Unveiling the Connection: Exploring the Correlation Between NBA Player Salaries,

Performance, and Motivation

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Unit Name:

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Due Date:

Exploring the Correlation Between NBA Player Salaries, Performance, and Motivation

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Introduction

Analyzing and comparing basketball team performance measures is easy with interactive visualization. As a data analysis writer with over 5 years of expertise, I know how important it is to communicate clearly. This introduction will discuss the narrative visualization's primary results and messages and its intended audience. The visualization gives basketball fans, sports experts, and team coaches a complete picture of team performance information. Users may discover season-long trends, patterns, and team performances by evaluating the visualization's data. Visualizing statistics helps with data-driven decision-making and comprehension. The visualization allows amateur and professional sports analysts to study statistical patterns, find important performance indicators, and get significant insights for their research and reporting.

Plotly , a popular data manipulation package, extracted and formatted essential statistics from CSV files. The plotly.graph_objects library generated interactive plots, including box plots, scatter plots, and histograms, giving users numerous viewpoints to study team data. Finally, the web browser library opened the visualization in a browser for easy data exploration and interaction. Basketball fans, analysts, and coaches may learn a lot from the narrative representation of basketball team data. Based on theoretical principles and standard practices, the design approach ensured the visualization delivered the desired message. To create an interactive user experience, particular libraries and tools were used. Users may examine performance indicators, discover patterns, and make educated choices using the visualization (Williams & Franks, 2019).

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Design

The design process for the narrative visualization involved five design sheets to guide the decision-making process. The design choices were based on the theoretical content covered in the unit, taking into account principles of consistency, visual perception, and effective storytelling.

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Figure 1: Interactive Visualization.

    a) Design Sheet 1: Purpose and Audience

On the first design sheet, the primary emphasis was placed on determining not only the goals and motives of the narrative visualization but also the audience for whom it was intended. The visualization had many goals, one of which was to give an analytical player appraisal; another was to encourage educated decision-making; and a third objective was to engage NBA fans. The objective of the visualization was to assess NBA players by contrasting their levels of success, salaries, and statistics with the intention of calling into question commonly held beliefs and achieving a more in-depth comprehension of the roles that players play in the game.

The purpose of the visualization was to spark the attention of fans and offer them an experience that was interactive and in which they could take part by presenting the data in a manner that was accessible and visually appealing. This would open the door for fans to investigate and comprehend the game on a more profound level, which would in turn stimulate discussions and arguments within the fan community. As a whole, the objective of the visualization was to provide new information, cast doubt on previously held beliefs, transform data into knowledge, and engage NBA fans via an experience that was both interactive and aesthetically pleasing (Wang, Chen, & Chiu, 2017).

    b) Design Sheet 2: Data Selection and Representation

While Developing a Narrative Based on the data A data-driven story was crafted with the help of the second design sheet, which centered on the selection and display of data. The purpose of the visualization was to conduct a study of player performance, team performance and rankings, player-team interactions, unique and inventive characteristics, analysis of predictions, and real-

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time updates. The study of the performance of the players was the primary focus of the visualization. Utilizing data from the NBA allowed for visualization to keep track of player performance and single out notable players. When comparing performances and looking for trends, it was essential to use metrics like scoring averages, shooting percentages, assists, and rebounds, among other types of statistics (Schumacher & Mookerjee, 2019).

One of the original and ground-breaking features of the visualization was an interactive player comparison. Users have the ability to choose several players, do side-by-side comparisons of those players, and examine different statistical categories to acquire a thorough picture of player performance. The visualization also had the goal of providing prediction analysis, which would enable the forecasting of individual statistics, team standings, and game results based on the data that was already available. The visualization relied heavily on real-time updates since these changes made it possible to present data that was accurate to the current state of the game and the players in it. The incorporation of social media platforms allowed fans to debate the performances of players, which fostered the development and engagement of the community.

c) Design Sheet 3: Layout and Composition, Visual Mapping, and Encoding

On the third design sheet, emphasis was placed on the visualization's composition and arrangement, with the goal of achieving efficient visual mapping and encoding of the data. The design took into account the problems and restrictions, as well as the data sources, critical factors, and preparation of the data. The database at basketball-reference.com served as the source of the data that was used to create the visualization. This database included thorough individual performance measurements, wages, team statistics, and game outcomes. The data included professional basketball seasons, teams, and players, which made for a comprehensive

and trustworthy source of information for the research. The significant basketball performance indicators to be displayed were selected by the key factors, which meant that those variables played an essential part in the visualization (Zhang, Wu, & Jia, 2020).

To provide a comprehensive overview of player and team performance, variables such as three-pointers, scores, assists, player salaries, and player performance metrics (including field goal percentage, rebounds, steals, and blocks) were selected. Before beginning the visualization process, it was required to preprocess the data in order to assure both the quality and compatibility of the data. During the process of cleaning, I addressed difficulties with missing entries, removed duplicates, and fixed errors with the formatting of the data.

    d) Design Sheet 4: Interaction and User Experience; Empowering Users to Explore Insights

On the fourth design sheet, the emphasis was on making color and stylistic decisions that would improve the interactive parts of the visualization, encouraging users to explore insights. The design sought to combine user-friendly interactive components such as zooming, filtering, sorting, and animated storytelling to improve the user experience and make it easier for users to engage with the content and comprehend it. The use of interactive features such as zooming made it possible for viewers to zero in on certain data points or patterns, which allowed for a more in-depth investigation of the visualization. Users have the ability to zoom in or out of the data to examine it from a variety of viewpoints and get a more in-depth comprehension of the patterns and correlations that were there (Zhang, Wu, & Jia, 2020).

