

Visualising Data, Dashboard Manual→

The following document provides information on how to use the 'FPL Dashboard', so Fantasy Premier League (FPL) managers know who the best players are who is most likely to gain points in future matches.

The 'Introduction & Glossary' page acts as the landing page for readers, providing a background on where the data has come from and how to use it. Figure 1 shows textual information on the terms used in the data. The visualisation allows the reader to scroll through a glossary of terms to understand the variables used in visuals on other pages.

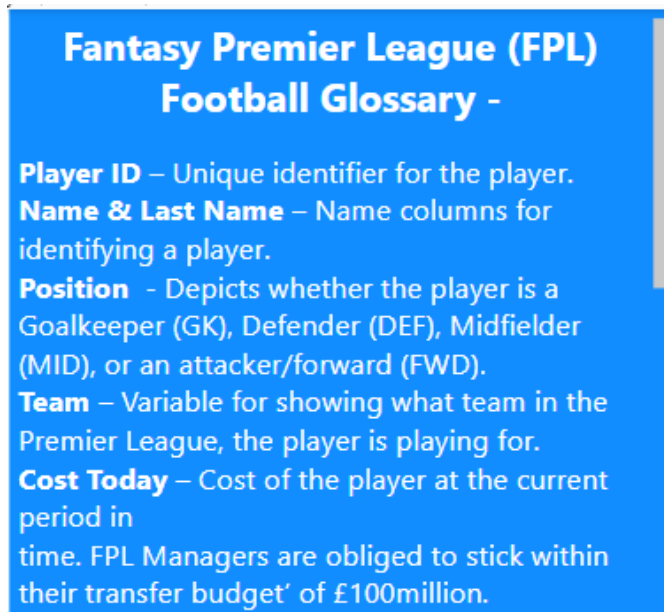


Figure 1 – FPL Glossary Visual

The introduction page contains quick flash visuals showing information on topics like 'Total Points earned', 'Player with the most Points', and more. One of the most important visualisations is the 'Histogram of Total Points by Average Selection', as shown in Figure 2. The histogram has a left skewness showing that typically higher 'Total Points' earners are selected more on average than lower point scorers. It shows 'Selection %' is a good measure for FPL Managers when determining who to put in their squad.

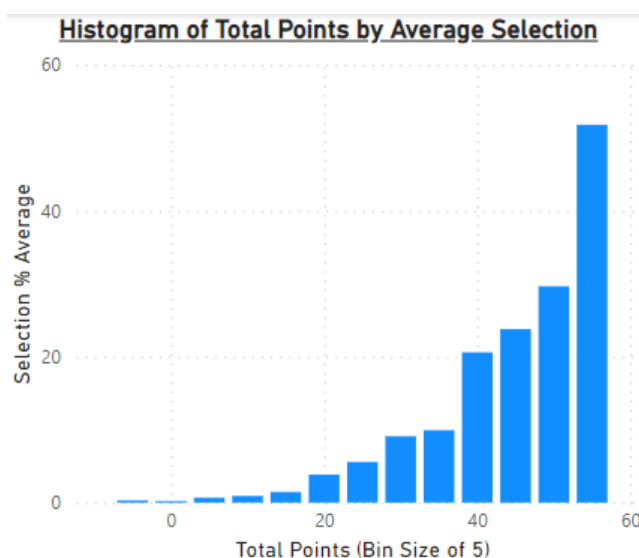


Figure 2 – Histogram of Total Points by Average Selection

Filters have been integrated into the other pages (GK, Defender, Midfielder, and Forward), to allow for manipulation of the visuals. You're able to filter by specific Players, Teams, Total Points earned, and Minutes Played. Filtering by multiple conditions requires users to hold 'Ctrl' whilst selecting multiple options. The eligible players are then displayed in the table visual in the bottom left-hand corner of these pages. Figure 3 shows the filter visuals and eligible player's table. By default, the filter for 'Minutes Played' has been set to 1 to omit players who haven't played any minutes and avoids outliers in the visuals.

