

FIFA/EA Sports FC Data Analysis Project

Overview

This project analyzes data from FIFA 15 to FIFA 23 and EA Sports FC 24 video games. It processes, analyzes, and interprets player, team, and coach data to gain insights into the development of the soccer market over time (2015-2024).

Project Details

- **Course:** Project Work Programming Starter (PRS)
- **Semester:** Summer Semester 2024
- **Institution:** OTH AMBERG-WEIDEN, Faculty of Electrical Engineering, Media and Computer Science
- **Instructors:** Prof. Dr.-Ing. Christian Bergler, Prof. Dr. Sandra Rebholz

Project Tasks

1. **Data Preprocessing:** Prepare and preprocess the original EASD (EA Sports FC 24 Complete Player Dataset) data corpus.
2. **Exploratory Data Analysis:** Gain deeper insights into the EASD data corpus using various statistics and data processing techniques.

Data Corpus

The project uses the EA Sports FC 24 Complete Player Dataset (EASD), which includes:

- Player, coach, and team data from FIFA 15 to FIFA 23 and EA Sports FC 24
- Separate CSV files for female and male categories
- 109 attributes for players, 8 for coaches, and 54 for teams

Technologies Used

- Python
- Pandas
- Matplotlib
- Jupyter Notebook
- Seaborn

How to Run

1. Ensure you have Python and the required libraries (Pandas, Matplotlib) installed.
2. Clone this repository.
3. Open the Jupyter Notebook `main.ipynb`.
4. Run the cells in order to see the analysis and results.

Project Structure

- ``main.ipynb``: Main Jupyter Notebook containing all code and analysis

Note

The original dataset is available on Kaggle. Due to file size limitations, the raw data files are not included in this repository.

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