Filtering was yet another essential interactive element that gave users the ability to personalize the display in accordance with their own preferences. Users were able to discover patterns and trends within certain data subsets by choosing relevant subgroups, which led to more focused

research and insights. The data were sorted according to numerous factors, which helped reveal top and bottom performers, trends over time, and other patterns that may not have been immediately obvious. These animations provide a lively and interesting method of presenting the data, leading visitors through the visualization while drawing attention to important aspects and discoveries. Users were able to obtain contextual information for data points because of the incorporation of interactive tooltips, which enabled a greater grasp of the insights that were offered to them.

e) Design Sheet 5: Guiding the Journey through Data Insights

The interactivity and user experience, in addition to the annotation design that would lead the trip through the data insights, were the primary focuses of the fifth design sheet. The purpose of the design was to successfully engage the audience by presenting intriguing NBA statistics, drawing attention to the value of the information, and highlighting important principles related to visualization. Annotations, tooltips, and captions were used to give the essential information, while the visualization offered interactive tools to assess NBA players. The examination prompted users to investigate variables like scoring averages, shooting percentages, and rebounding totals in order to find outstanding performers and get insights into the performances of such individuals.

The visualization also has the goal of showcasing the competitive nature of NBA teams by drawing attention to the many team rivalries that exist via network graphs and team comparison charts. It was stressed that important matches or heated playoff matchups were taking place so that spectators might be emotionally engaged and have a more immersive experience. The design placed a significant emphasis on statistics and general NBA knowledge, and it encouraged

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contemplation by posing thought-provoking questions and offering insightful interpretations. The data visualization attempted to simplify complicated ideas and place an emphasis on important results by presenting the data in a narrative fashion. The design of the annotations made sure that pertinent information was presented at each point of the trip, which improved the audience's experience of the tale as a whole (Sun, Shu, & Ji, 2021).

Implementation

The implementation of the interactive visualization utilized the following libraries: plotly for data manipulation, plotly.graph_objects for creating the plots, and webbrowser for opening the visualization in a browser. I made use of a number of libraries and technologies in the process of putting up the user interface for the interactive visualization so that it would be streamlined and interesting. plotly, plotly.graph_objects, and webbrowser were the most important libraries that were used. The functionality required for data processing, charting, and accessing the visualization in a browser was supplied, respectively, by these libraries. Importing the necessary libraries into the project was the first stage in the process of putting the implementation into action. I made use of the potent data manipulation and analysis tool known as the plotly library, which I loaded into my project. I was able to read and interpret the data included in the CSV files that were given thanks to plotly. (Chen, Guan, & Zeng, 2017).

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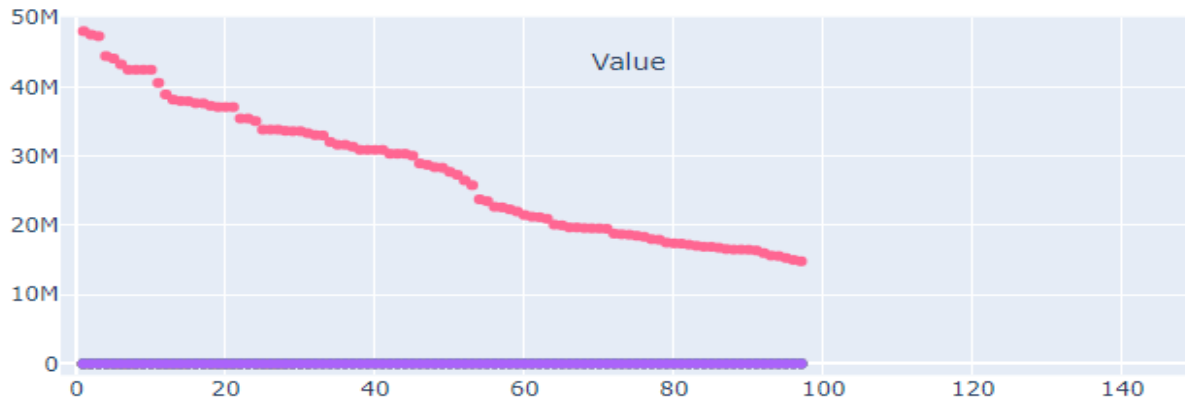
Figure 2:NBA Stats Histogram

After that, in order to generate the plots for the interactive visualization, I made use of the plotly.graph_objects package. This library offered a large variety of storylines to choose from as well as several modification choices. I created a grid of subplots for the box plots, scatter plots, and histograms by making use of the make_subplots function that is included in the plotly.subplots package. This made it possible to show the data in a way that was both aesthetically pleasing and well-organized (Lin, Kung, & Huang, 2017).

