PROJECT NARRATIVE FUTBOL FANTANSY

MIGUEL GARCÍA MORENO

ÍNDICE

Abstract

This project's aim is to showcase the abilities obtained via different courses while providing grounds for enhance decision making on the mobile game *futbol fantasy.* By doing so, not only a variety of visuals and tools have been used but also it has a real application to check the efficiency of the graphics displayed.

Miguel García Moreno

Objectives and description

To provide a solid ground on the usefulness of this project I will brief the reader on how the application works, here is a short introduction. The game allows you to sign up players of *La Liga* for a certain amount of money. The first limitation is that one's budget is limited for the initial money you receive is finite. The second obstacle is to bet on the players just the right amount to surpass the other league colleagues' bets so you can sign up the player. In addition, a player's market value changes at the end of each day in accordance with the law of offer and supply that takes place in the application. Therefore, there is a risk for every player you bet on since how that player is going to be valued in the future remains unknown. Apart from the market value there are *Points* assigned to each player depending on their performance. These points are split into two categories: Relevo points and regular points. The players of your team will add points for you, and eventually whoever gets the most points at the end of *La Liga* wins this tournament. Stats of the players are important because their points are based on these stats, making this project very interesting for game users.

For the making of this report these tools and procedures have been used:
1. Extraction of data from a website.
2. Transformation and cleaning of the data with Power Query for its adaptation to visuals.
3. Creation of new calculated columns using DAX formulas.
4. Slicers, cards, bar graphics among others. Including lines in graphics, to contextualize data such as tendency lines or median lines.
5. Refreshment of data.
6. Usage of buttons to ease to navigation through pages
7. Data validation and quality
8. Relationship of data sets
9. Formatting
10. Management of visuals relationships
11. Tooltips for better understanding
12. Headers
13. Report, page and visual filters

Dashboards details

Such is the quantity of information about players that to display all relevant aspects five dashboards have been created and a total of six pages compound the whole Power BI report. The structure begins with a content index, followed by a general player page and four more dashboards distinguishing position. It is worth mentioning the fact that apart from the content index the reader will be able to find buttons at the bottom of the pages that allow them to navigate from page to page or back to content index. In addition to that, all pages share a similar structure. Firstly, a row of filters is placed on top which is meant to provide a tool for selecting a set of data that conveniences the reader. These four filters segregate data into groups by position, total points, market value and maximum bet (according to some algorithms). Looking at the second row now, the reader is capable of immediately obtain key information about players, these pieces of information are average of market value, mean of points per played match, mean of Relevo points per played match and perfect bet' average. Observe that in case of selecting one player, all these cards will reflect that specific player stats therefore briefing in lots of data of interest.

Now the first page is shown in a picture.
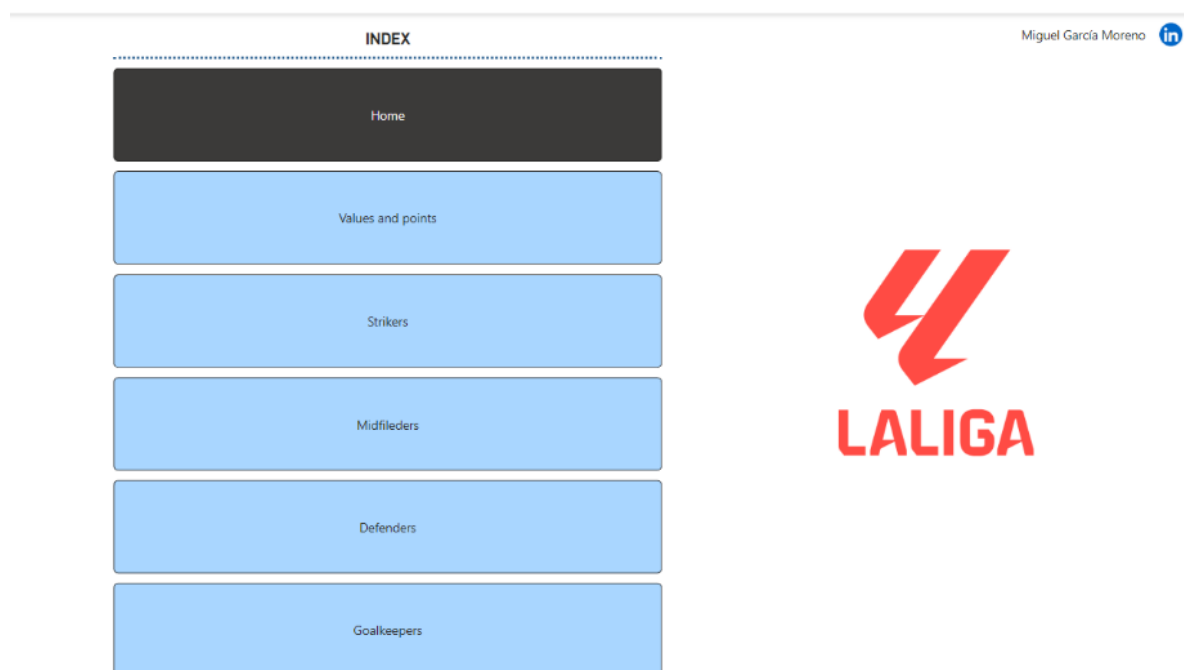
In this first page the content index is displayed. By clicking in any of the boxes the reader could get to the page of their choice. In black the home page, as this is the name of this very page, is marked.

This second picture is from the second page.

