



# FIFA 2022 Analysis Report

12/11/2023

---

**Yaochen Yu**

New York University  
New York, NY 10036

## Overview:

Our project is dedicated to enhancing the FIFA 2022 gaming experience for the wider player community. We specialize in providing insights, statistics and advanced gameplay options based on real-time and historical player data.

## Company Description:

FIFA 2022 is the latest installment in the world-renowned FIFA franchise created by EA. As one of the world's leading sports video games, FIFA has been at the forefront of bringing realistic soccer experiences to millions of players around the globe.

The data we have available contains detailed attributes of the soccer players in the FIFA 2022 game. This dataset contains information about football players, including their personal information, value, wage, club affiliations, national team information, team position, physical fitness, potential, soccer league, country, own ability and other information and various attributes related to game play ( speed, shooting, passing).

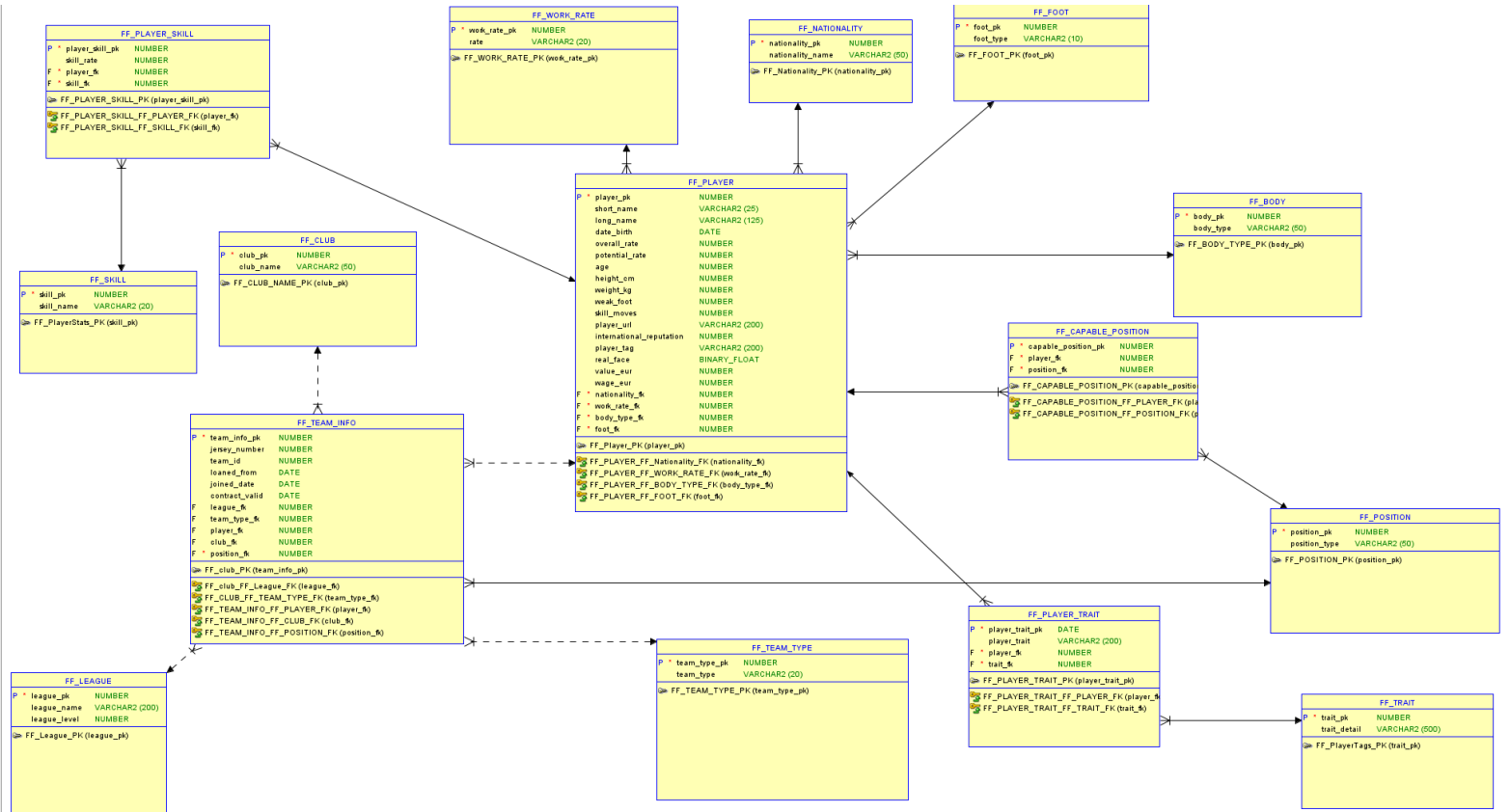
## Goal:

- Enhance gameplay: using the data to fine-tune players' abilities and ensure that in-game performance matches real-life performance.
- Provide insights: allow gamers to access detailed statistics on each player to help them make informed decisions during gameplay, especially in modes such as FIFA Ultimate Team.
- Predictive Analytics: Utilize data to predict potential player performance and influence game updates and lineup changes in a dynamic gaming environment.

## Deliverables:

1. Introduction of data model
2. Diminishing reports from National to League to Club and finally to Players.
3. Limitations and summaries about the report

