



# UEFA EURO 2024

GERMANY 2024





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# PROJECT OVERVIEW.

## UEFA European Championship (EUROS) Data Analysis

**Project Title:** Insights into the UEFA European Championship (EUROS)

**Objective:** To analyze and visualize various aspects of the UEFA European Championship, providing insights into player demographics, performance statistics, and team compositions.

### Key Features:

#### 1. Player Demographics:

- Analysis of player ages, heights, and market values.
- Identification of the youngest and oldest players, as well as the tallest players in the tournament.



# PROJECT OVERVIEW.

## **Performance Statistics:**

- Evaluation of players with the highest number of international caps and goals.
- Comparison of players' market values across different countries and clubs.

## **Team Compositions:**

- Distribution of players by their preferred foot (left, right, both).
- Analysis of clubs with the highest representation at the tournament.
- Examination of the number of players aged 30 and above from different countries.



# PROJECT OVERVIEW.

## Visualizations:

- Bar charts, pie charts, and correlation heatmaps to illustrate key findings.
- Use of color palettes and annotation techniques to enhance the visual appeal and clarity of the data presentations.

## Tools and Techniques:

- **Data Collection:** Compilation of player statistics from reliable sources.
- **Data Analysis:** Utilization of pandas for data manipulation and seaborn/matplotlib for visualization.
- **Visualization:** Creation of engaging and informative charts to convey insights effectively.



# BACKGROUND AND CONTEXT.

## Background and Context of the UEFA European Championship (EUROS)

**Introduction:** The UEFA European Championship (EUROS) is a premier football tournament organized by the Union of European Football Associations (UEFA). It features national teams from across Europe competing for the title of European champions.

### History:

- **Inception:** Proposed by Henri Delaunay in the 1920s, the first tournament was held in 1960 with four teams.
- **Expansion:** The tournament expanded to 16 teams in 1996 and 24 teams in 2016, reflecting its growing popularity.



# BACKGROUND AND CONTEXT.

## Tournament Structure:

- **Qualification:** Teams compete in qualifying matches over two years to earn a spot in the tournament.
- **Group Stage:** Teams are divided into groups, and the top teams advance to the knockout stages.
- **Knockout Stage:** Includes the Round of 16, quarter-finals, semi-finals, and the final, with winners advancing until the champion is crowned.

## Significance:

- **Prestige:** Winning the EUROS is a high honor in international football.
- **Talent Showcase:** Provides a platform for players to gain recognition.
- **Cultural Impact:** Fosters unity and national pride among participating countries.



# OBJECTIVES AND GOALS.

## Objectives:

1. **Educational Focus:** Create educational content or tools that teach about the history, rules, and cultural significance of the EUROS.
2. **Promotion of Football Knowledge:** Increase awareness and understanding of European football (soccer) among fans and non-fans alike.
3. **Interactive Learning:** Develop interactive elements (like quizzes, simulations, or timelines) to engage users in learning about EUROS.
4. **Data Analysis and Visualization:** Analyze data from EUROS matches to create insightful visualizations and reports.





# OBJECTIVES AND GOALS.

## Goals:

1. **Educational Impact:** Provide accessible resources that enhance knowledge about EUROS and football in general.
2. **Engagement and Participation:** Encourage active participation and interaction with the project's content and activities.
3. **Information Accessibility:** Ensure that information about EUROS is presented clearly and comprehensively.
4. **User Feedback:** Collect and integrate user feedback to improve the project's effectiveness and relevance.



# PARTICIPATING TEAMS.

**Group A - Germany, Scotland, Hungary, Switzerland**

**Group B - Spain, Croatia, Italy, Albania**

**Group C - Slovenia, Denmark, Serbia, England**

**Group D - Poland, Netherlands, Austria, France**

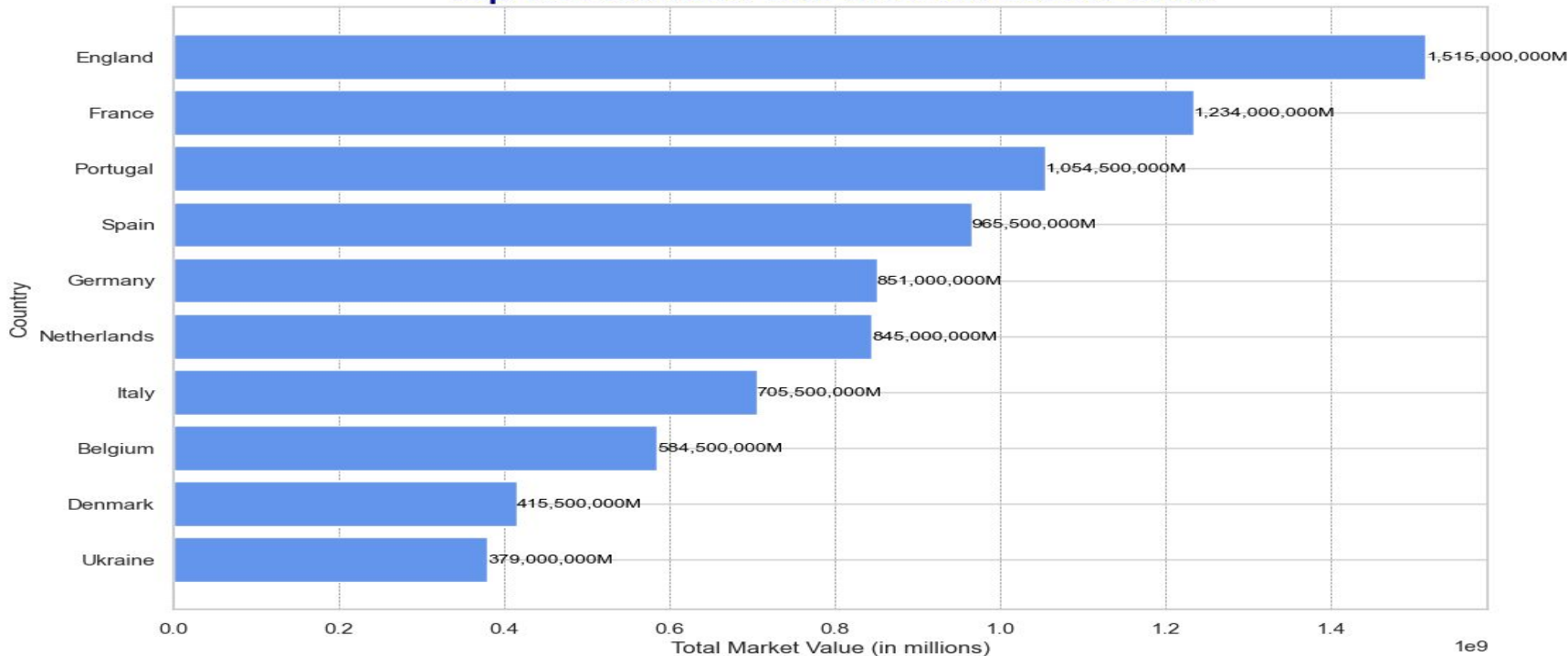
**Group E - Belgium, Slovakia, Romania, Ukraine**

