those players in real life. As reported by Ronan Murphy from Goal, EA Sports tasks a team of in-house 25 developers and 400 outside sources to generate accurate ranking for professional players. Moreover, EA Sports often envelops criticism and suggestion from a network of over 6,000 talent scouts across the global [1]. With this information, it is feasible to consider the possibilities of unveiling patterns between the FIFA players in game statistics to their real-life ones.

**Methods**

The data used over the remainder of this document will be from the datasets FIFA 21 Complete Player Dataset (denoted as Players in the code) and the Statbunker Football Statistics (denoted as Goals in the code). As implied by title, the FIFA dataset will encompass the values pertaining to the ranking of individual players of nearly all professional. The Statbunker dataset will entail the values relating to the number of goals scorer by players of the top leagues in world. Due to this disparity, the Goals dataset will only contain a subset of the data values of the Players dataset.

The first step in the data transformation process was to narrow the scope of the attributes of interest. The Goals dataset will consist of many attributes that directly record the performance of an individual player. However, there are only a handful of attributes that are relevant to the purpose of this document. The Players dataset will consist of all the attributes that relate to ranking the players in FIFA. Since the purpose of this document is to explore for possible patterns, only attributes that represent the core of the ranking will be considered.

Next,

Results/Visualization

Explanation of Visualization

Future Work

Work Cited

[1] Murphy, ronan. (2019, September 12). *FIFA player ratings explained: How are the card number & stats decided?* FIFA player ratings explained: How are the card number & stats decided? | Goal.com. Retrieved May 4, 2022, from https://www.goal.com/en-us/news/fifa-player-ratings-explained-how-are-the-card-number-stats/1hszd2fgr7wgf1n2b2yjdpgynu

[2] Leone, S. (2021). FIFA 21 complete player dataset. Retrieved May 4, 2022, from https://www.kaggle.com/datasets/stefanoleone992/fifa-21-complete-player-dataset.

[3] Clayford, C. (2021). Statbunker Football Statistics. Retrieved May 4, 2022, from https://www.kaggle.com/datasets/cclayford/statbunker-football-stats?select=Player+Stats+2019-20.csv.