

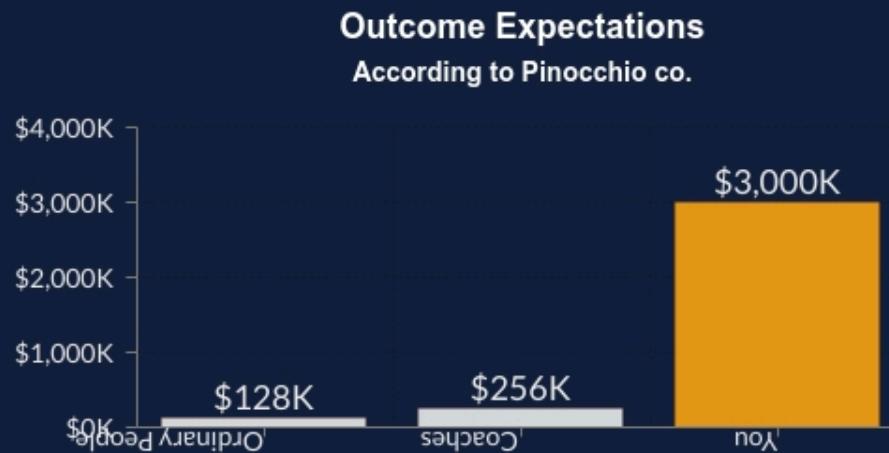
Soccer **PREDICTION**



140M
people play soccer

82%
Bet on matches

\$118M
only in 2018



You can be a Millionaire

According to our latest numbers obtained from the well-known Pinocchio co. you can have more than \$3M in the first year of your betting by using our soccer prediction software.



TOTALLY FOOLED YOU GUYS

140.82.118.3

<https://github.com/magemma/soccer-prediction>

But seriously, soccer prediction is important

#3

Stop watching a crappy
game before it ends.

But seriously, soccer prediction is important

#3

Stop watching a crappy
game before it ends.

#2

Get lots of money betting on
games.

But seriously, soccer prediction is important

#3

Stop watching a crappy game before it ends.

#2

Get lots of money betting on games.

#1

Get great grades (hopefully) if you do it right and you're on our team.

But seriously, soccer prediction is important

#3

Stop watching a crappy game before it ends.

#2

Get lots of money betting on games.

#1

Get great grades (hopefully) if you do it right and you're on our team.



Coaches can bench their best players when winning is not probable.

TO WHAT END?

“ Given a specific window of a soccer match events,
can we predict the outcome of the game? ”

