

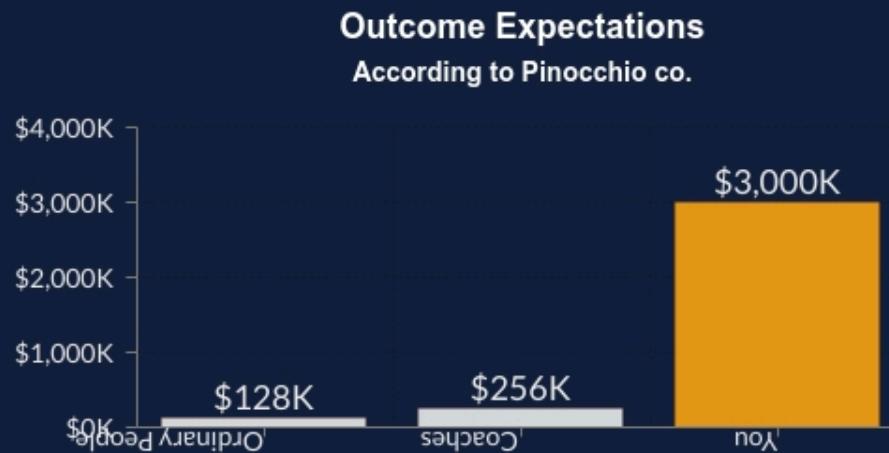
# Soccer **PREDICTION**



**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**

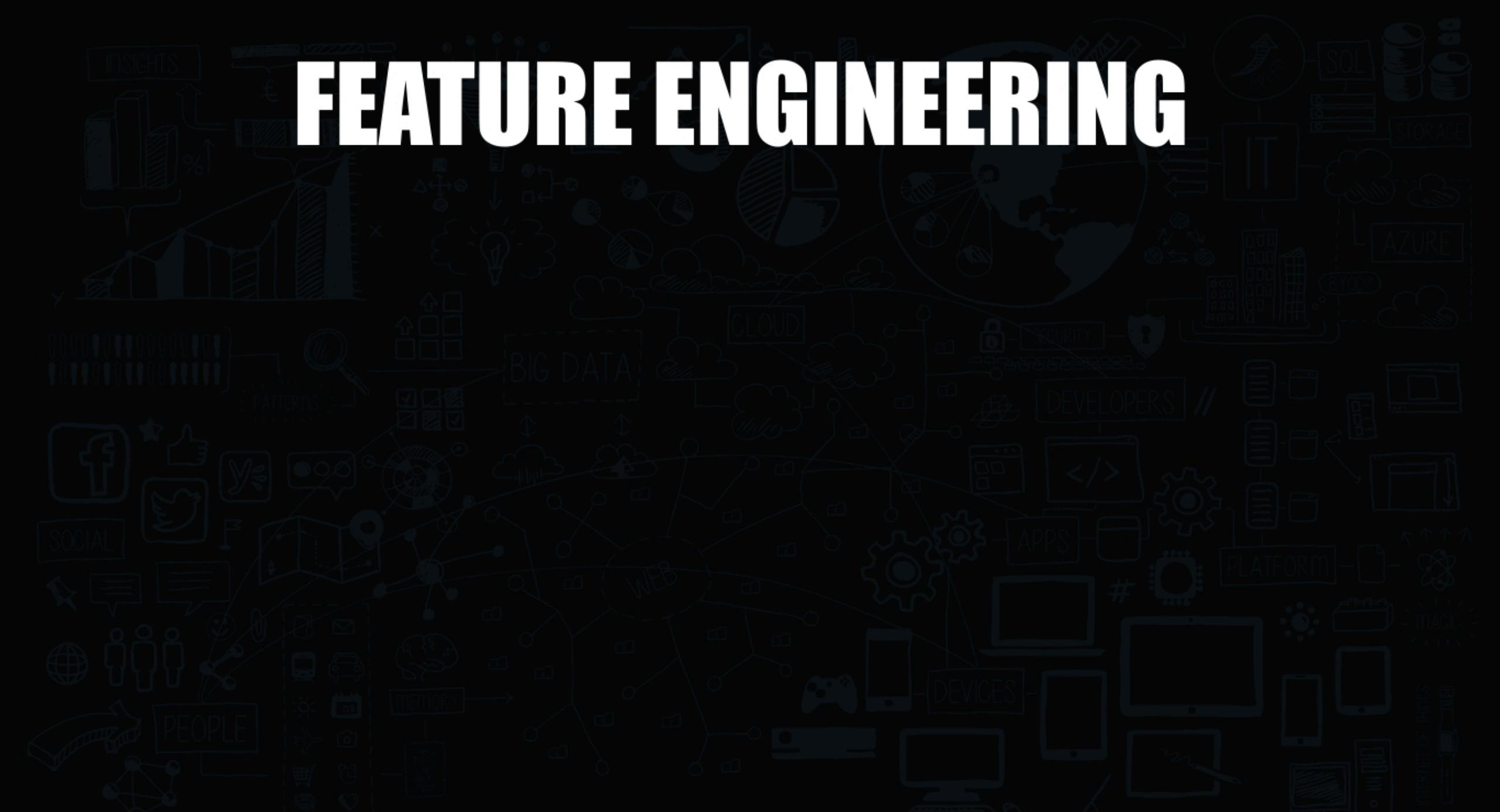
**Teams**

**Coaches**

**Competitions**

**Referees**

# FEATURE ENGINEERING



# FEATURE ENGINEERING

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

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

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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

