

Mr. Ami Wulf Help on Kaggle Project

Hi all,

As I've been harping on in discussion section, domain knowledge, or at least an understanding of the sources of your data, is just as important as what method you use to for analysis. Given that some of you may know more about soccer than others, and may choose to use that knowledge to help you make predictions about player salaries, I wanted to try even the playing field by giving you all a bunch of basic info about the sport and how you might decide to interpret the variables you are given. You may choose not to use any of this info, but I hope it helps you with your modeling strategy.

Potential is usually aimed to help understand how we might expect younger players to develop in the next few years. It isn't meaningless for older players, but is meant more for assessing a player's prospects who may not yet have a good overall rating.

Clubs are teams, and several clubs make up one league. Clubs play other clubs within the same league. There are better and worse leagues, but I ask that you not hard-code outside knowledge about league quality into your predictions of wages.

When the player
Joined joined the club

When the
Contract player's current
Valid contract with
Until their club will
expire
.....

How talented is the
Weak Foot player with their
non-preferred foot

How good is the
Skill Moves player at fancy in-
game soccer tricks
that may help and
are appreciated by
fans

InternationalHow much is the
Reputation player known across
..... the world and how

good do people
think they are

.....

Below are the positions, as recorded in the data. They are more granular divisions than usually discussed. Forwards and Strikers (and often attacking midfielders) are the attacking, offensive, scoring-minded players. Backs (and often defending midfielders) are the defensive players, focused on preventing the other team from scoring. Midfielders and Wings are often asked to do both, and are present to attack as well as to defend. The Center, Left, and Right additions to these positions are often less important distinctions when it comes to the skills the position requires. Goalkeepers stay near to their own team's goal, and try to block/save/deflect shots by the other team on the goal.

LCB	Left Center Back
RB	Right Back Right
RCB	Center Back
LM	Left Midfielder
CB	Center Back Center
CAM	Attacking Midfielder
CM	Center Midfielder
LCM	Left Center Midfielder
RM	Right Midfielder Left
LDM	Defending Midfielder
LB	Left Back
GK	Goalkeeper
ST	Striker
RW	Right Wing
LW	Left Wing

	Right
RCM	Center
	Midfielder
CF	Center
	Forward
	Center
CDM	Defending
	Midfielder
LWB	Left Wing
	Back
	Right
RDM	Defending
	Midfielder
LS	Left Striker
RS	Right
	Striker
RWB	Right Wing
	Back
	Right
RAM	Attacking
	Midfielder
LF	Left
	Forward
RF	Right
	Forward
	Left
LAM	Attacking
	Midfielder

Each of these positions also have a skill rating at the position for each player. Obviously no one cares if an attacking player is good at being a Goalkeeper, but it may be useful for an attacking player to be a good Forward, Striker, and Attacking Midfielder, for example.

Here are the other skill ratings, and which positions (A = Attack, M = Midfield, D = Defense, G = Goalkeeper) value each skill:

SKILL	Useful?		
	Yes	Maybe	Useless
Crossing	A,M,D		G
Finishing	A!,M		D,G
HeadingAccuracy	A!,M	D	G
ShortPassing	A,M,D	G	
Volleys	A,M	D	G

Dribbling	A!,M!,DG		
Curve	A,M	D	G
FKAccuracy	A,M	D	G
LongPassing	M,D	A,G	
BallControl	A,M!,D		G
Acceleration	A!,M	D	G
SprintSpeed	A!,M,D		G
Agility	A,M	D,G	
Reactions	A	M,D	G
Balance	A,M	D	G
ShotPower	A,M	D	G
Jumping	A,M,D		G
Stamina	A,M!,D		G
Strength	A,M,D		G
LongShots	A,M	D	G
Aggression	A,M,D		G
Interceptions	M,D	A	G
Positioning	A,M	D	G
Vision	A,M,D		G
Penalties	A,M	D	G
Composure	A,M,D	G	
Marking	M,D!	A	G
StandingTackle	M,D!	A	G
SlidingTackle	M,D!	A	G
GKDivining	G		A,M,D
GKHandling	G		A,M,D
GKKicking	G		A,M,D
GKPositioning	G		A,M,D
GKReflexes	G		A,M,D

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Hope this is helpful!

Ami