**Group F - Turkey, Georgia, Portugal, Czech Republic**



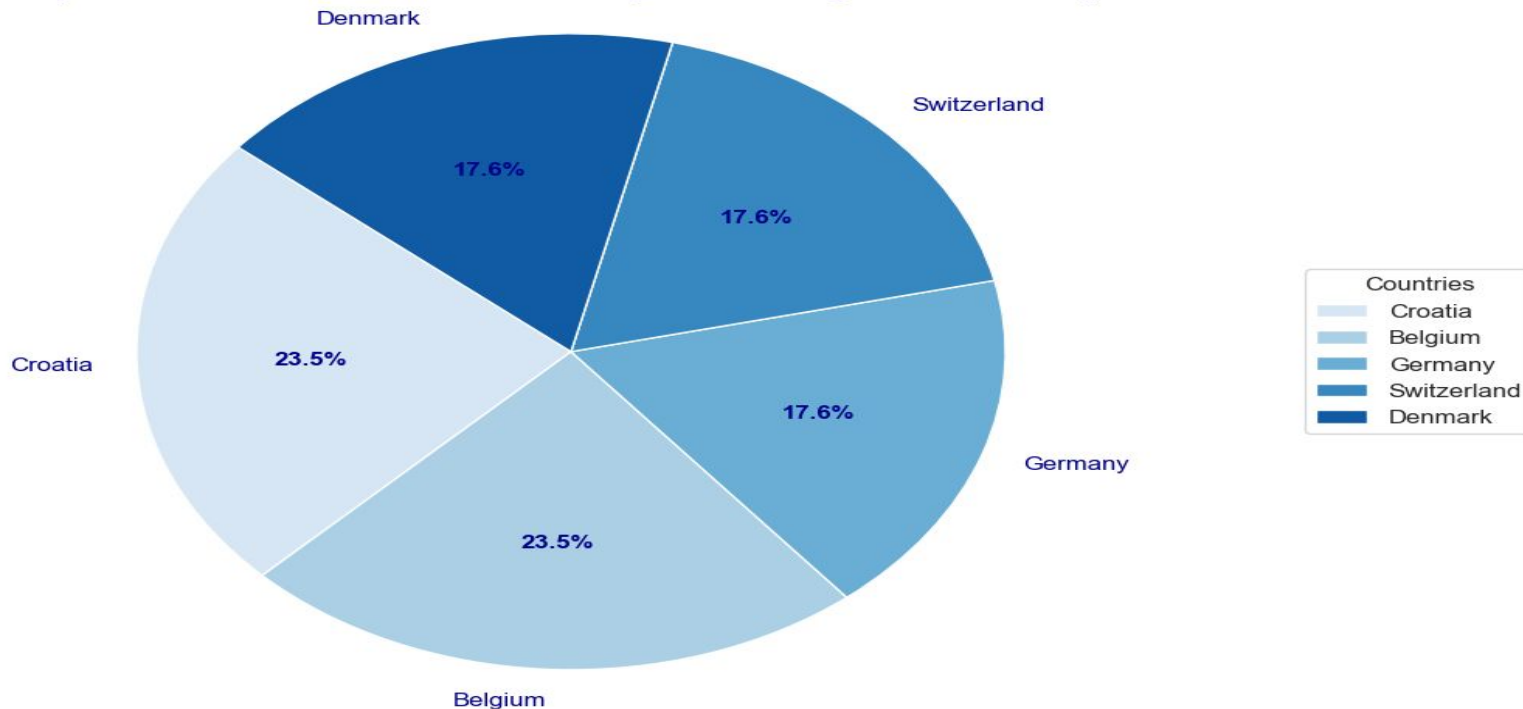
# MOST VALUE TEAMS.