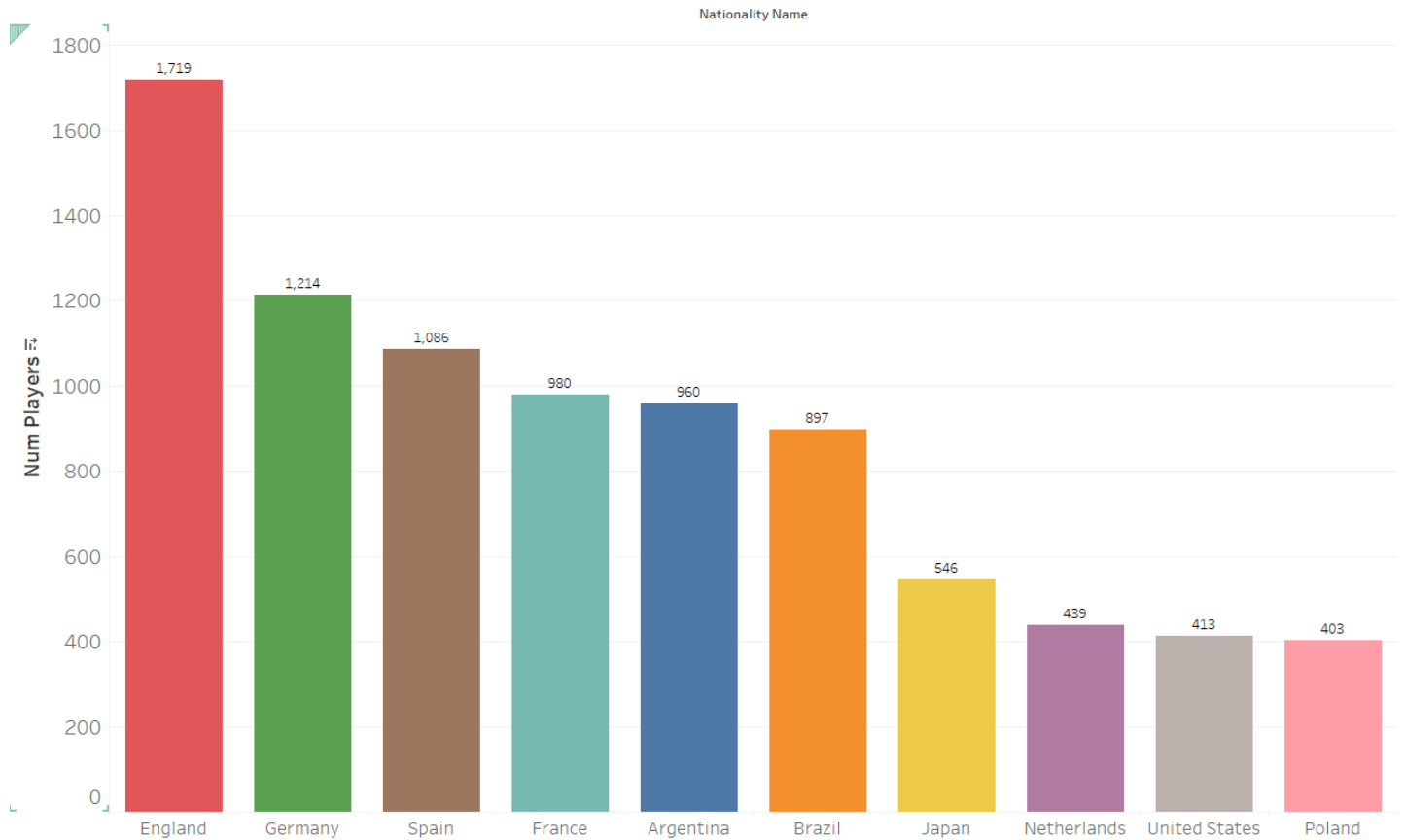
# Data Model:



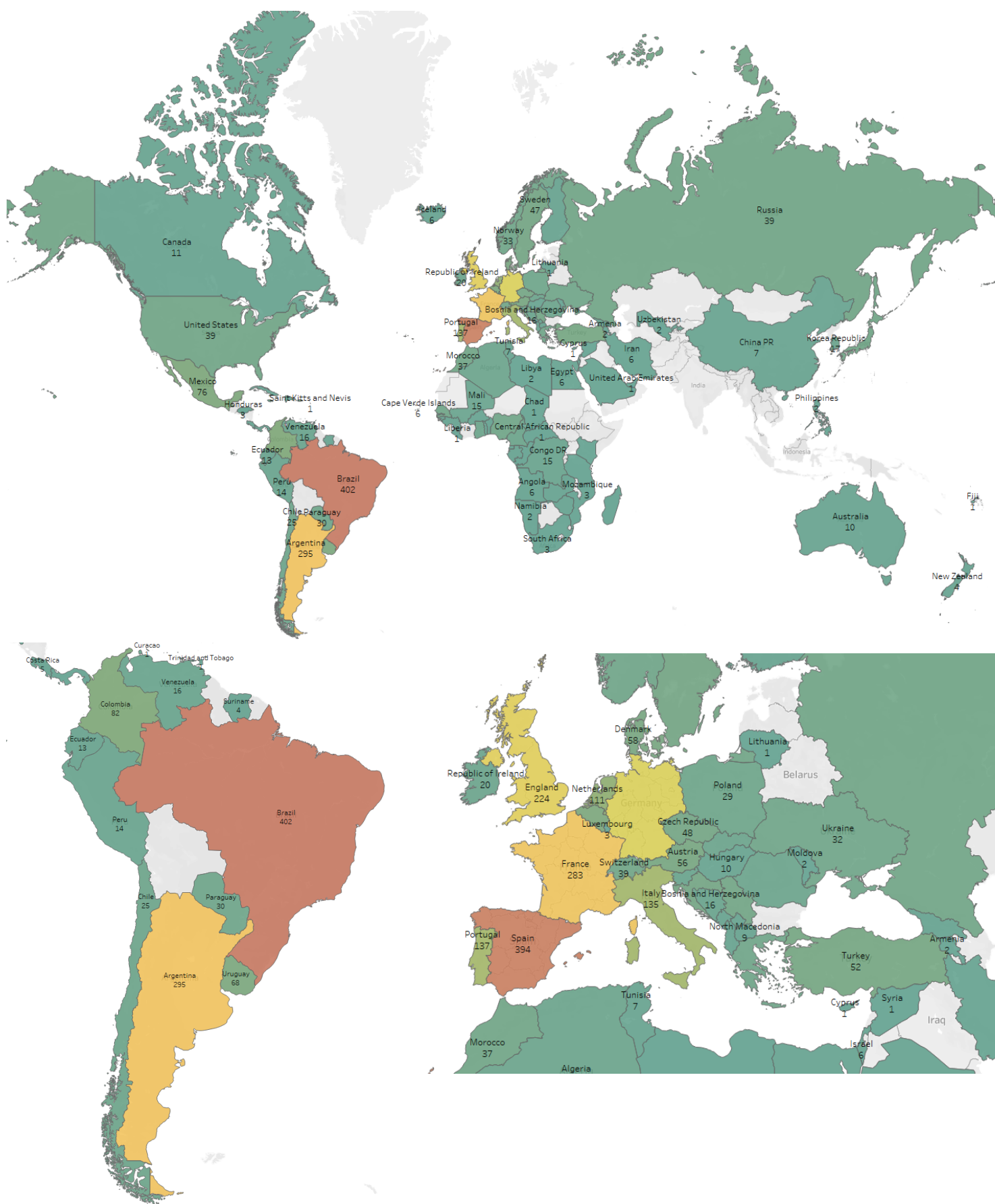
# Analysis Part I : National

## I. Number of Professional Players in every country

Top 10 countries with the most professional players

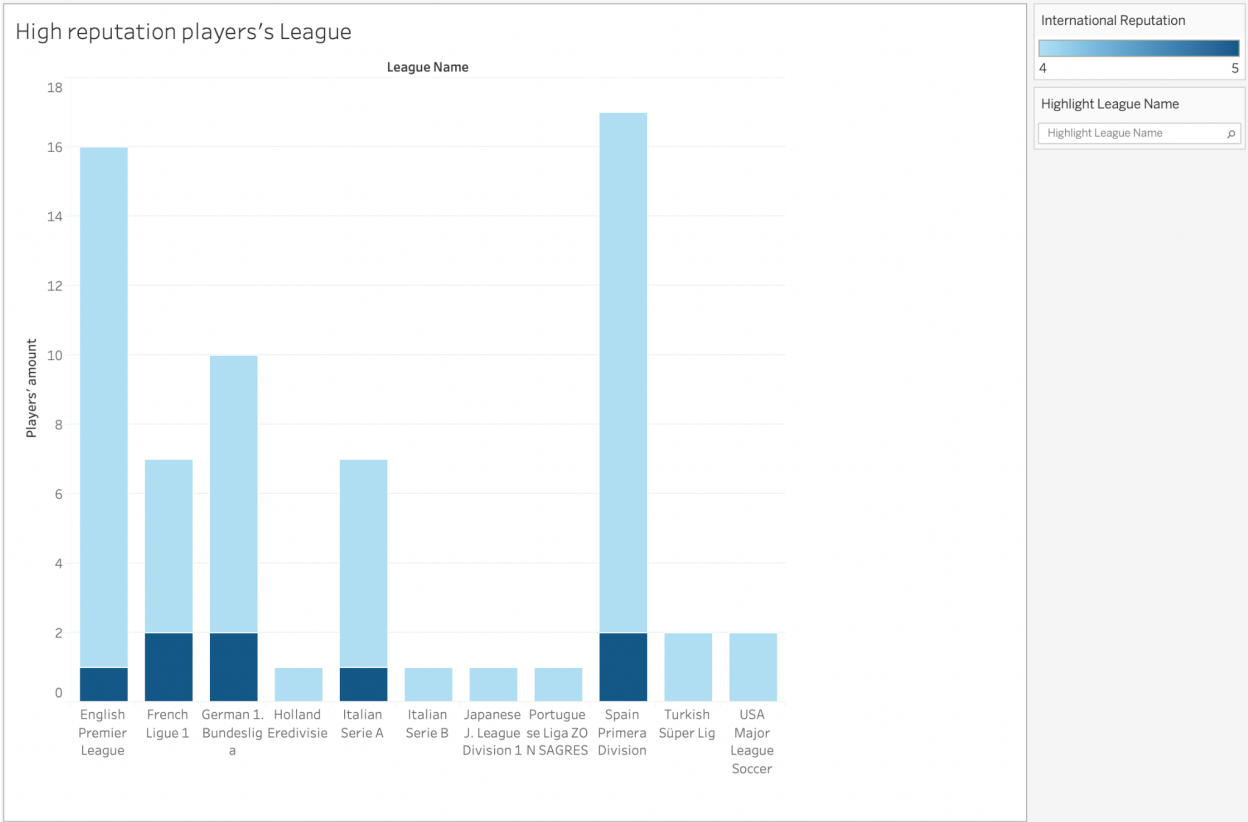