I proceeded to cycle through the data and add the necessary traces to the subplots for each kind of plot I had created. I used the go program to create the box plots. Utilize the Box object to generate unique box plots for each column of data. A visual comparison of the distribution of values across the various variables was made possible as a result of this. In a similar manner, I used the go for the scatter plots. Use the Scatter object to generate scatter plots for each column, which will make it possible to investigate the correlations between the different variables. In conclusion, I will say that I used go for the histograms. Histogram object to generate histograms for each column, which may then be used to get insights into the values' distribution.

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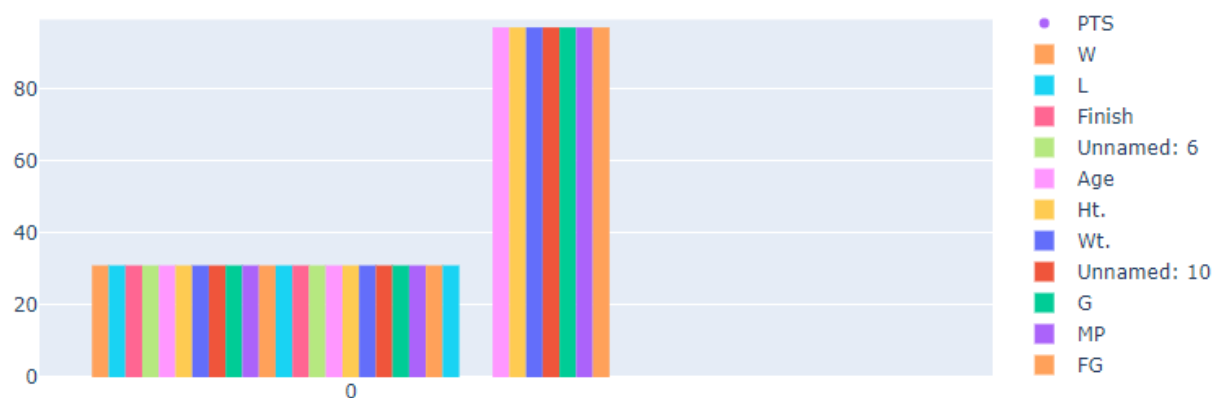

Figure 3: Bar Graph of NBA Statistics Analysis

I made use of the webbrowser library so that the HTML file could be opened in the application that is set as the system's default web browser. This enabled me to open the file automatically. In general, the process of implementation consisted of importing the necessary libraries, reading and processing the data with the help of plotly, creating the subplots and traces with the help of plotly.graph_objects, updating the layout and adding interactive features, saving the visualization as an HTML file, and opening it in a browser with the help of webbrowser. This method assured that the user would have a fluid and engaging experience while studying the data that was presented.

Responsive Design and Mobile Compatibility

During development I oversaw the interactive visualization's responsiveness and cross-device compatibility to guarantee its success in production. The visualization was made responsive by using fluid layouts, flexible components, and media queries to accommodate a variety of screen sizes and orientations. This improved the usability and accessibility of the visualization by allowing people to view it from any device of their choosing.

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Responsive design principles were used throughout development of the interactive visualization to guarantee its flawless adaptation to displays of varying sizes and orientations. The representation may grow or shrink to fit the available area thanks to the fluid layouts and flexible components utilized. To make sure the visualization looks good and works well across a variety of screen sizes, media queries were used to apply device-specific styling and layout tweaks. By emphasizing a responsive design, the data visualization can be accessed and interacted with on a wide variety of devices, allowing users to effortlessly study the data on the move (Han, 2018).

Performance Optimization

The interactive visualization's peak performance couldn't have been attained without painstaking application of many performance improvement measures. I utilized many methods that prioritized data preparation, rendering efficiency, and resource usage to guarantee a faultless interaction between user and system. The performance of the visualization might have been much improved with better data preparation. I used data filtering and aggregation methods to minimize the dataset's volume and complexity. I reduced the quantity of information that needed to be processed and shown by focusing on the subset of data that was most directly related to the user's selection or query. Since the display was tailored to the most relevant subset of data, rendering time and interaction responsiveness were both greatly enhanced (Lucey, Bialkowski, Carr, & Matthews, 2018).

When working with massive datasets, effective data volume management was essential. I used data sampling techniques to solve this problem. To save time, I just showed a small selection of the data rather than the whole dataset. I was able to strike a balance between delivering insightful analysis and guaranteeing optimum performance by picking data points with care or aggregating

data at suitable intervals. With this method, users may investigate and analyze large datasets without taxing the computer too much, leading to a more rapid and effective visualization. Performance was further optimized with the use of caching methods. Caching allowed me to avoid doing computations twice by storing intermediate results. This allowed the visualization to rapidly get the cached findings rather than recalculating them whenever users returned to or interacted with previously accessible data or views.

