Hands on Data Science Application

The data set named Skills_Verification_FIFA_18.csv is the data set you will be using to complete the following tasks. The data set contains roughly 500 of the highest overall rankings in the world-famous FIFA 18 video game from EA Sports. The data set contains all the video game attributes of each player modeled from real-world assessments.

1.   Build a machine learning model in Python or R to predict the value of each player in Euros. Using a technique of your choosing. What attributes have the most impact on the model?

2.   Develop a statistical mechanism to communicate the power of your model

3.   Create an artifact (PowerPoint, R Markdown, Python Notebook) to communicate your methodology and findings

4.   Assume your stakeholders are the owners/ managers of these different soccer clubs and they are trying to answer business questions to improve their overall team quality while reducing their costs. Develop 2 unique research questions that this data set can help solve and then answer those questions with a data science technique (data analysis, visualization, ML, etc.)