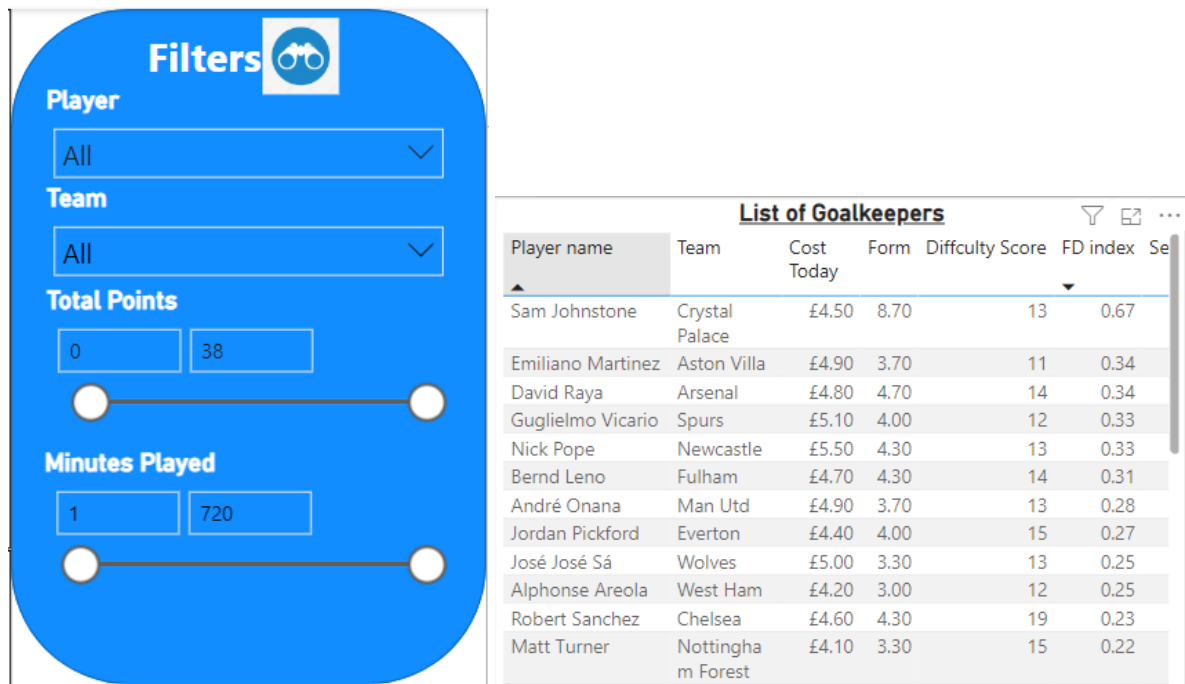


Figure 3 – Filter Visuals/Eligible Player Table.

For the Position Pages, we have a common visualisation showing 'Form' and 'Difficulty Score' with average trend lines (Figure 4). The visual splits the scatter plot into 4 boxes; Low Form and High next fixture difficulty (top left), Low form and Low next fixture difficulty (bottom left), High form and High next fixture difficulty (top right), and High Form and Low next fixture difficulty (bottom right). This visual is in the top left of the Position Pages.

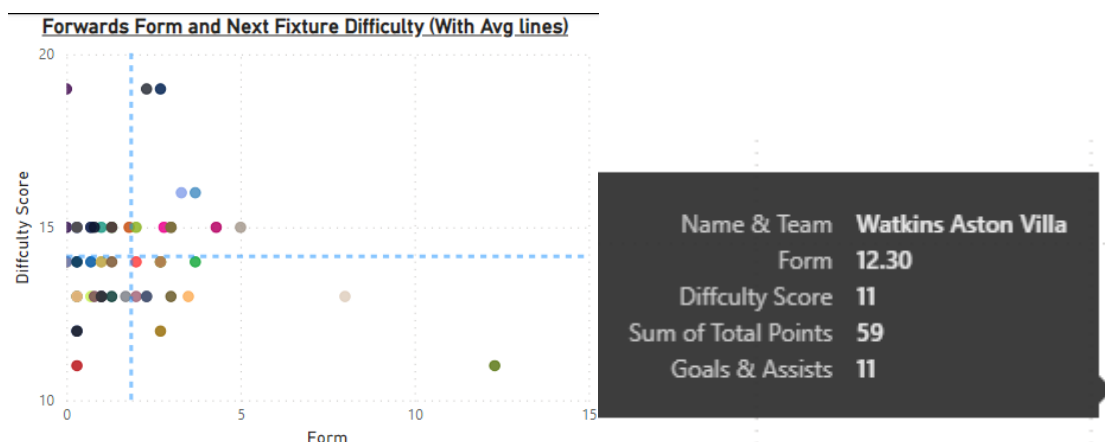
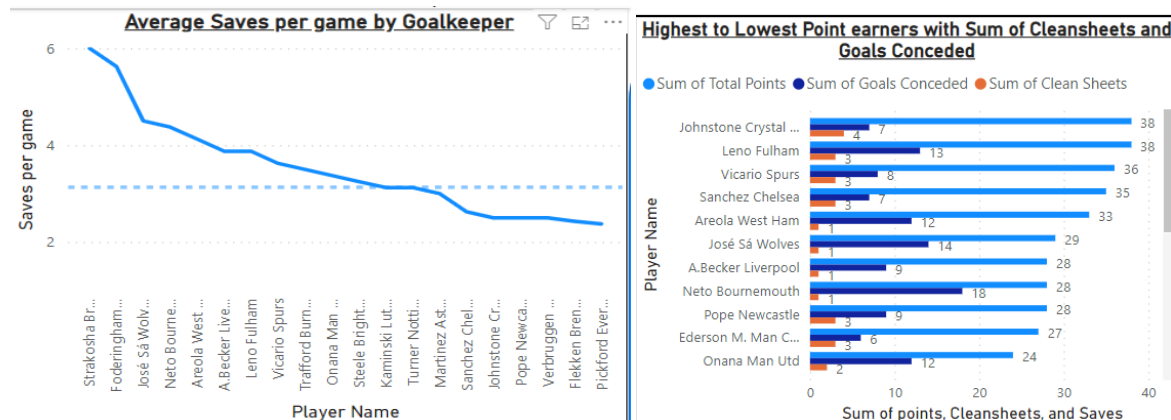


Figure 4 – 'Form' and 'Fixture Difficulty' Visual with overlay.

