# PROJECT PROPOSAL

## FIFA PLAYER RATING AND WAGE ANALYSIS


### Team Members:

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### Data:

We plan to use the FIFA 19 player dataset from Kaggle to analyze the factors that influence the player ratings and wages. These ratings correspond to the player's real-life skillset and performances.

### Structure:

There are 18000 rows in the dataset with around 90 attributes for each row. That is, for each of the soccer players, we have various attributes like rating, wage, club, position and other attributes measuring their soccer skills. We have decided to mine the structure that relates the player's soccer skills to the player's actual rating. We would also like to establish the relationship between these skills and the wage the player receives.

### Aspect of interest/Take-aways:

This project is interesting because of the fact that the results of the analysis can be really useful to understand how the players are rated based on their skillset and which ones contribute the most to the rating. This analysis can help clubs make vital decisions such as which players to hire, which ones to sell, what is the appropriate wage for a player with such skillset etc. The scope of the project along with the high dimensionality in the dataset make this project way more interesting to deal with.

This is a relatively new dataset released in late 2018. This paves way for a lot of new structures that can be mined from the data than what has been done before. We find this problem unsolved so far since there is no direct correlation between a player's skillset to the rating/wage. Hence, we propose to identify a combination of various factors influencing the rating and the wage.