## II. Number of TOP 20 Players in Every Country

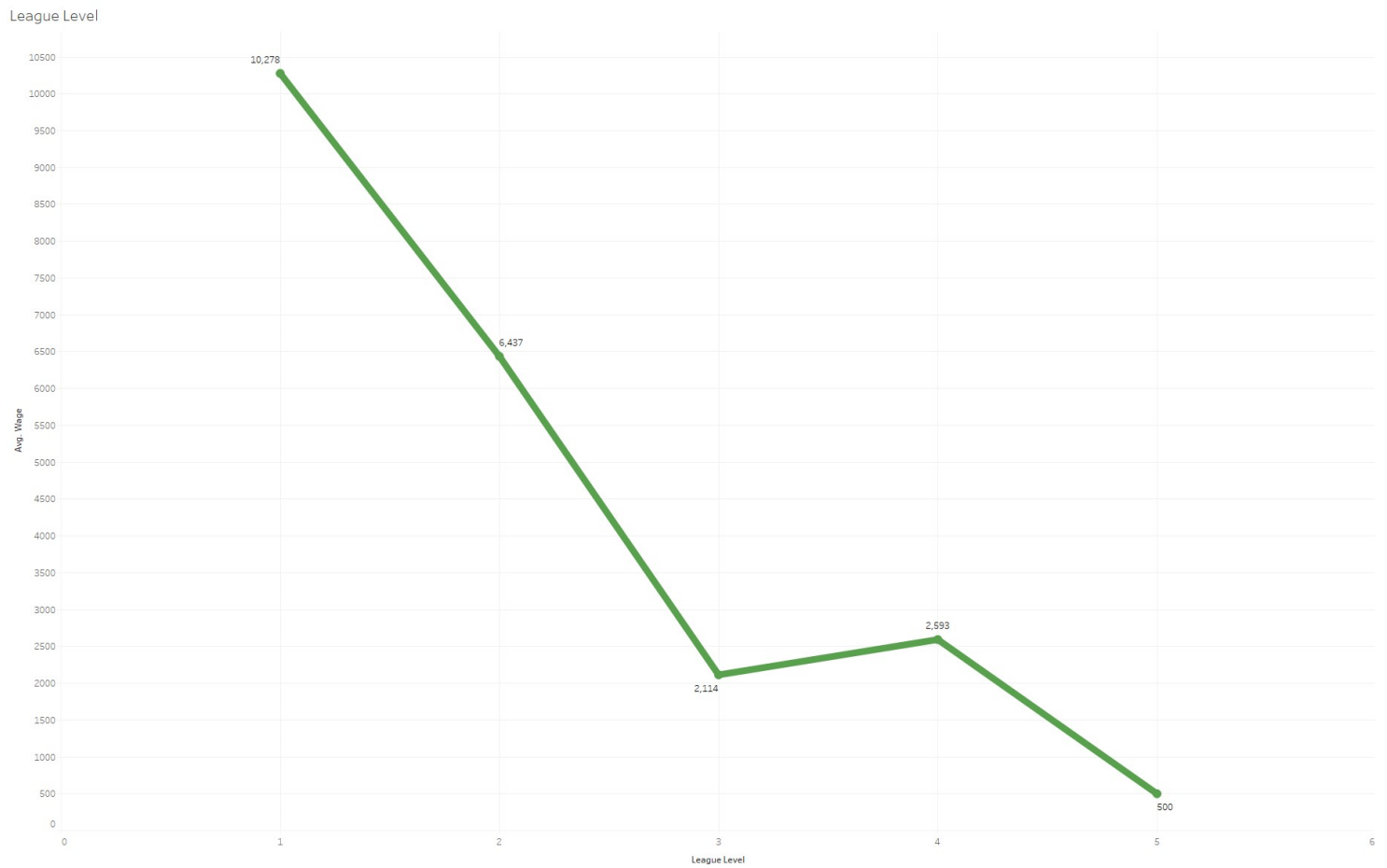


# Analysis Part II : League

## I. League with the most high international reputation players



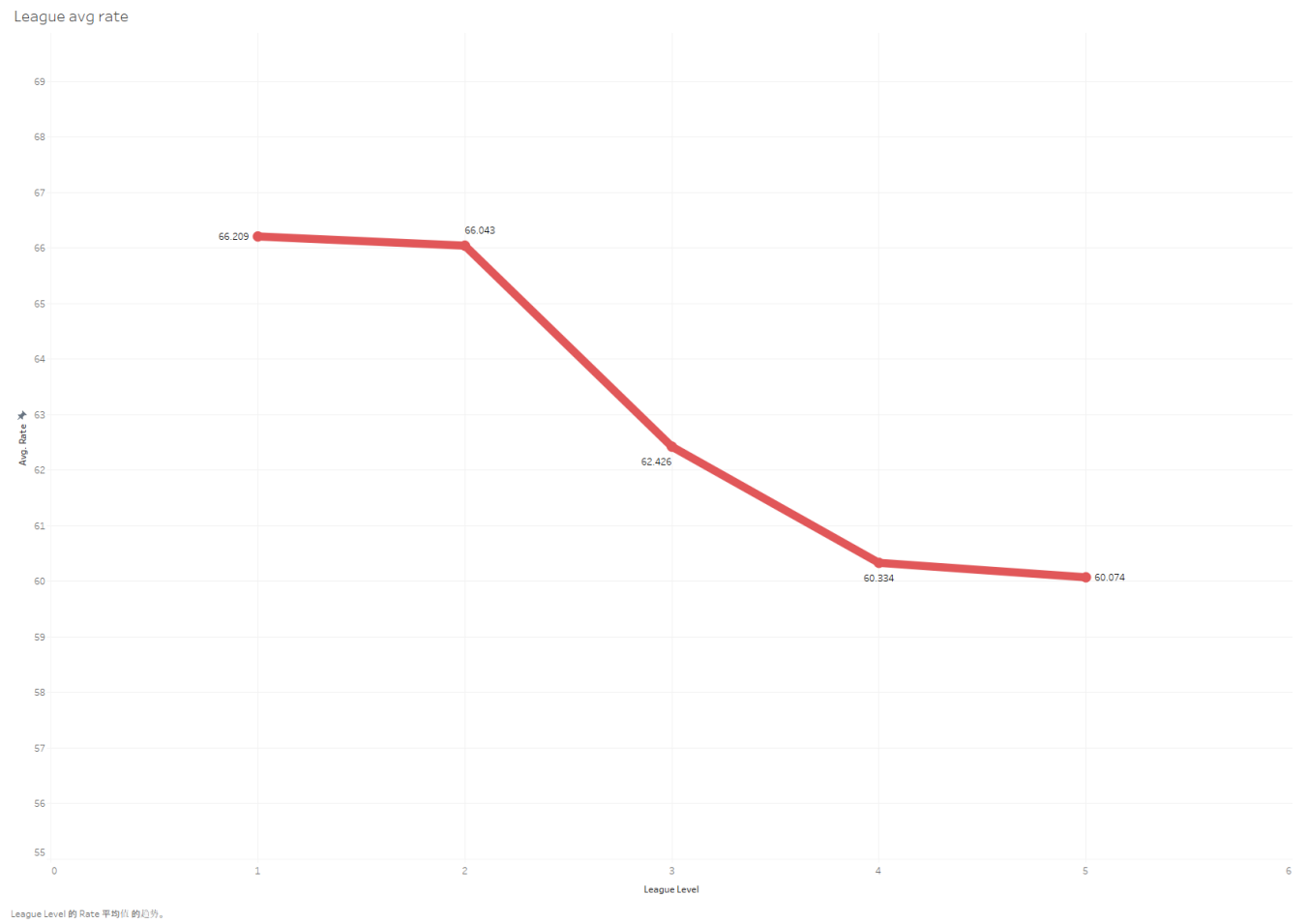