Top Ten Countries with the Most Market Value



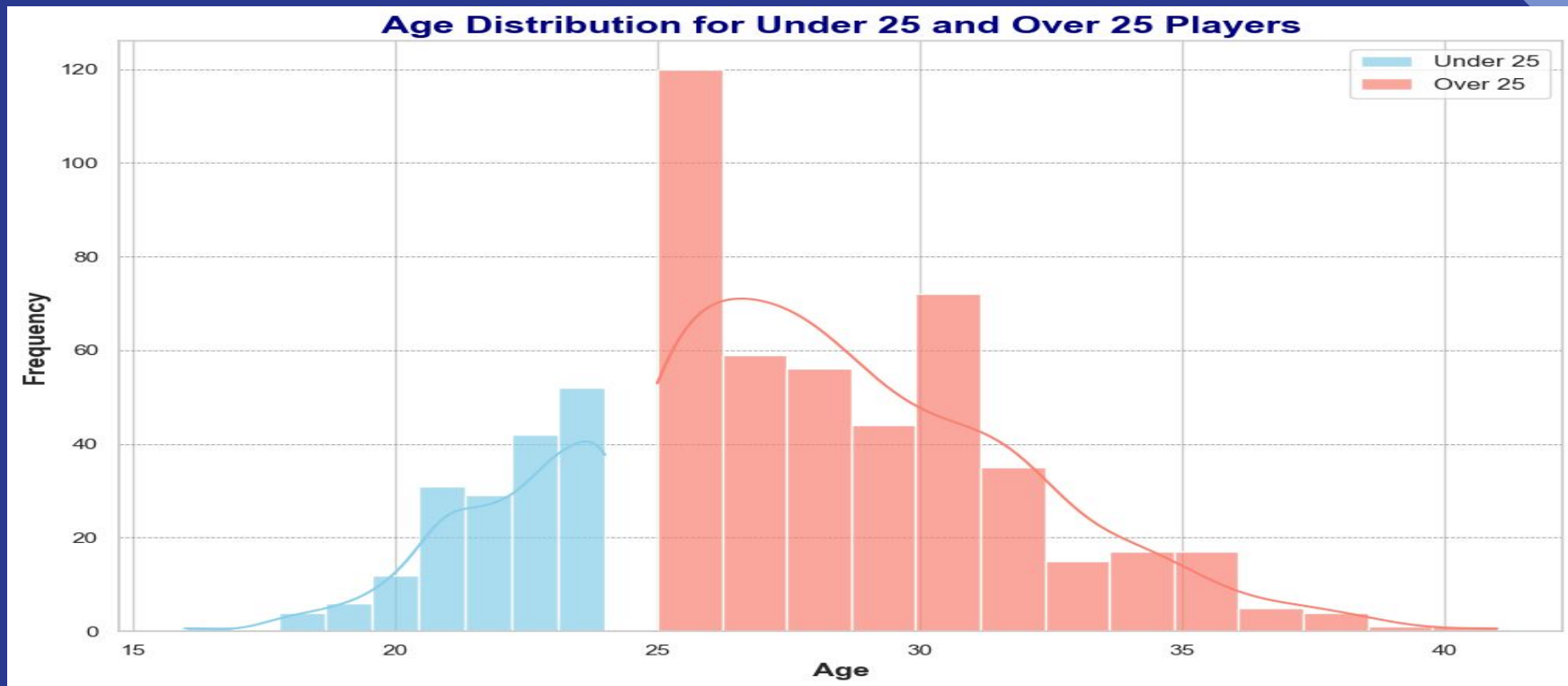
# TEAMS WITH OVER 100 CAPS.

Top 5 Countries with the Most Players Having Over 100 Caps





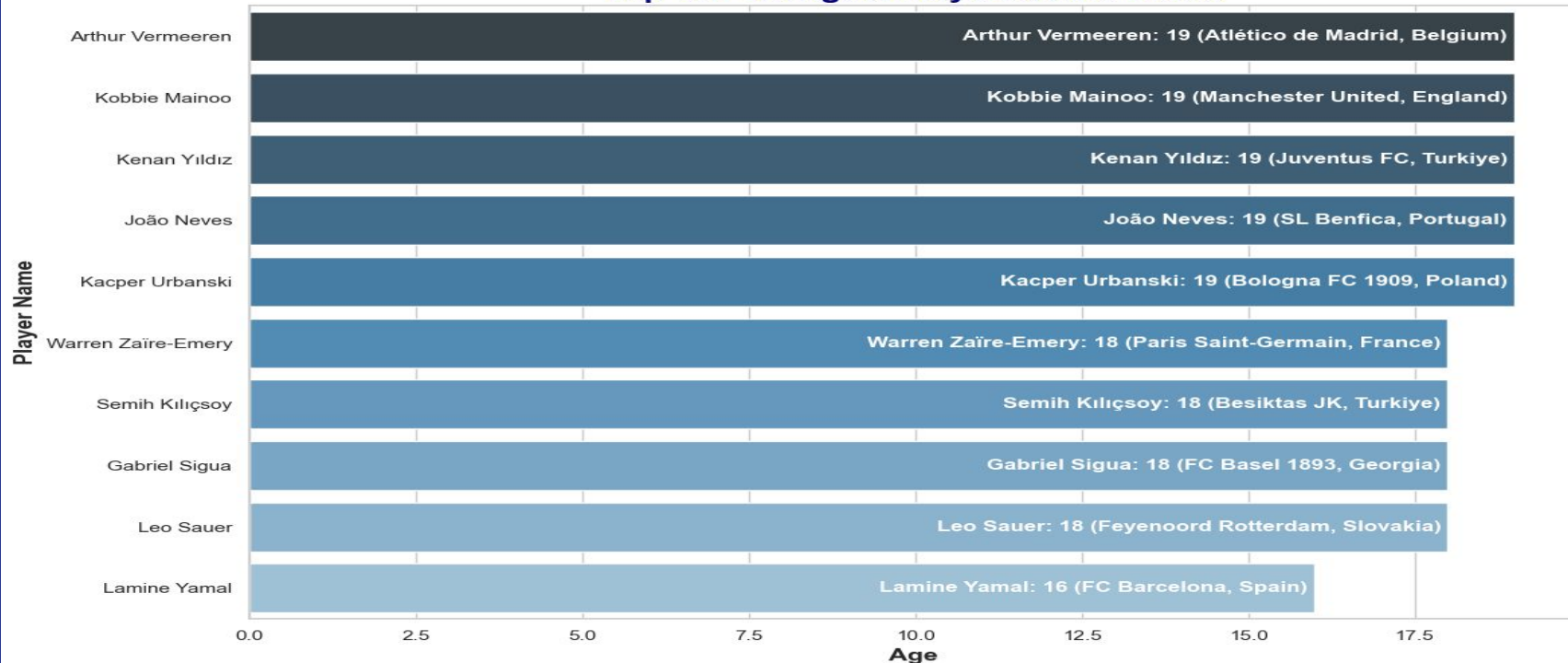
# AGE DISTRIBUTION.