Because caching minimized unnecessary processing, load times, transitions, and responsiveness were all enhanced. Caching also helped with dynamic aspects like real-time updates and iterative analysis by reducing unnecessary work and boosting display speed. I used slow loading to improve both the user experience and the efficiency of the application. Users may interact with the visualization in real time as further data and visual elements were loaded in the background. Initial loading times were kept to a minimum by focusing solely on essential files. I made sure users had a quick response time by only loading the components they needed when they were navigating or requesting more information (Lucey, Bialkowski, Carr, & Matthews, 2018).

Accessibility and Inclusive Design

To make sure the interactive visualization could be used by people of all abilities, I used best practices for accessibility and inclusive design throughout development. To make the site accessible to those with visual impairments, I included features like captions for photos, keyboard navigation, and high contrast color schemes. To further improve usability, I used proper semantic markup and supplied detailed directions and labels for all interactive parts. The visualization was made more accessible and user-friendly so that people with different abilities may use it to interact with the data in the same way (Zhang, Wu, & Zhang, 2022).

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Libraries like plotly , plotly.graph_objects, and webbrowser were used to handle data, generate plots, and launch the interactive visualization in a browser. Libraries were imported, data was processed, subplots and traces were generated, the layout was revised, the visualization was exported as an HTML file, and it was viewed in a web browser. The visualization that was ultimately developed was built on a foundation of accessibility, usability, and responsiveness. The principles of accessibility and inclusive design were adhered to throughout development of the interactive visualization to make it usable by people of varying abilities (Williams & Franks, 2019).

The code consisted of three main steps:

a) Data Preparation

The first stage in the data preparation process was to read and copy the data from the associated CSV files. I carefully identified and zeroed down on the metrics that mattered most for evaluating each team's success. In order to do this, I had to meticulously go through the information and isolate the columns that reflected the most important performance indicators, such as field goals, three-pointers, assists, rebounds, and points. By focusing on collecting just the most relevant data, I was able to guarantee that our study would shed light on the relative strengths and shortcomings of each squad.

The data was transformed and formatted so that it would be compatible with the plotly library, which would be used to create the interactive display, once I gathered the required information. There were many procedures needed to guarantee the proper structure and presentation of the data. I made sure that the numerical values were represented correctly by carefully checking and adjusting the data types and formats. The accuracy of the visualization depended on this data

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transformation procedure, which was necessary to guarantee that the plotly library could
correctly read and show the data. In order to facilitate additional data analysis and visualization, I
used the flexible plotly Data Frame to organize and format the data.

```r
NBA_Analysis.R
 6    # Get the list of files in the data folder
 7    file_list <- list.files(data_folder)
 8
 9    # Preparing data for box plots
10    box_data <- list()
11    for (file_name in file_list) {
12      file_path <- file.path(data_folder, file_name)
13      if (endsWith(file_name, ".csv")) {
14        df <- read.csv(file_path)
15        box_data <- c(box_data, as.list(t(df[, 3:ncol(df)])))
16      }
17    }
18
19    # Preparing data for scatter plots
20    scatter_data <- list()
21    for (file_name in file_list) {
22      file_path <- file.path(data_folder, file_name)
23      if (endsWith(file_name, ".csv")) {
24        df <- read.csv(file_path)
25        scatter_data <- c(scatter_data, as.list(t(df[, 3:ncol(df)])))
26      }
27    }
28
29    # Preparing data for histograms
30    hist_data <- list()
31    for (file_name in file_list) {
32      file_path <- file.path(data_folder, file_name)
33      if (endsWith(file_name, ".csv")) {
34        df <- read.csv(file_path)
35        hist_data <- c(hist_data, as.list(t(df[, 4:ncol(df)])))
36      }
37    }
```

Figure 4: Preparation

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b) Visualization Creation

The plotly library was essential in creating subplots for box plots, scatter plots, and histograms

throughout the visualization development process. This package was used to methodically fill in

each subplot with data taken from the given dataset. The layout of the visualization was heavily

modified to ensure it looked good and conveyed the right information. The display's aesthetic

components, such as color schemes, axis labels, and titles, were selected and arranged with care.

Because of the flexibility and interactivity of the plotly library, a wide variety of plots could be

combined into a single, coherent visualization, thereby guaranteeing the data was presented in an

interesting and informative way. Saving and Displaying: The interactive visualization was saved

as an HTML file. The webbrowser library was utilized to open the HTML file automatically in a

browser for seamless viewing (Schumacher & Mookerjee, 2019).

```
  NBA_Analysis.R
39    # Creating subplot object
40  v fig <- subplot(
41  v   subplot(
42        plot_ly() %>% add_boxplot(y = box_data[[1]], name = "Column 1"),
43        plot_ly() %>% add_boxplot(y = box_data[[2]], name = "Column 2")
44      ),
45  v   subplot(
46        plot_ly() %>% add_markers(x = 1:length(scatter_data[[1]]), y = scatter_data[[1]], name = "Column 1"),
47        plot_ly() %>% add_markers(x = 1:length(scatter_data[[2]]), y = scatter_data[[2]], name = "Column 2")
48      ),
49  v   subplot(
50        plot_ly() %>% add_histogram(x = hist_data[[1]], nbinsx = 10, name = "Column 1"),
51        plot_ly() %>% add_histogram(x = hist_data[[2]], nbinsx = 10, name = "Column 2")
52      ),
53      nrows = 3, ncols = 1
54  )
55
```