## II. League Avg wage trend



League Level 的 Wage 平均值的趋势。



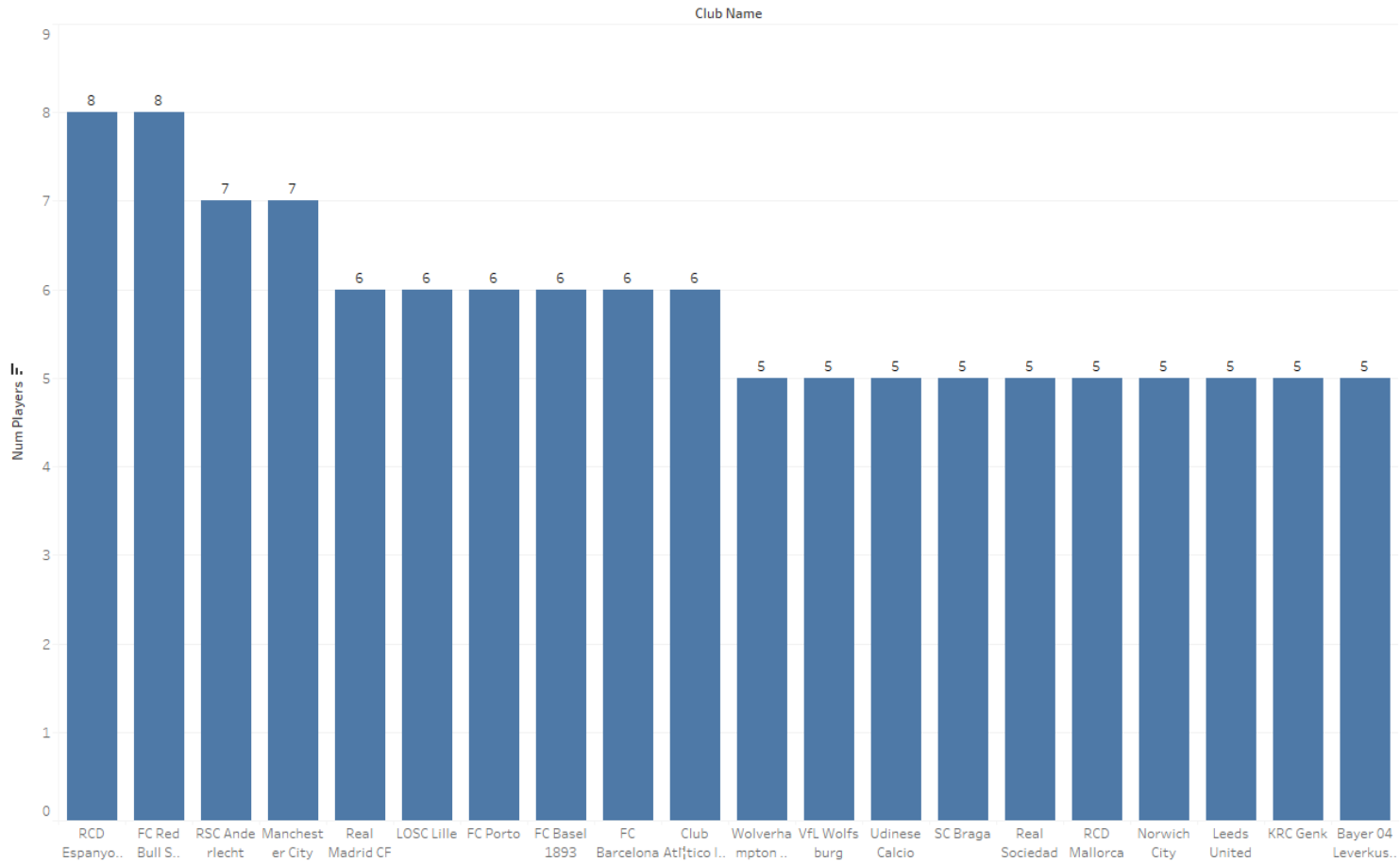
### III. League Avg rate trend



# Analysis Part III : Club

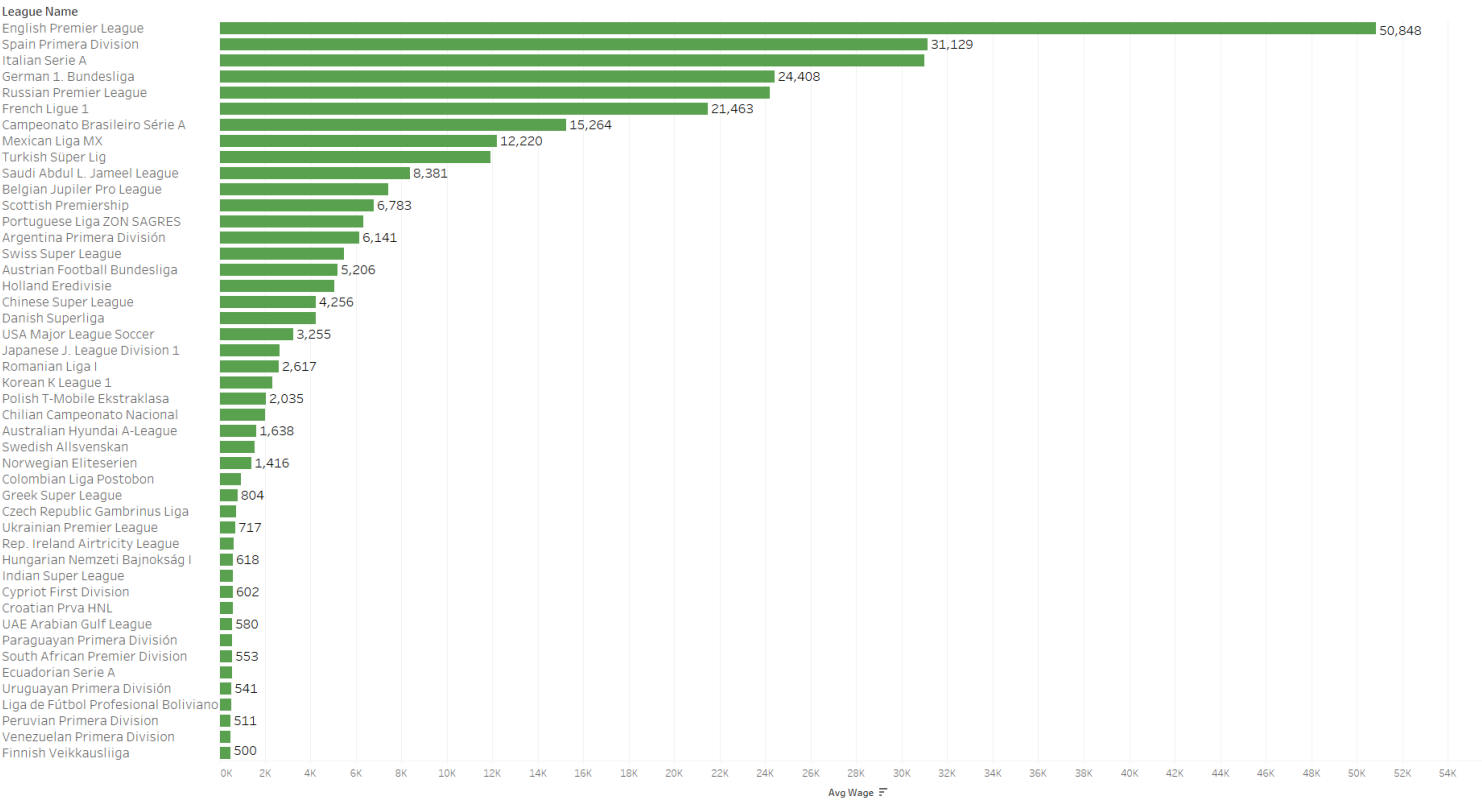
## I. Top 20 clubs with the most high potential players

