This dataset provides a comprehensive record of the **2022/23 English Premier League season**, capturing detailed match-level statistics for all 380 games played between August 2022 and May 2023. As one of the world’s most competitive football leagues, the Premier League attracts global attention, and this dataset offers a granular view of team performances, tactical trends, and key metrics that define match outcomes.

**Structure and Scope**

The dataset includes **14 variables** per match, organized into the following columns:

1. **Date & Time**: Match date (e.g., 28th May 2023) and kickoff time (clock).
2. **Venue**: Stadium name (e.g., Emirates Stadium) and attendance figures.
3. **Teams**: Home and away teams (e.g., Arsenal vs. Wolverhampton Wanderers).
4. **Results**: Goals scored by home (Goals Home) and away (Away Goals) teams.
5. **Performance Metrics**:
   * Possession percentages (home\_possessions, away\_possessions).
   * Shot attempts (home\_shots, away\_shots).

**Key Insights and Applications**

1. **Team Analysis**:
   * Compare home/away performance (e.g., Arsenal’s 5–0 home win vs. Wolves).
   * Calculate league standings, points, goal differences, and win-loss trends.
2. **Tactical Trends**:
   * Investigate correlations between possession (%) and outcomes (e.g., Manchester City’s 65.6% possession in a 1–0 loss to Brentford).
   * Analyze shot efficiency (e.g., Liverpool’s 30 shots in a 4–4 draw with Southampton).
3. **Home Advantage**:
   * Evaluate attendance impact (e.g., Manchester United’s 73,465 fans at Old Trafford).
   * Stadium-specific trends (e.g., Brighton’s 77.7% possession in a 1–5 home loss to Everton).
4. **Anomalies & Surprises**:
   * Shock results (e.g., Nottingham Forest’s 1–0 win over Arsenal with only 18.3% possession).
   * High-scoring thrillers (e.g., Liverpool’s 4–4 draw at Southampton).

**Limitations and Opportunities**

* **Data Gaps**: Minor missing entries (e.g., Nan for Liverpool’s stadium on 22nd April 2023).
* **Enhancements**: Potential integration with player stats or real-time event data (e.g., passes, tackles).
* **Research Use**: Ideal for predictive modelling (match outcomes), tactical analysis, or fan engagement studies.