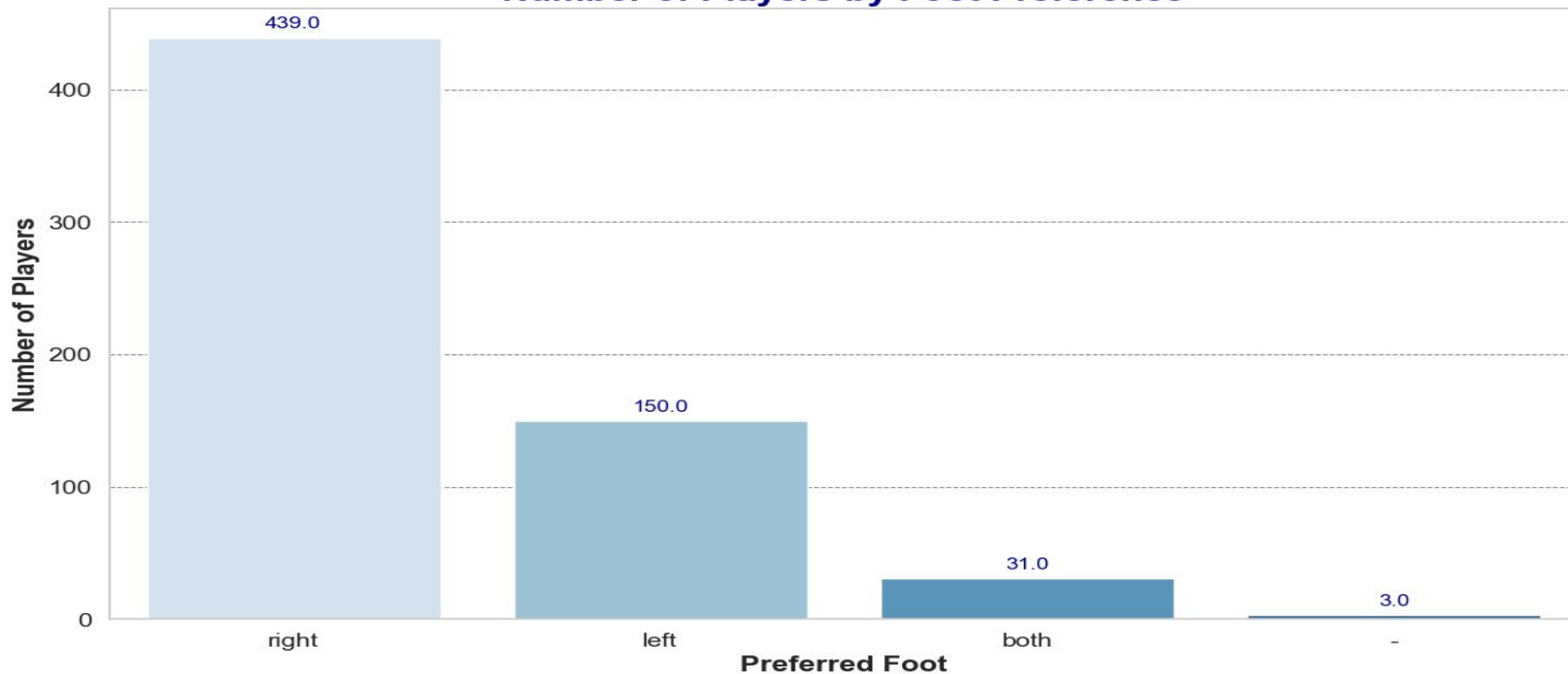
# TOP TEN YOUNGEST PLAYERS.