Top 20 clubs with the most high potential players



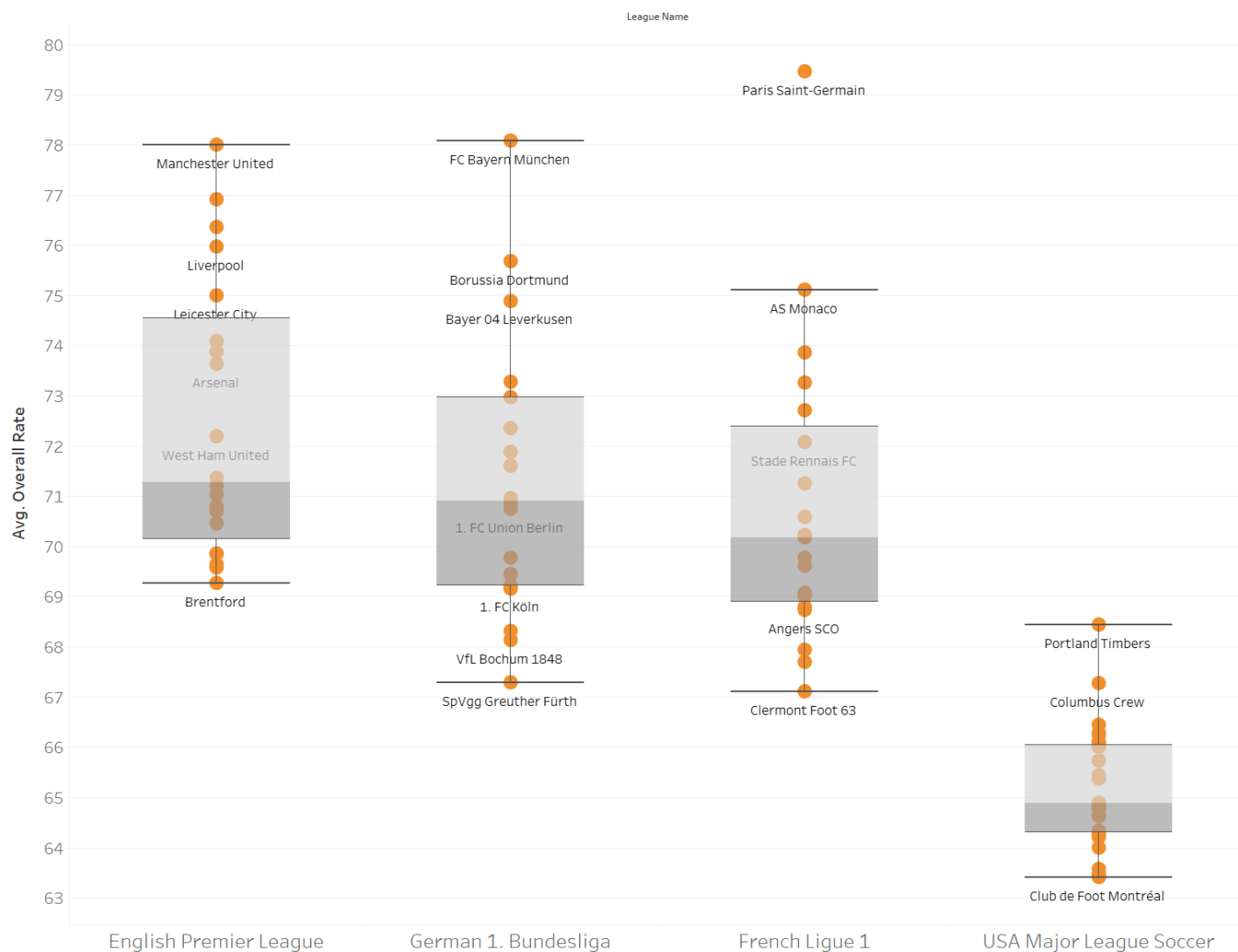
II. Level 1 Clubs' Avg Wage

League 1 clubs' AVG wage



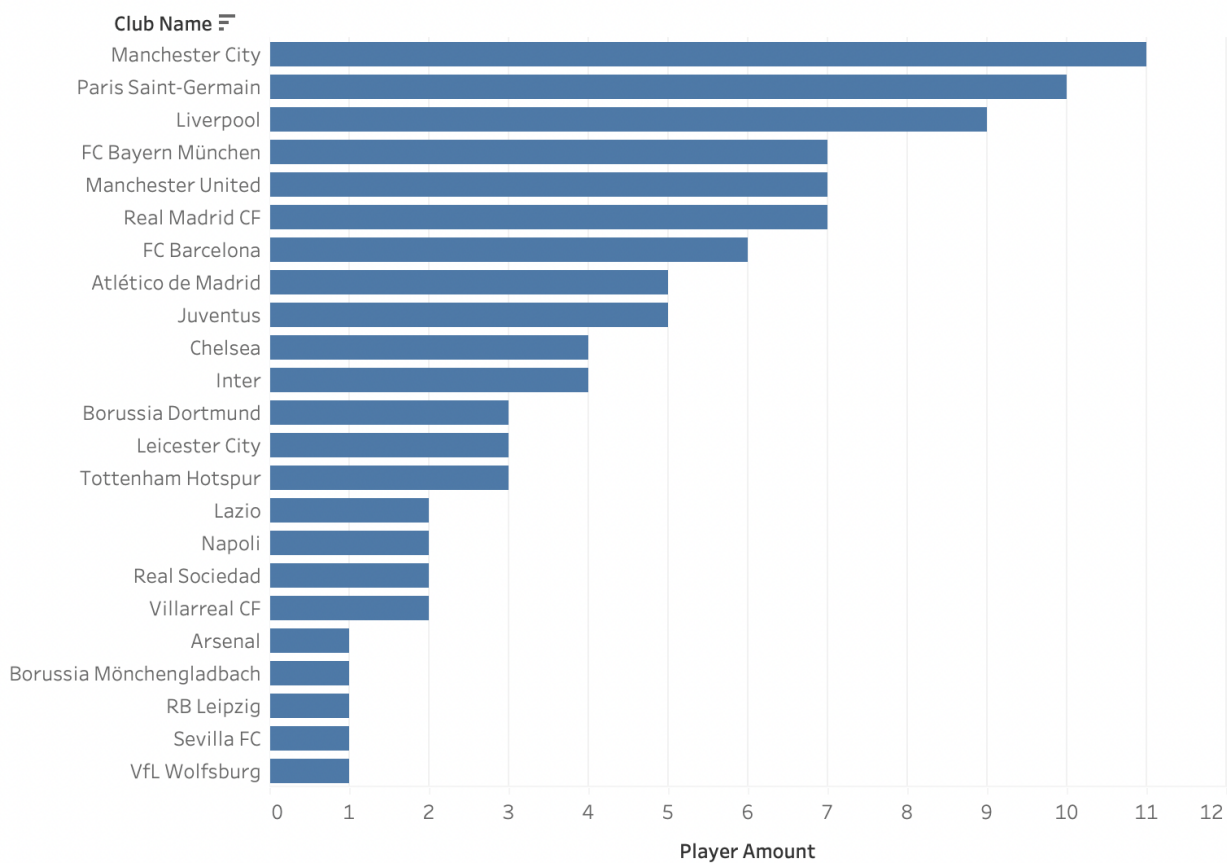
每个 League Name 的 Avg Wage 总和。标记按 Avg Wage 总和进行标记。

