**Codes R Us Final Project Proposal**

Date: 4/2/2022

**Research Topic:** Model goal scoring probabilities and win probabilities using soccer match data from the 2017/2018 season for Europe’s top five leagues (English Premiere League, Spanish La Liga, German Bundesliga, Italian Serie A, and French Ligue Un), the 2016 European Championship, and the 2018 World Cup.

**Dataset:** The dataset contains all matches played in Europe’s top five leagues during the 2017/2018 season (380 matches per league for a total of 1900 matches, producing 643,149 match events), the 2016 European Championship (51 matches, producing 78,139 match events), and the 2018 World Cup (64 matches, 101,758 match events). It was obtained from the work posted by [Luca Pappalardo on Figshare](https://figshare.com/collections/Soccer_match_event_dataset/4415000).

**Smart Questions:**

1. Which match variables result in the highest probability of a shot on goal being successful and can we successfully use them to predict a shot being successful or not?

1. Based on match summary variables (ex: % possession, number of shots, number of shots on target, home vs away, etc…) can we predict who the winner was?

**Github Repo:** [rmesina /T2\_Codes-R-Us](https://github.com/rmesina/T2_Codes-R-Us)