Top Ten Youngest Players at the Euros



# FOOT PREFERENCE.

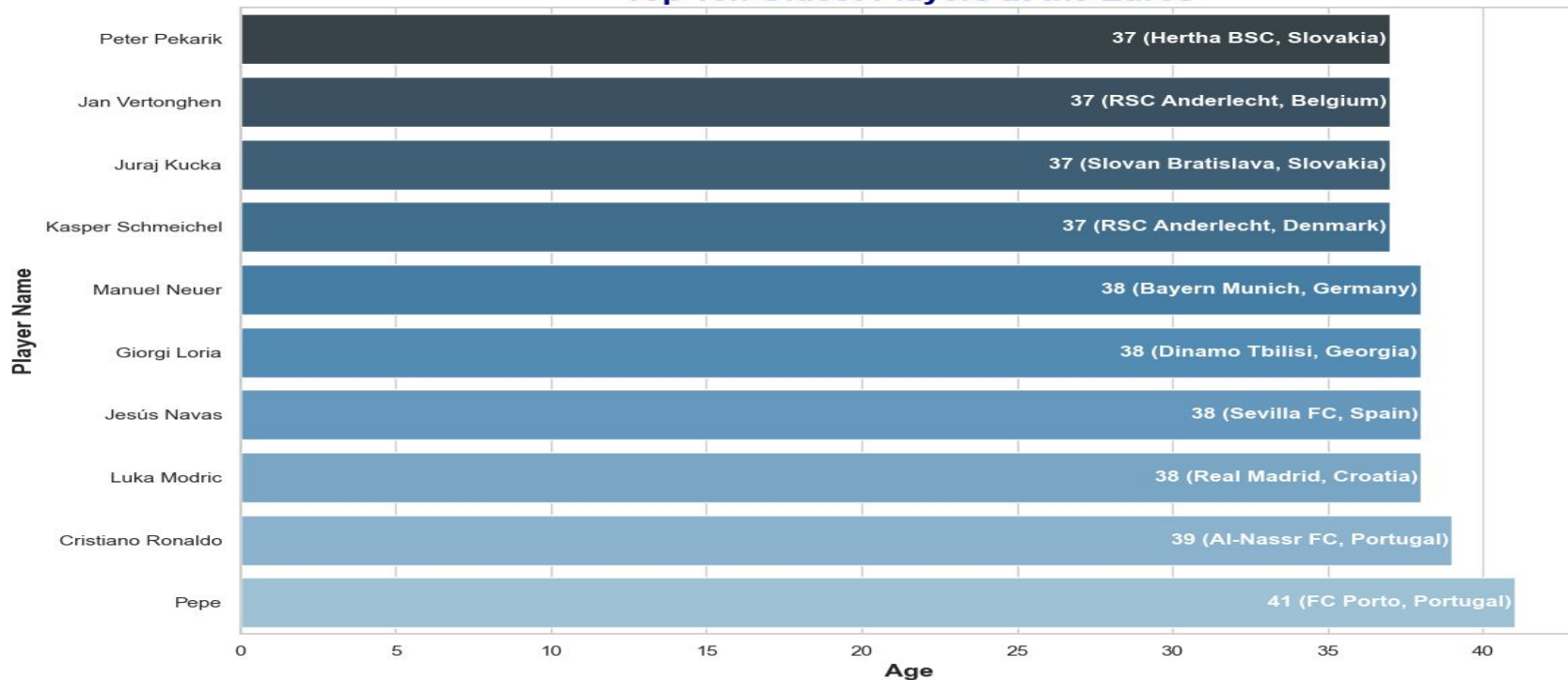
Number of Players by Foot Preference





# TOP TEN OLDEST PLAYERS.

Top Ten Oldest Players at the Euros

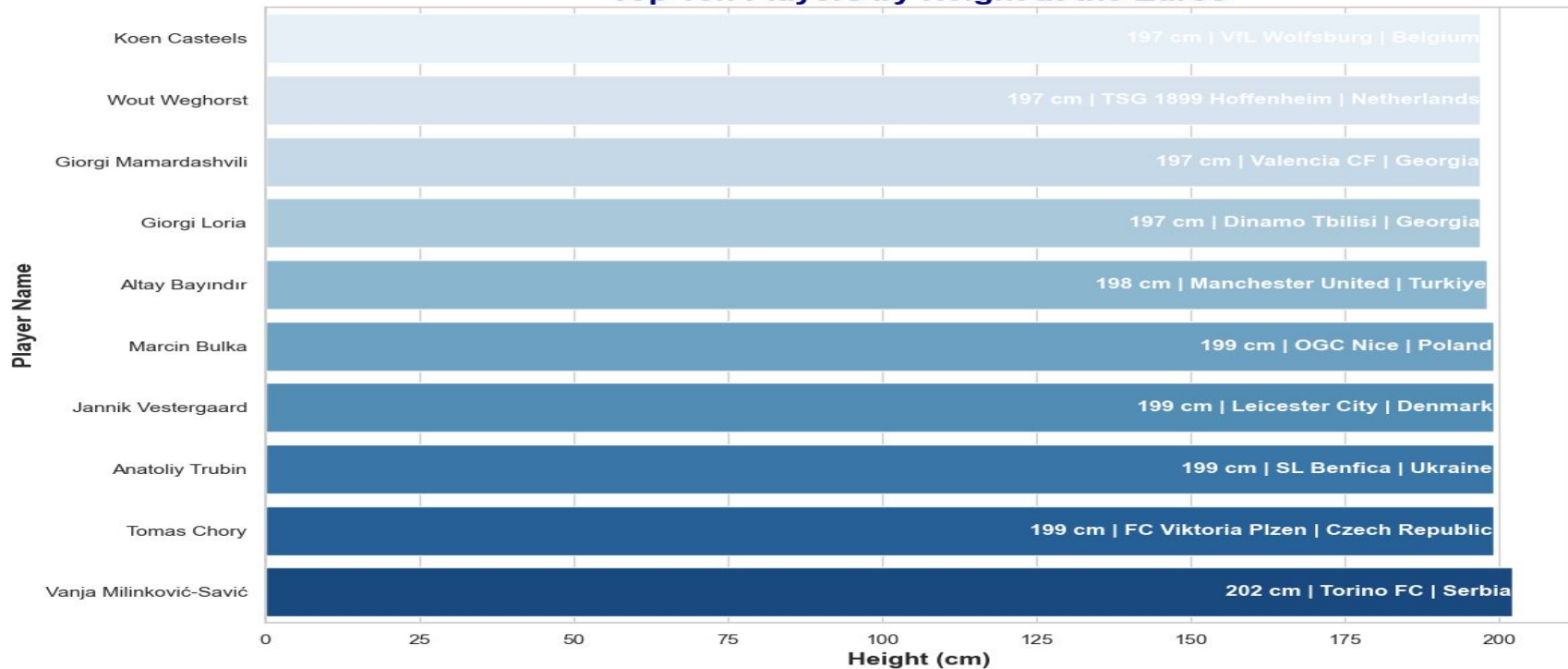