### III. Level 1 Clubs' Avg Rate Comparison



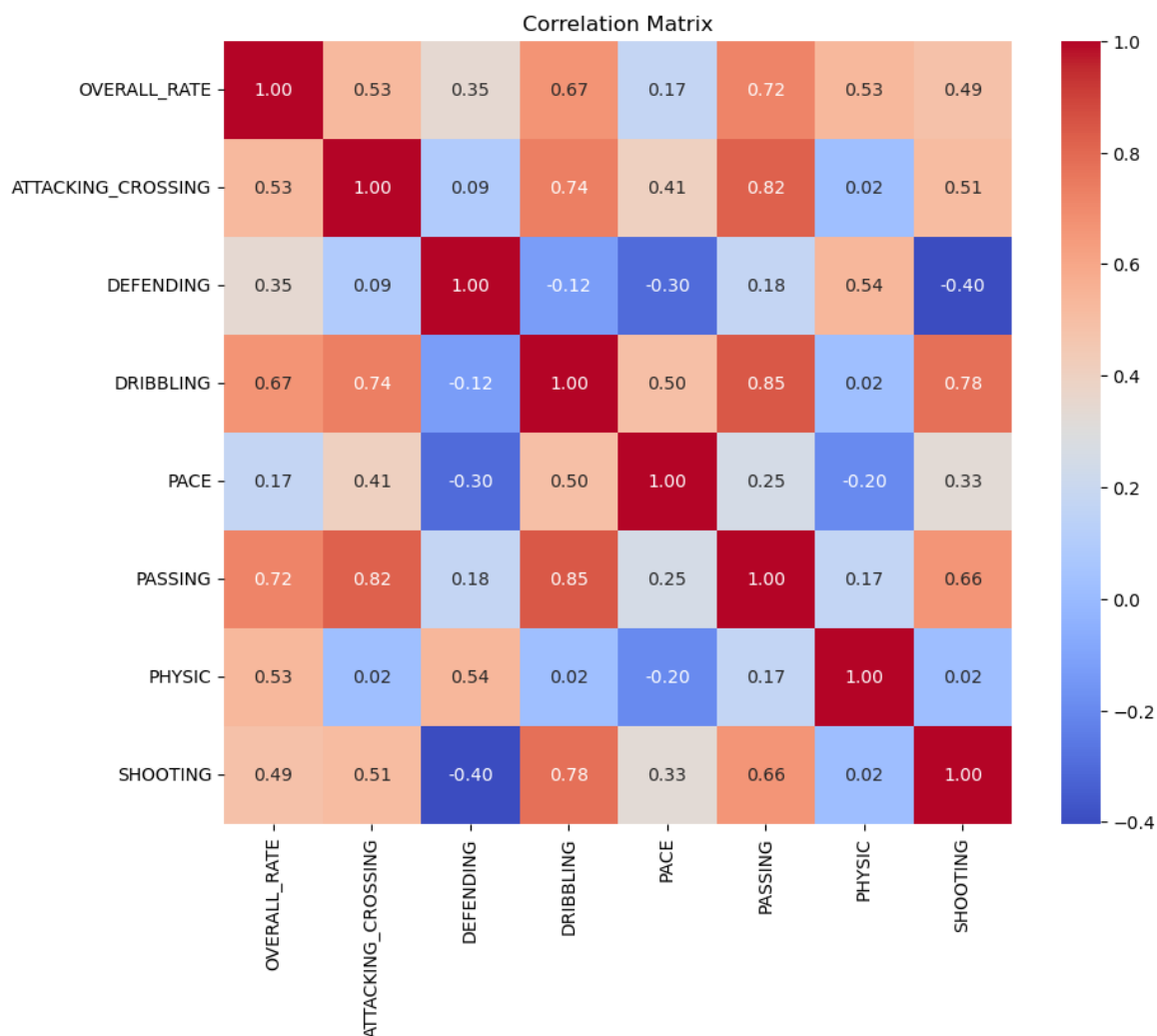
#### IV. Club Competitiveness

Player with overall score higher than 85 in each club

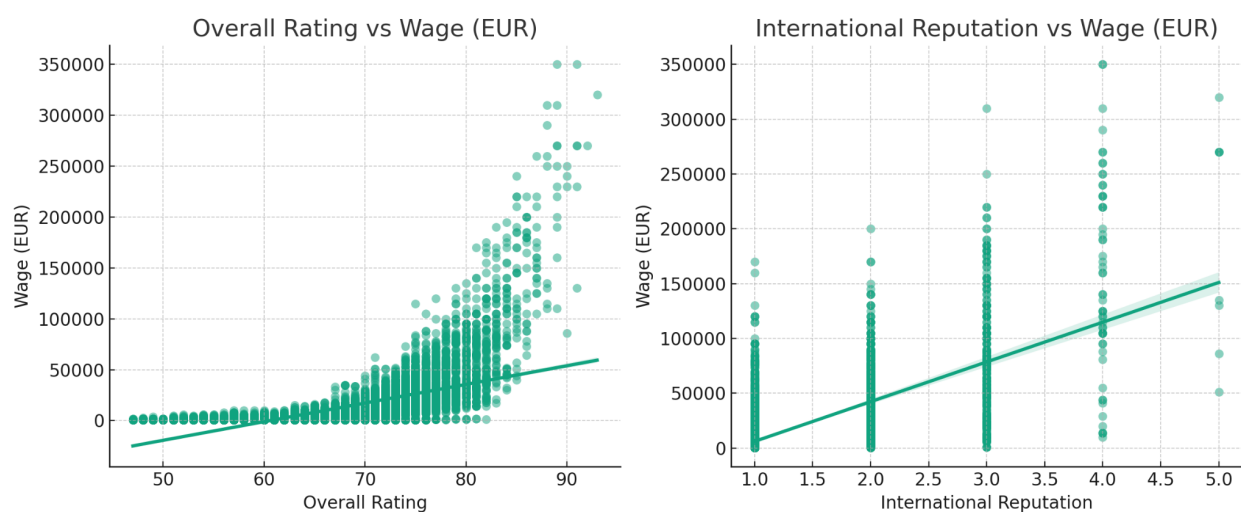


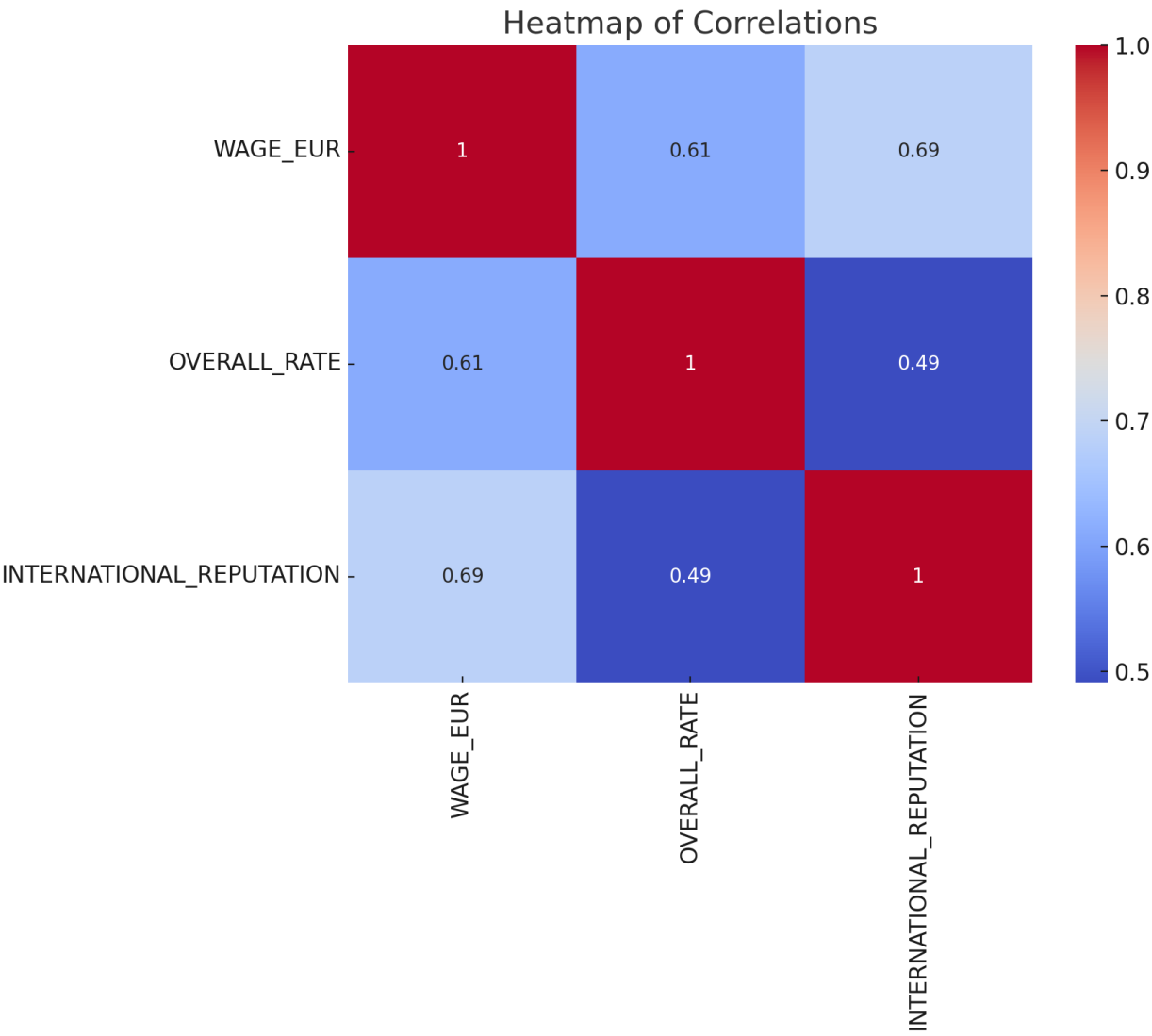
## Analysis Part IV : Player

### I. Player Overall Rate and Skills' Correlation



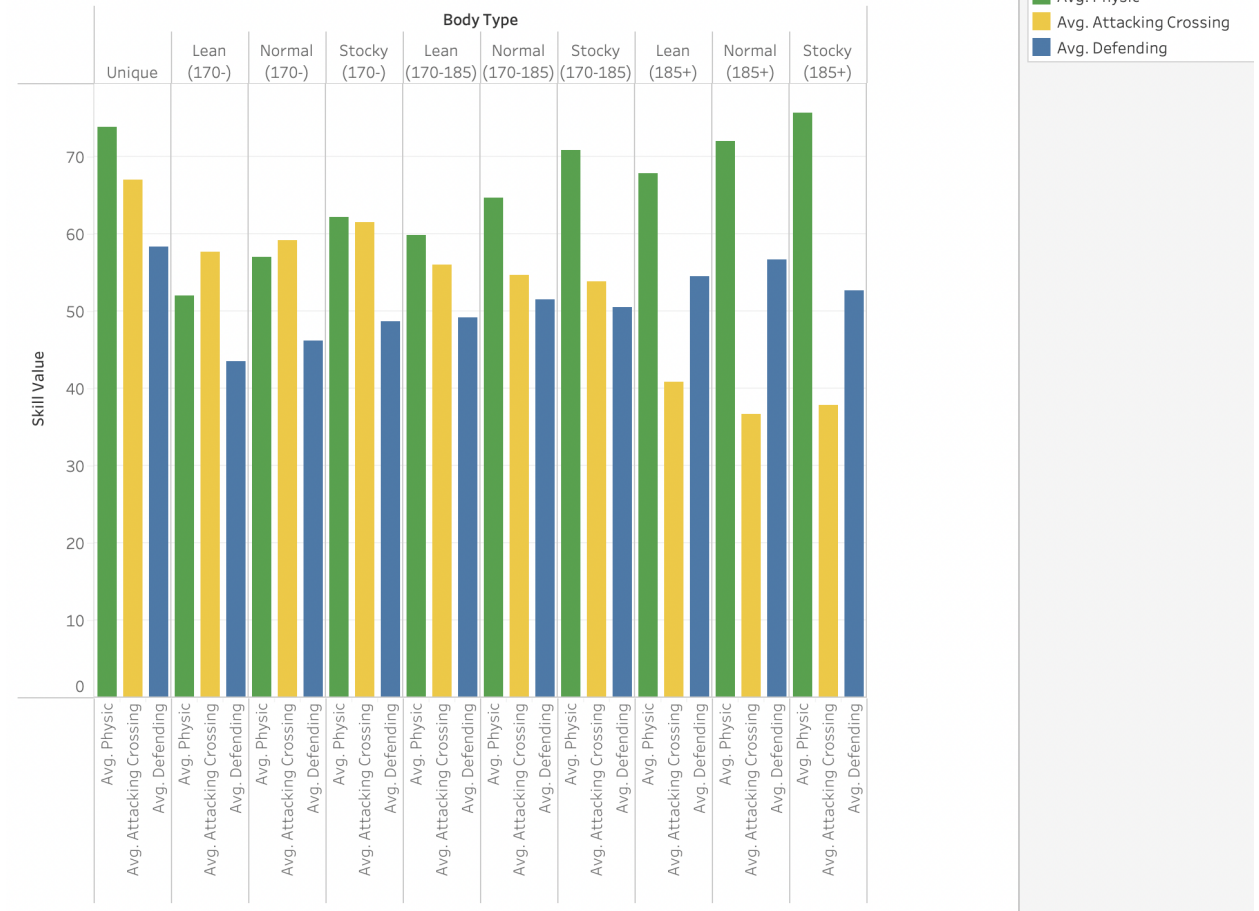
### II. Wage vs Other Indicators





### III. Skill & Body types

Skill score for different body types





## Limitation

- The game data may not directly reflect players real world performance
- The game data were adjusted for gaming balance
- Player performances change over time, but the FIFA database may not be updated frequently enough to reflect recent form, injuries, or transfers.
- Comparing players across different leagues or positions can be challenging due to the varied nature of these roles and the level of competition in different leagues.

## Appendix -- SQL

```
--Number of Professional Players in every country
CREATE OR REPLACE VIEW ZJ_NATION_NUMBER_PLAYER_TOP_10_V AS
  SELECT
    n.nationality_name,
    COUNT(p.player_pk) AS num_players
FROM
  ff_player p
JOIN ff_nationality n
  ON p.nationality_fk = n.nationality_pk
GROUP BY
  n.nationality_name
ORDER BY
  num_players DESC
FETCH FIRST 10 ROWS ONLY;

--Number of TOP 20 Players in Every Country
CREATE OR REPLACE VIEW YY_FF_TOP_PLAYER_NATIONALITY_V AS
  WITH nation_player_score as (
SELECT short_name, overall_rate, nationality_name
FROM (
  SELECT pl.short_name, pl.overall_rate, na.nationality_name,
    NTILE(5) OVER (ORDER BY pl.overall_rate DESC) AS
percentile
  FROM ff_player pl
  JOIN ff_nationality na ON pl.nationality_fk = na.nationality_pk
)
