FIFA 19

This dataset is from the EA game FIFA 19. It is a yearly franchise which covers most players in the world. It is updated weekly hence it is safe to say it is the most accurate representation of the level of players.

Each player has a lot of characteristics but in general they can be divided into 3 main categories:

Physical

Technical

Mental – Positioning, Composure, Vision (more useful for passing), Aggression, Interceptions( more defensive)

Mental stats that apply to all are Positioning, Composure and Aggression

Question: What matters more composure or aggression (Playing styles : Messi vs Ronaldo) – that is where the question came from.

We can see a linear relationship with composure. Higher composure usually leads to higher overall rating.

With aggression, things are not so easily seen.

If we talk about defending, then people with high defensive work rate can benefit from having high aggression. (So defenders need to have high aggression)

Reorder the levels

Label couple players

Do composure vs Aggression - label players

Making rating as colour

Shape for position

Candidate for D6 Multivariate –

Reply on correspondencw