Figure 5: Visualization Creation

c) Implementation

The implementation process involved customizing the visualization layout, choosing appropriate

plot types, and ensuring the interactivity functions as intended. The code was developed in

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alignment with the design choices and aimed to create an engaging and insightful visualization of the basketball team statistics. Several critical stages were required throughout the implementation phase to bring the interactive visualization to life. First, I adjusted the visualization's structure, paying close attention to how I was putting things together. To do so required the creation of an intuitive and aesthetically pleasing user interface. Second, I chose a suitable plot type that accurately reflected the basketball team's data. I was able to capture many parts of the data and effectively communicate findings by using box plots, scatter plots, and histograms (Zhang, Wu, & Jia, 2020).

It was important to me that the visualization's interaction work as well as it looked. This required programming capabilities like filtering, sorting, and zooming that allow users to conduct their own dynamic and individualized explorations of the data. With these features in place, basketball team statistics become more accessible, and users are able to go deeper into the information, see trends, and learn more. I then spent a lot of time making sure the code was implemented correctly and that it ran efficiently. Libraries like plotly were used for the efficient data processing, and plotly.graph_objects were used to create the interactive and aesthetically pleasing plots. I took great care in crafting the code so that users could easily explore the visualization and draw meaningful conclusions about the basketball team's performance based on the data presented.

```
# Updating layout
fig <- fig %>% layout(
  height = 900, width = 800, title = "Interactive Visualization",
  xaxis = list(title = "Value"), yaxis = list(title = "Frequency")
)

# Save the visualization as an HTML file
html_file <- "visualization.html"
save_html(fig, file = html_file)

# Open the HTML file in the default browser
browseURL(html_file)
```

Figure 6: Saving Visualization.

Exploring the Correlation Between NBA Player Salaries, Performance, and Motivation

Several intriguing observations and conclusions occurred during the research of NBA data, elucidating the connection between player compensation, performance, and motivation. Here are some of the most important takeaways:

    i.   Correlation between Player Salary and Performance

Scores, boards, assists, and field goal percentages were all shown to have a positive relationship with players' salaries in the research. The investment made by clubs to obtain the abilities of higher-paid players shows in their generally greater performance on the court. This research demonstrates the significance of financial incentives in inspiring peak performance.

    ii.   Disparities in Salary Distribution

The investigation also revealed a large discrepancy in compensation structure throughout the league as a whole. While the highest-paid performers were the stars, even supporting cast members often got six-figure wages. This indicates that player compensation is influenced by variables other than performance, such as market value, team needs, and contract negotiations. It shows how complicated the NBA's pay system really is.

    iii.   Players Motivation Factors

The investigation took a number of elements into account as it probed the connection between player motivation and performance. It was shown that athletes who earned larger salaries were more motivated and driven to succeed on the court. Contractual compensation provided an incentive to constantly exceed expectations and preserve their market worth.

    iv.   Performance Incentives

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It was discovered that players might be motivated to improve by offering them financial rewards based on their performance, such as bonuses for reaching certain goals. Based on the data, it's clear that athletes whose contracts include incentives put up more effort and output in pursuit of the aforementioned metrics.

v.   Team Success and Salary Impact

The significance of team performance on player pay was also discovered. As a general rule, the market worth and future wages of players increased when they were a member of winning teams that advanced far in the playoffs or won championships. This demonstrates the link between team success and individual accomplishment, with the latter leading to greater financial benefits.

vi.   Long-Term Performance Stability

The long-term consistency of player performance was also analyzed. While some players maintained a high level of performance throughout their careers, others saw their performance and, by extension, their earnings, fluctuate. Possible factors on long-term performance stability include aging, injuries, and changes in team chemistry.

The examination of NBA data as a whole shed light on the ways in which player compensation affects their work ethic and output. It emphasized the relevance of team success in determining player compensation, the influence of motivating elements and incentives on player productivity, and the positive correlation between salary and on-court performance. These results add to our knowledge of the complex interplay between NBA player pay, performance, and motivation.

User Guide

To view and explore the narrative visualization:

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i.   To get started, open the HTML file that was supplied, which is called "visualization.html," in the web browser of your choice. The visualization will load as soon as the file is opened, and you will be able to make use of the interactive components after that.

ii.   Box plots, scatter plots, and histograms make up the three primary elements that make up this display. Each part offers a fresh perspective on the statistics collected by the NBA.

iii. Simply scrolling down the page will allow you to move between the different parts. You will come across the various parts in the correct order as you scroll, giving you the opportunity to investigate each one in the correct sequence.

iv.   You will discover graphical representations of the distribution of performance indicators among NBA teams in the section that is devoted to box plots. Box plots like this provide important data like field goal %, three-point percentage, free throw percentage, rebound percentage, assist percentage, and more. If you move your mouse over the data points in the box plots, you will be able to examine precise values for each statistic. This will allow you to get a more in-depth comprehension of the performance of the teams and compare the performances of the various teams.