# TOP TEN TALLEST PLAYERS.

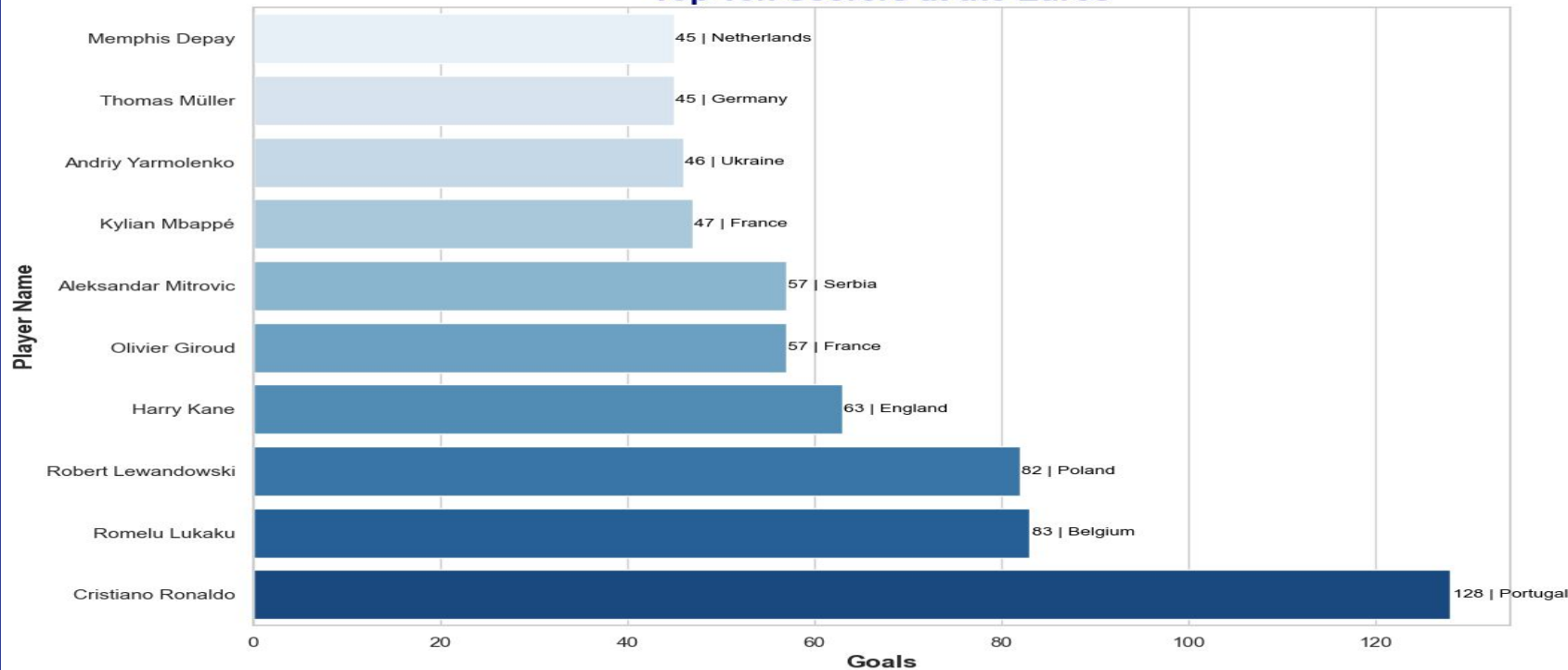
Top Ten Players by Height at the Euros





# TOP TEN SCORERS.

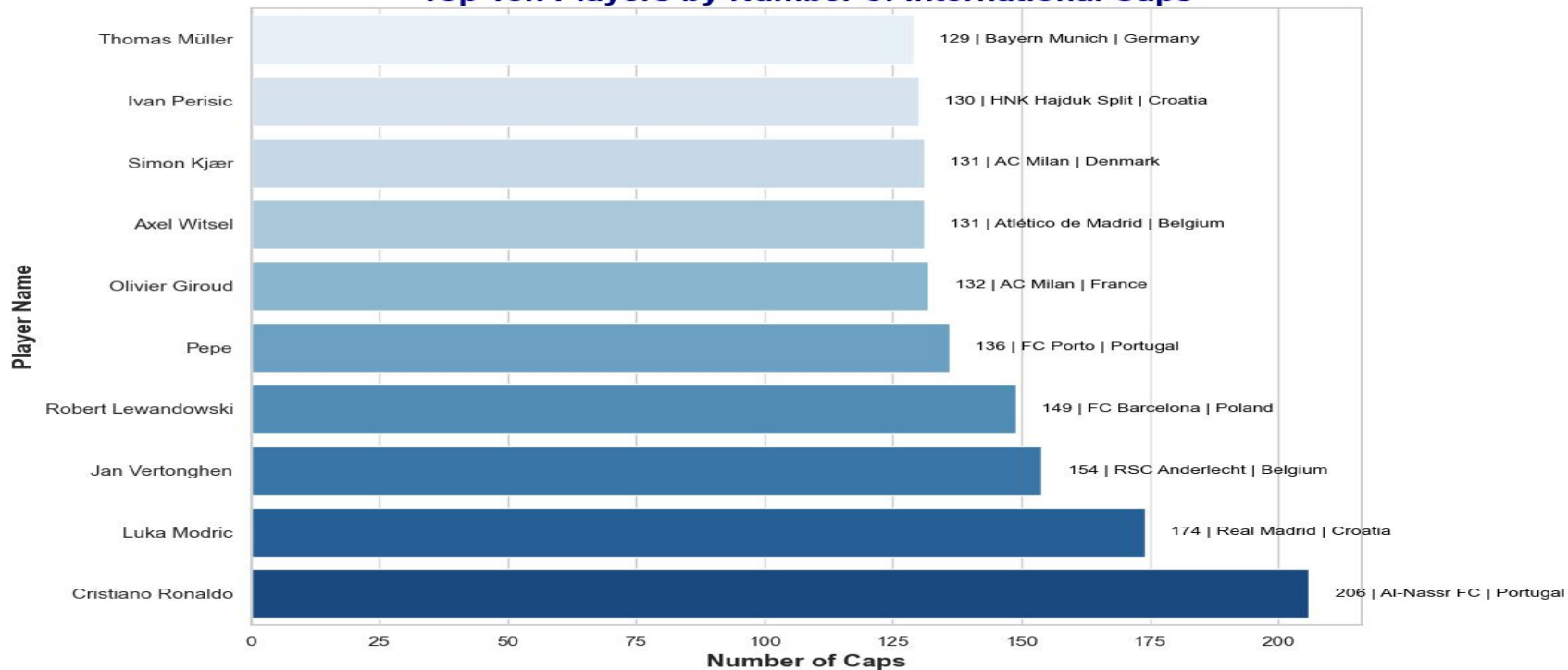
Top Ten Scorers at the Euros





# MOST CAPS.

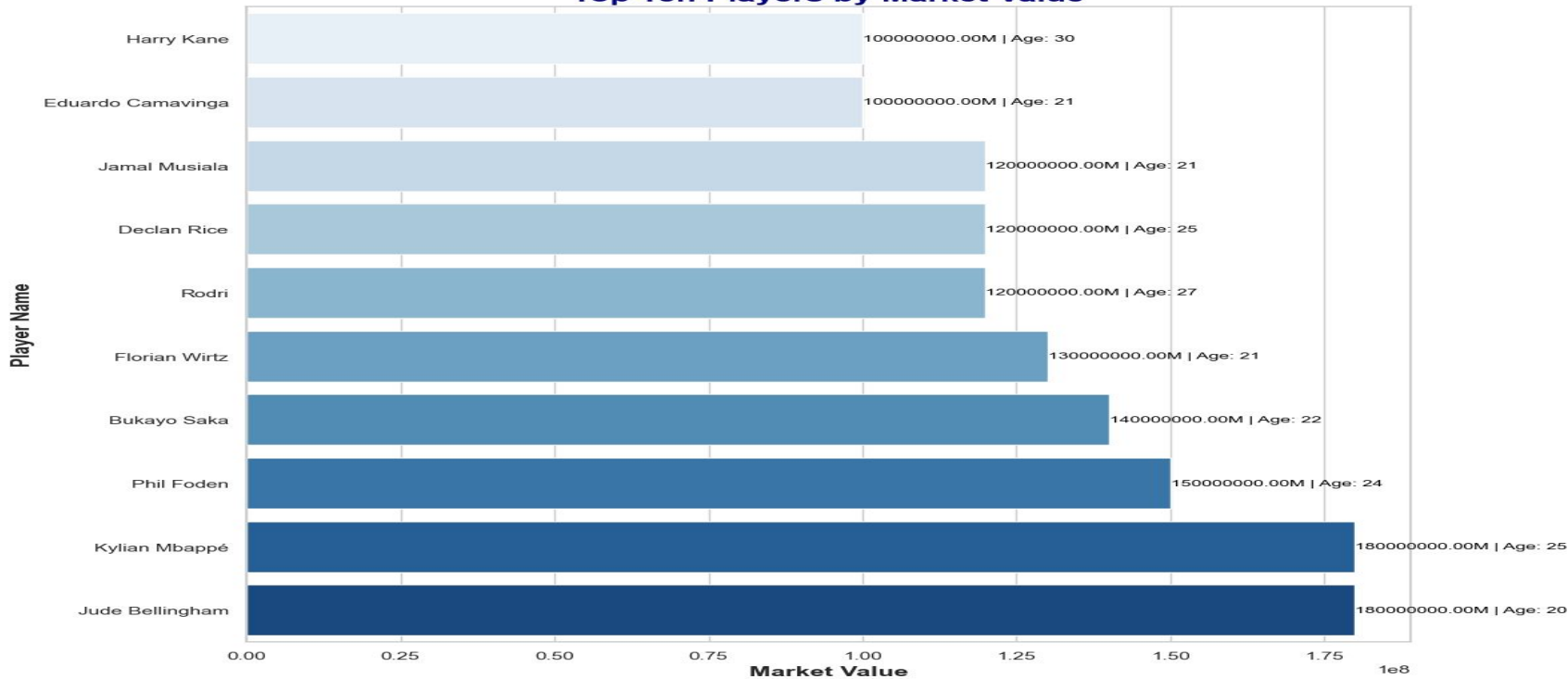
Top Ten Players by Number of International Caps