M. Razzaghnoori
Data Scientist to be



**WITH GREAT
DATABASES
COMES GREAT
RESPONSIBILITIES**

Events

Matches

Players

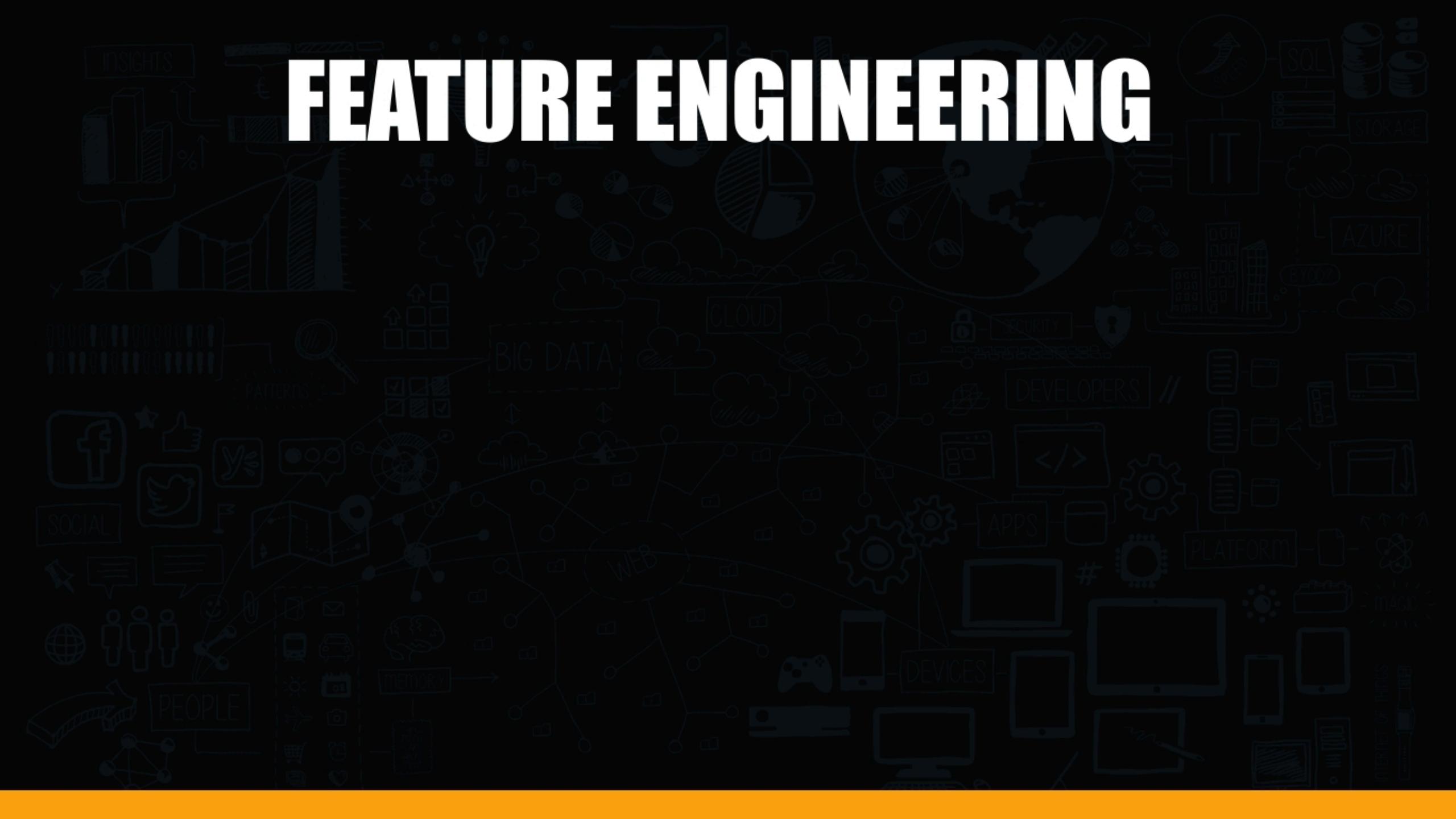
Teams

Coaches

Competitions

Referees

FEATURE ENGINEERING



FEATURE ENGINEERING

Passes, # Shots, # Fouls, # Accurate Passes, # EVERYTHING

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Passes, # Shots, # Fouls, # Accurate Passes, # EVERYTHING

Mean Previous Scores (90', Half Time, Extra Time, Penalties)

FEATURE ENGINEERING

Passes, # Shots, # Fouls, # Accurate Passes, # EVERYTHING

Mean Previous Scores (90', Half Time, Extra Time, Penalties)

External Dataset (Mean Player Quality, Mean Player Potential)

FEATURE ENGINEERING

Passes, # Shots, # Fouls, # Accurate Passes, # EVERYTHING

Mean Previous Scores (90', Half Time, Extra Time, Penalties)

External Dataset (Mean Player Quality, Mean Player Potential)

Yellow Cards, # Second Yellow Cards, # Red Cards

FEATURE ENGINEERING

First Half Goals

FEATURE ENGINEERING

First Half Goals

Is Playing at Home?

FEATURE ENGINEERING

First Half Goals

Is Playing at Home?

Percentage of Events in Opponent's Half

FEATURE ENGINEERING

First Half Goals

Is Playing at Home?

Percentage of Events in Opponent's Half

Target Variables (Is Winner, # Goals in Second Half, Has Scored in 2H)

TIME FOR SOME VISUALIZATION WE USUALLY DON'T UNDERSTAND

