**Abstract**

A project on the prediction was entrusted to us at the end of the course "Modeling predictive and analytics" in order to enable us to put into practice all the knowledge acquired. This project must be based on real data to enable us to work on concrete cases. We have chosen to work on the data of FIFA ULTIMATE because this is an area of interest and it is also one of areas that are the most appealing to prediction.

Our focus on this data is the prediction of a player. In other words, we want to know how a player can be performent or not. To achieve this goal, we have implemented a prediction model named:…………………………………..

In this report we will explain you how we have proceed.

**Introduction**

As part of our training in Big Data engineering, we are led to deal with large volumes of data to make them usable and to give them value. One way to do this is to use them to learn certain behavior related to specific areas in order to predict the future behavior of the subjects affected these domains. To achieve this, a course entitled "Modeling predictive and analytics" has dispensed us. The objective of this course is to transmit the basic methodologies as well as the models used for prediction and interpretation of the results. In order to put all this new knowledge into practice, we have chosen to deal with a problem of classification with actual data from a game: FIFA ULTIMATE.

The data is related with players features in a game called FIFA ULTIMATE.

Before starting the implementation of predictive modeling, we will start by cleaning the data, then we will study it through basic visualization techniques in order to understand its content then we will put in Practice the most appropriate modeling methods.

**Description**

The data is related with features of players in the fifa ultimate game. The data name is « fifa.csv » with all examples, ordered by date (from May 2008 to November 2010). This data set contains ……. instances, …………. input attributes and the output attribute « y ».

Now let us show you the basics visualisation of data set.

**Methods**

**Results**

**Conclusion**

At the end of this study, we can conclude by saying that the …….. is the model most suited to our need. The key points that led to this conclusion are the study of the data intended to understand and put the data in an appropriate form, the determination of the "predictors" most significant to our need in order to make learning and the understanding of our model as optimal as possible, the choice of the model providing the best result and finally a study more push on the compromises when there are differences of precision not very large. In order to make the best compromise, we were interested in the processing time of the different models. Thanks to this we were able to choose with conviction the best method.

Today, thanks to our model, we will be able to predict the performance of players and make a group of players to sell.

**References**