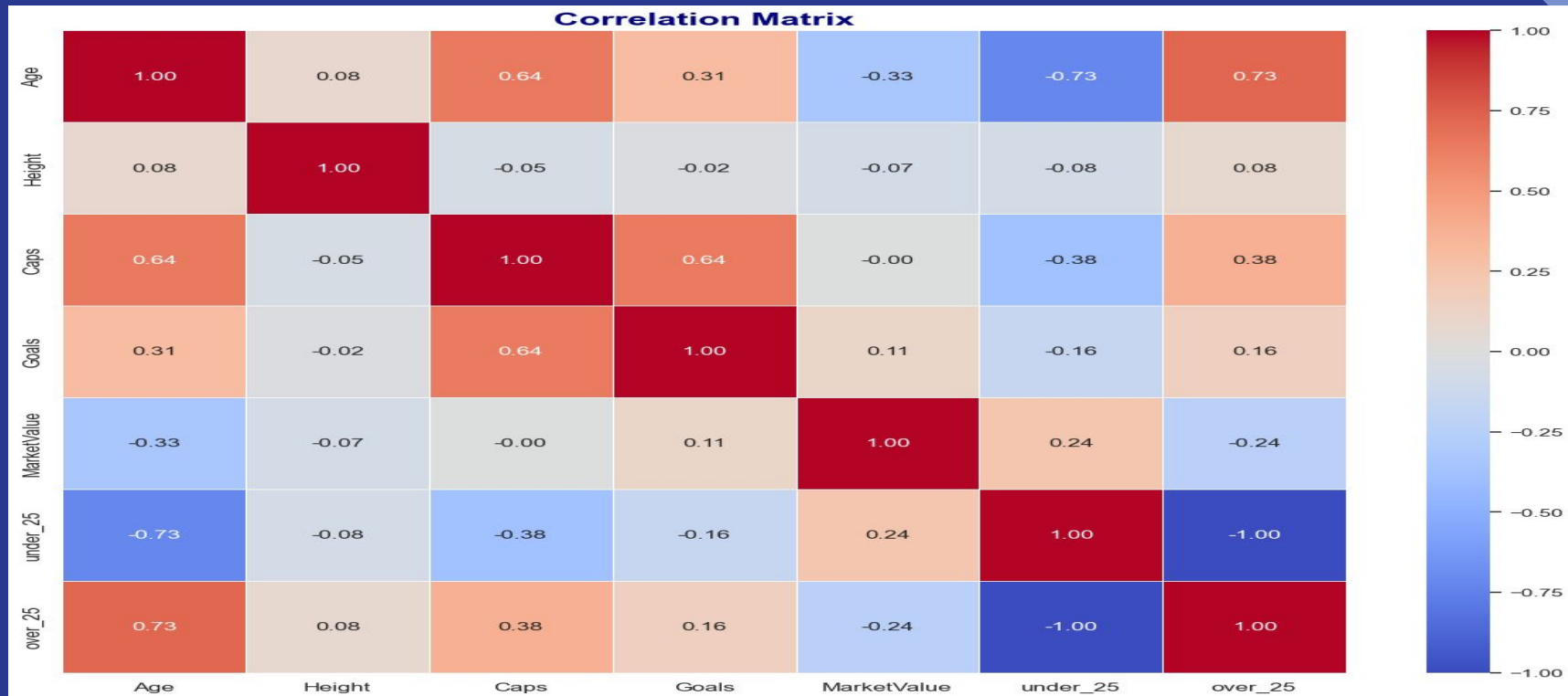
# MARKET VALUE.