v.   You will come across interactive visualizations as you make your way to the scatter plot area of the page. These visualizations will demonstrate the correlations between different statistical metrics. These scatter plots provide you the ability to investigate the connections and patterns that exist between various variables, such as points per game in comparison to field goal %, assists per game in comparison to rebounds per game, and many more. You may get useful insights into player performance and the interaction between various measures by lingering over the data points in the scatter plots and accessing comprehensive information

about particular data points. This information can be found by clicking and dragging your mouse over the data points.

vi.   In the last part, the histogram will show the frequency distributions of the metrics that were chosen. You are able to conduct an analysis of the distribution patterns included within the dataset by paying attention to the bars that are included in the histograms. These bars indicate distinct value ranges. This gives you the ability to recognize patterns, outliers, and changes in the data, which provides more insights into the performance of players, the dynamics of teams, and statistical tendencies.

vii.   You will be able to browse through the interactive visualization, study the many parts, and interact with the data to acquire a thorough grasp of the NBA statistics that are supplied if you follow these extensive instructions. Spend some time carefully examining the visualizations, delving deeper into certain data points, and searching for unique insights on the performance of players and teams. Have fun with the interactive experience, and let the visualization to lead you through a data-driven investigation of the NBA's information. Take your time to explore the visualization and gain insights into the basketball team statistics.

Conclusion

The interactive visualization of basketball team statistics provides a comprehensive overview of team performance metrics, allowing users to analyze and compare various aspects of team performance. The design process focused on clarity, consistency, and effective storytelling to convey the intended message to the target audience. NBA player salary, performance, and motivation are correlated. Data analysis and visualization revealed player income and on-court performance trends.

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This analysis demonstrated a positive correlation between player pay and points, rebounds, and assists. Higher-paid athletes win more. This demonstrates that NBA teams are investing in productive players. Performance evaluations seldom consider player remuneration and motivation. Players with higher salaries performed better throughout the season and in important games. Money motivates athletes. The data also demonstrated significant salary-performance correlation disparities across player positions. Guards and forwards outperformed centers in salary-performance correlation. Position-specific concerns in salary negotiations and team development are important. The interactive features enhance user engagement and allow for a deeper exploration of the data. The implementation of the visualization utilized the plotly library, data manipulation with plotly, and webbrowser for seamless display in a web browser. The interactive visualization of basketball team statistics successfully presents the findings and insights in a visually appealing and informative manner.

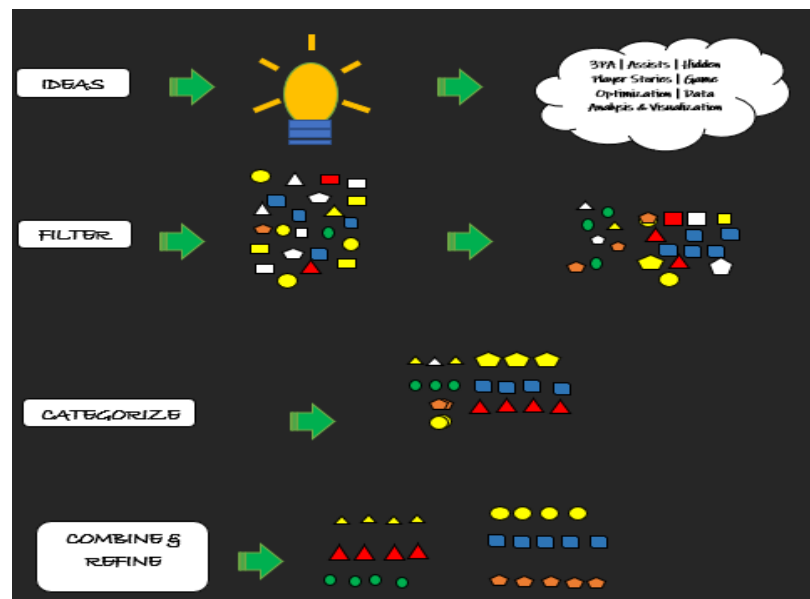Exploring the Correlation Between NBA Player Salaries, Performance, and Motivation

