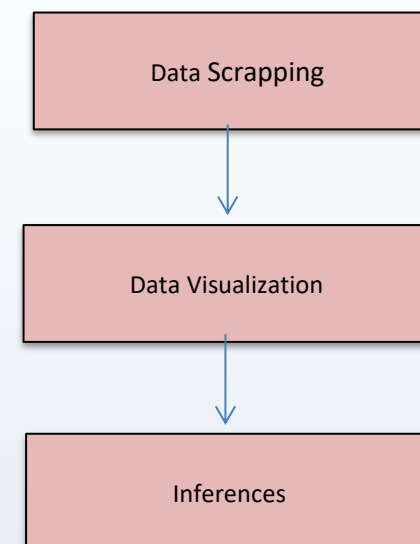


ABSTRACT

The aim of this project is to create a various visualization into which football match data can be provided as input and intuitive visualizations about all aspects of the game is generated as the output by following the process as data scrapping on python/R-Programming, and then performing visualisation on Tableau.

METHODOLOGY



REQUIREMENTS

- Python (Jupyter Notebook)
 - BeautifulSoup(Scrapping).
 - Pandas(Dataframe Editing)
- R-Studio
 - UnderstatR(Scrapping)
 - BS4
- Tableau(Visualization)

OBJECTIVES

To analyse the datasets (matches,deliveries),by preprocessing the datasets and to obtain insights about the Football matches with the help of visualization.

EXPERIMENT(SAMPLES)



RESULTS