Top Ten Players by Market Value





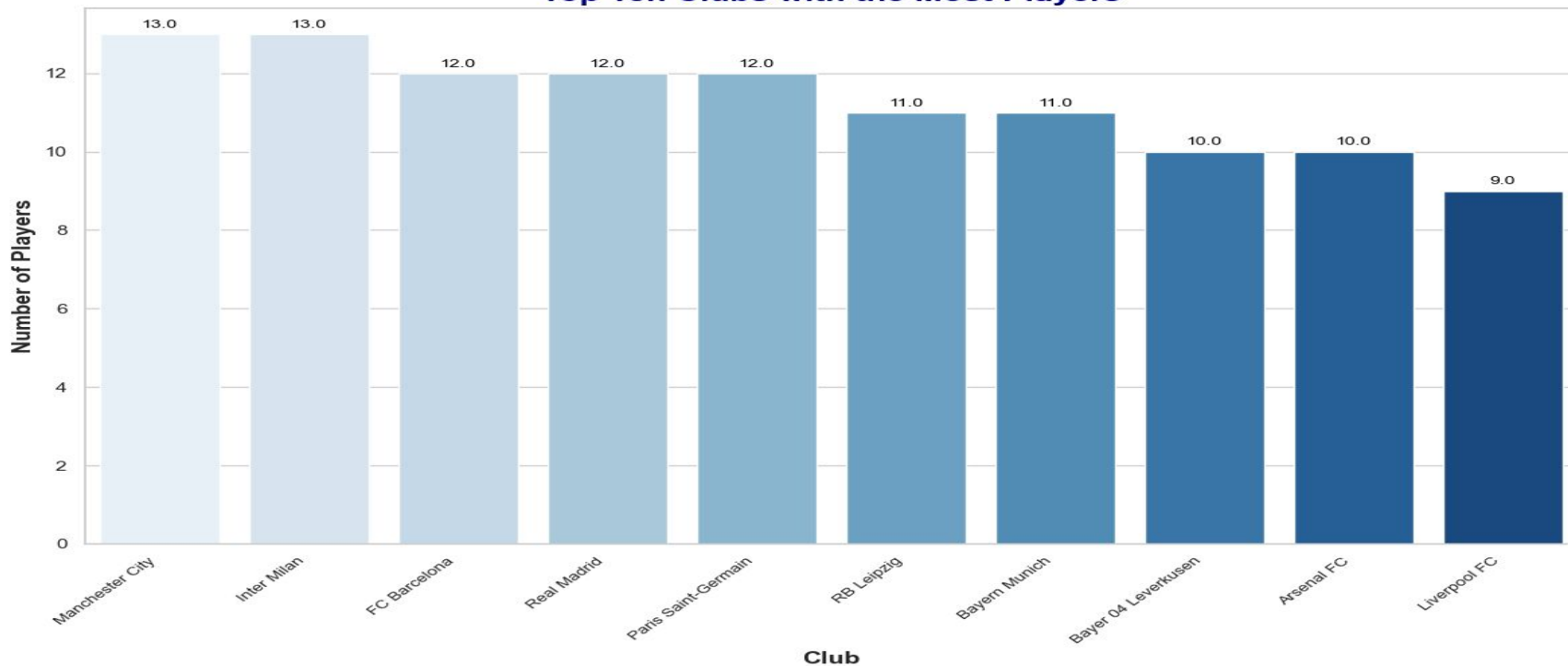
# CORRELATION MATRIX.





# CLUBS WITH THE MOST PLAYERS.

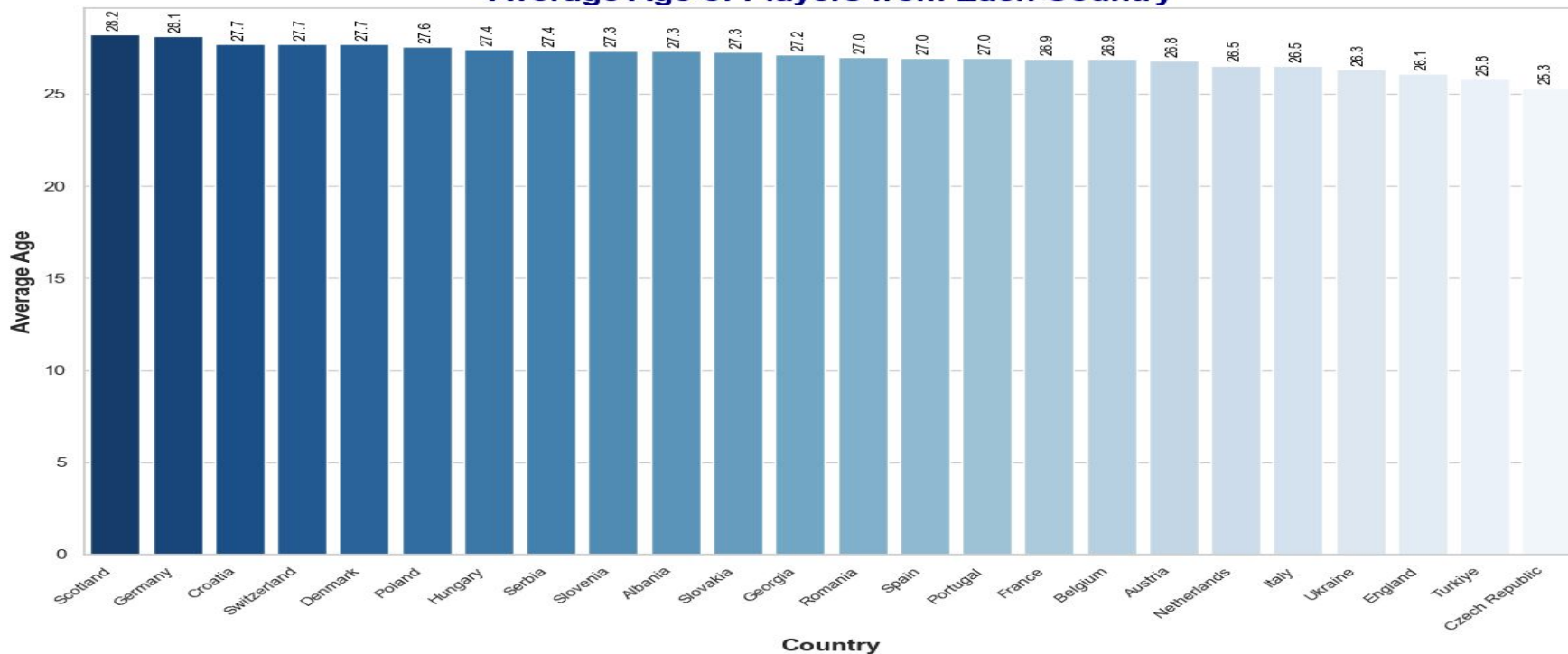
Top Ten Clubs with the Most Players





# TEAMS AVERAGE AGE.

Average Age of Players from Each Country





# CONCLUSION.

The project on the UEFA European Championship (Euros) 2024 has provided valuable insights into various facets of one of Europe's premier football tournaments. Through detailed analysis and visualization of player performances, team strength, teams and players market value, age, caps and foot preference metrics, statistical trends, several key findings have emerged.

In conclusion, the Euros 2024 project not only deepened our understanding of football dynamics but also underscored the tournament's pivotal role in uniting nations and celebrating sporting excellence on a continental scale.