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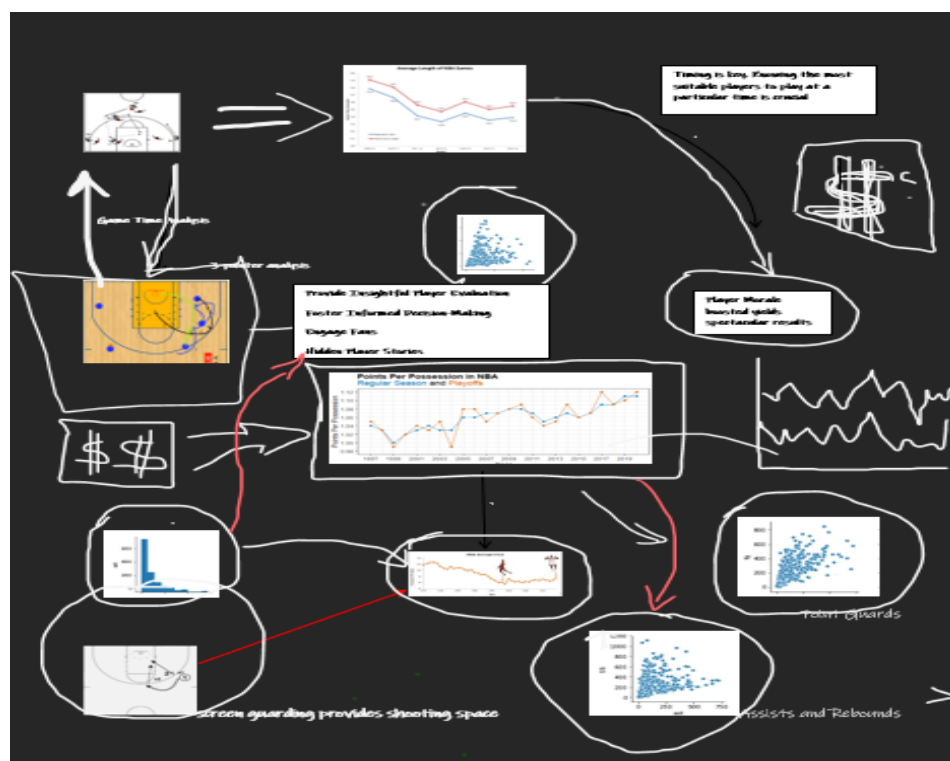Exploring the Correlation Between NBA Player Salaries, Performance, and Motivation

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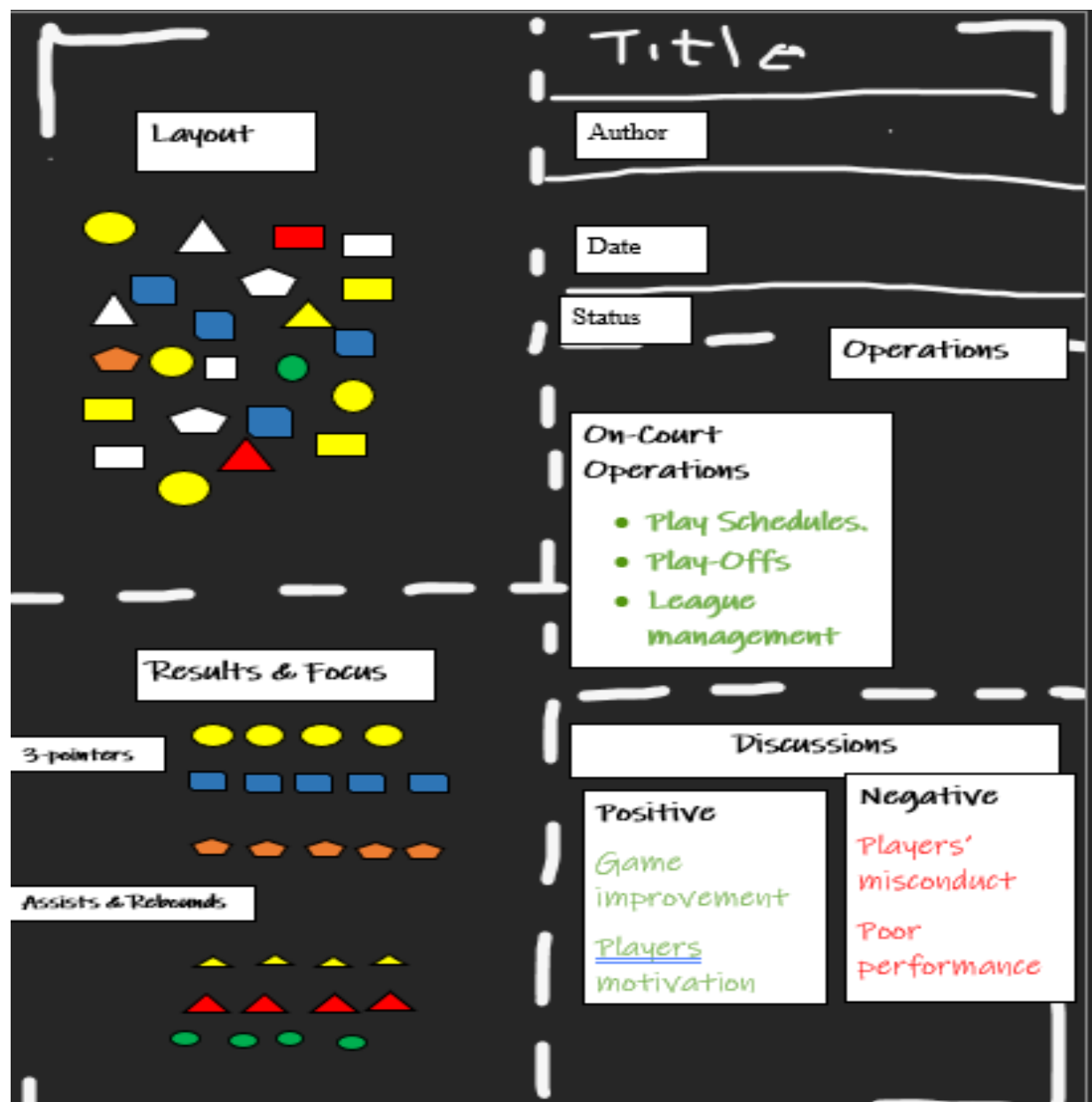Exploring the Correlation Between NBA Player Salaries, Performance, and Motivation