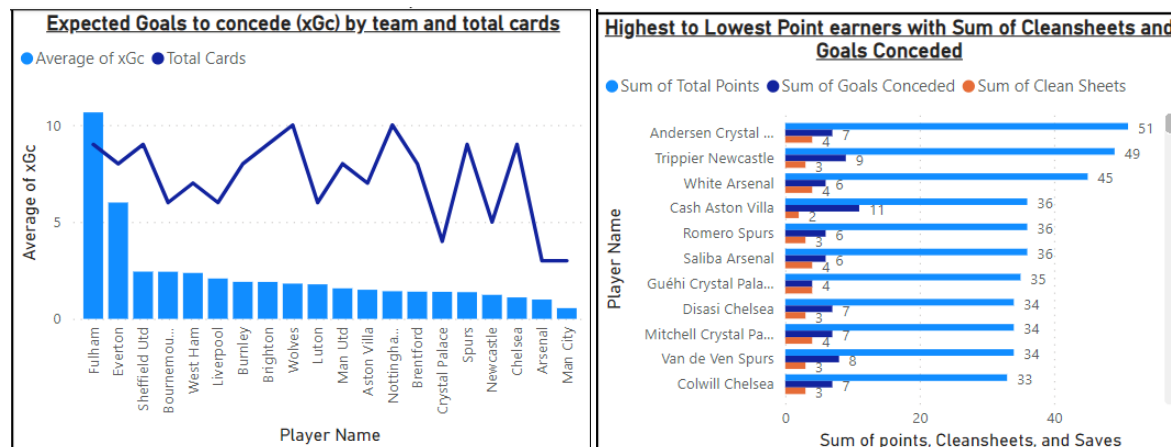
Figure 4 shows FPL managers the ideal transfers to make. You want to be having a player with a good form with upcoming easier fixtures. The player furthers to the right in the bottom right quadrant is 'Watkins' from Aston Villa, which is shown to readers by hovering over the scatter point. Other useful information like total 'Goals & Assists' is shown. All other visuals are the same with displaying extra information when hovered over.

Unique visuals have been created for the different Position Pages. They reflect characteristics of what makes them a 'Good Player' based by their position, and this is explained below:

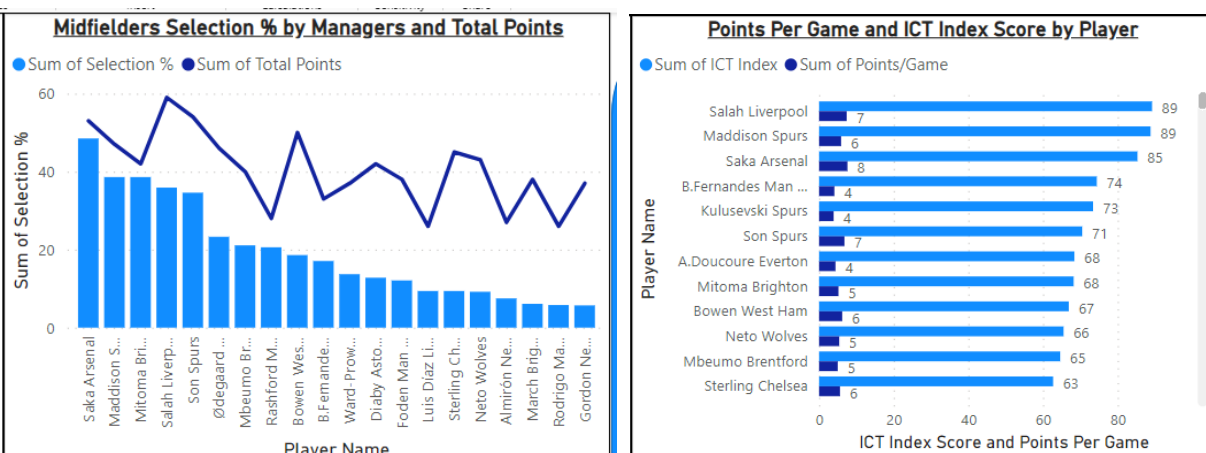
- **Goalkeeper** – Line chart for number of saves per game, with an average line. Clustered bar chart for number of cleansheets, goals conceded and total points.



- **Defender** – Line and bar chart for expected goals to concede (xGc) and Total Cards. Clustered bar chart for number of goals conceded, clean sheets and total points.



- **Midfielder** - Line and bar chart for Selction % and total points. Clustered bar chart for ICT index score and points per game.



- Forward – Scatter plot showing Goal & Assists by total minutes played. Split of goals and assists by stacked bar chart.