Miguel García Moreno

This page is values and points in reference to being oriented to provide insights about market value, points and related. At the left bottom of the page the reader can see a scatter plot pointing out a points versus price per point. Before diving into this graphic, observe that axes are mobile for a comfortable analysis, also two dot lines are drawn. The red line is the median for y axis, meaning, the median of total points, and the black line stands for the bivariant tendency line. Importantly, points in the graphic have been restricted to those of the bottom 30 players with least price per point for a comfortable visualization. On the other hand, the graphic at the bottom right of the page reflects the number of points, which are distinguished into two colors, light blue for Relevo points and dark blue for regular points. What's more, the reader can see an orange line that indicates the price per point.

This new picture shows the strikers' page, one of the specific pages per position. In this case a treemap provides the reader with a fast look into who is scoring more goals as a striker. Along with it, the reader can find a scatter plot of points versus price per point and a bar graphic displaying desirable features for strikers. A full analysis can be done by using filters or selecting players.

Continuing with the third page, it looks as in the following picture


In this case, midfielder position is under scrutiny. For this instance, a stacked bar graphic casts light on stats that are pertinent to this field position such as balls to the box or recoveries. Evidently, only some players are displayed. On this visual the filtering criteria has been the top 5 players with most balls to the box, and along with the previous mentioned stats the number of points for each player is shown. Moving on to the right side of the bar graphic, the reader can check which players lose more balls to their opponent. By doing so, the reader can untrust those players who cause issues to their team by losing possession.

Next, the four page aims for defenders

The reader can use the bottom left graphic for getting intel on yellow cards and lost possessions, as well as the price per point. Therefore, this first visual helps to understand how many mistakes the defender commits. Next to it, the reader can find a scatter plot of desirable features for a defender, being able to consider good aspects of the player and supporting decision making.

Lasty, a dashboard for goalkeepers
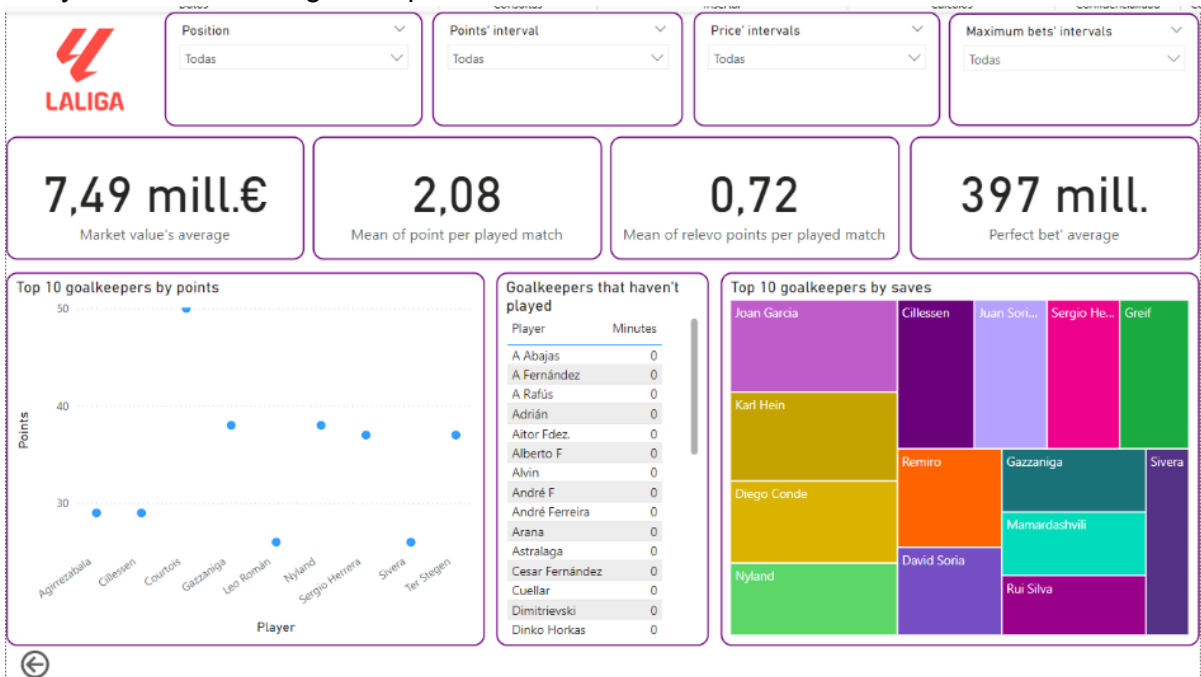
As you may know, many field players substitute for others while playing, however, in goalkeeper position this happening is at least rare. This is why in the middle the reader can find a table with goalkeepers who have not played to date, pointing out that they are the second or third goalkeepers in line in their respective teams. Obviously, signing them up

Miguel García Moreno

would be an almost certain mistake. On its right the reader can consult a treemap showing goalkeepers by saves, and at bottom left a scatter plot displaying points of goalkeepers is provided.

As a final remark, after the selection of any players, all graphics will show that specific player's stats filling the reader up with as much information about that player as possible.

Conclusions

From the first page, if the reader selects Altimira, they can observe that he is a cheap player (only 1 million) but he scores a considerable number of points. A mean of 4,5 points per match can ensure a solid incoming of points during La Liga at a low cost. Likewise, if the reader goes to strikers' page and select Aspas, who seems to be in a good goal versus price per point ratio, they can observe how he appears as one of the top goal scorers and that he also provides assistances, shots on goals and dribbles. Even though his market value may seem high, the previous ratio makes us think he is worth the investment. Along with that, he scores almost 8 points on average per match, which is a good mark. Definitively, he is an investment to take into account when looking for strikers. That's just an example of how to use this collection of dashboards for the game. Now I encourage the reader to play with these graphics and discover some insights on their own.

Miguel García Moreno

Bibliography

Website for data extraction   https://www.analiticafantasy.com

Miguel García Moreno