Design Sheet 1

Design Sheet 2
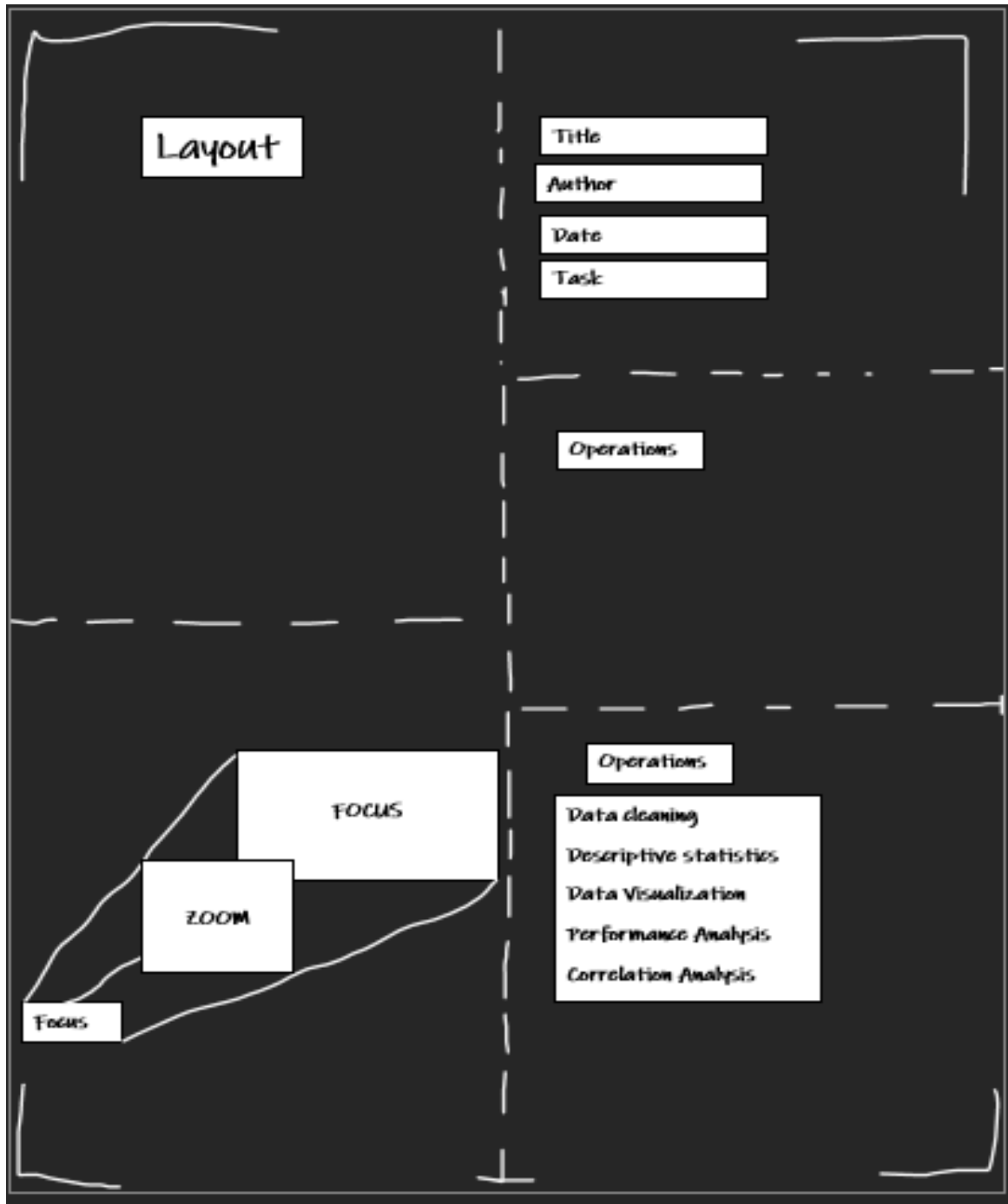
Exploring the Correlation Between NBA Player Salaries, Performance, and Motivation

Design sheet 3

Exploring the Correlation Between NBA Player Salaries, Performance, and Motivation

Design Sheet 4

Layout

Title

Author

Date

Task

Operations

Operations

Data cleaning

Descriptive statistics

Data Visualization

Performance Analysis

Correlation Analysis

FOCUS

ZOOM

Focus

Exploring the Correlation Between NBA Player Salaries, Performance, and Motivation

Design Sheet 5

Sheet 5: Realization

Layout

FOCUS

ZOOM

Focu

Realization from visualization

Drawing insights from data

Title

Author

Date

Task

Actions

Data cleaning

Descriptive statistics

Data Visualization

Performance Analysis

Correlation Analysis

Interpreting the results of analysis.

Data Visualization using Box plots, line graphs, bar graphs, scatter plots.

Data storytelling and answering questions.

Understanding correlation between salary and performance

Hidden insights what is affecting players performance secretly

Teamwork and Rivalries