**EPQ Activity Log – Owen Waller 13V**

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| **22.06.21** | At this time I began developing the idea for my project. Wanting to incorporate other interests along with my passion of computer science, I chose a topic which branched Football with said passion. This led me to the topic of xGoals and computer calculated stats, which, following some general research, quickly presented itself as the best fit for this project. After further reading and research I broke the project down into 4 components:   1. Introduction  * Creation of stats in general focusing on Opta and Other Companies * Introduction to algorithmically calculated stats * Introduction to xStats and more advanced stats too  1. Impact on industry  * Comparing players * Brentford and the Moneyball model * Stat companies being hired by clubs  1. Impact on casual fans  * Interview with fan * Creates false sense of losing unfairly * Over analysis? * Fantasy Football  1. Conclusion – What does the future hold?  * Summary * Predictions for future stats * Will computer stats become more or less utilised? |
| **07.21** | Over the course of the summer holidays I carried out research on the selected components of my project, first by reading the book “The xG philosophy”. This served as a great all round knowledge booster, covering all areas of the topic and their advantages. However, I made sure to highlight in my research that this was written by a source heavily biased towards the use of xStats and so is likely to leave out examples of their failures.  I also gathered a lot of data and heatmaps from understat.com, to provide evidence and examples for the application of less sophisticated stats. These included:   * Bukayo Saka vs Chelsea * Jack Grealish vs Southampton * Mohammad Salah vs Manchester United   These helped me compare what the stats showed to what I saw when watching these games and therefore highlighted how effective they were at conveying a player’s performance. |
| **01.09.21** | I reached out to many experts in the field for interviews about the topic, including   * “Statman Dave” * “The xG philosophy” author of the book with the same name * The account for the most successful fantasy football league in the world * Former player and now pundit Micah Richards * Former Player and now pundit Alex Scott * Sky news reporter Chris Kamara’ * Popular Football Podcast “The kick off” |
| **26.09.21** | Here I began my introduction, using data on football stats before 2000 to discuss how the rapid introduction of stats has changed football in a more general sense. Research from old football archives helped me to give examples of how unreliable stats were prior to their recent surge in popularity; the example used in this case was the confusion over the goal tally of Pele.  I also used this opening paragraph to discuss the creation of stats companies such as Opta and Wyscout and their current uses. I then went on to discuss how these stats are being used to compare players and the graphical representations of them. |
| **28.09.21** | I discussed the 3 main expected stats, talking about how they can be used to judge performance or luck.  Started to discuss advanced stats. |
| **03.10.21** | In hindsight I realise that I hadn’t given a good example for the theory and so amended some of the discussion about judging by expected goals – added example of Heung Min Son in 2020/21. This is also when I started writing about advanced expected stats such as goal chains. |
| **07.10.21 - 11.10.21** | Over a few days I conducted further research on advanced expected stats, realising a deeper understanding would be needed to fully expand my ideas on how they are affecting football. |