WHERE percentile = 1
)
select nationality_name nation, count(short_name) number_of_players
from nation_player_score
group by nationality_name
order by count(short_name) desc;

--League Avg wage trend
CREATE OR REPLACE VIEW YY_FF_LEAGUE_WAGE_V AS
  select pl.short_name name, pl.wage_eur wage, le.league_level
league_level, le.league_name league_name
```

```

from ff_player pl
join ff_team_info ti on pl.player_pk = ti.player_fk
join ff_league le on ti.league_fk = le.league_pk;

--League Avg rate trend
CREATE OR REPLACE VIEW YY_FF_LEAGUE_RATE_V AS
select pl.short_name name, pl.overall_rate rate, le.league_level
league_level, le.league_name league_name
from ff_player pl
join ff_team_info ti on pl.player_pk = ti.player_fk
join ff_league le on ti.league_fk = le.league_pk;

--Level 1 Clubs' Avg Wage
CREATE OR REPLACE VIEW YY_FF_CLUB_WAGE_V AS
select club.club_name, sum(pl.wage_eur) total_wage
from ff_player pl
join ff_team_info team
on pl.player_pk = team.player_fk
join ff_club club
on team.club_fk = club.club_pk
group by club.club_name
order by total_wage desc
fetch first 5 rows only;

--Level 1 Clubs' Avg Rate Comparison

CREATE OR REPLACE VIEW YY_FF_CLUB_RATE_V AS
select club_name, avg_rate, dense_rank()over(order by avg_rate
desc) club_rank
from(
SELECT club.club_name, round(avg(player.overall_rate),2)
avg_rate
FROM FF_PLAYER player
JOIN ff_team_info ti ON player.player_pk = ti.player_fk
JOIN ff_club club ON ti.club_fk = club.club_pk
group by club.club_name
);

--Player Overall Rate and Skills' Correlation

```

```

CREATE OR REPLACE VIEW YY_FF_SKILL_V AS
SELECT
"SHORT_NAME", "OVERALL_RATE", "ATTACKING_CROSSING", "DEFENDING", "DRIBBL
ING", "PACE", "PASSING", "PHYSIC", "SHOOTING"
FROM (
    SELECT pl.short_name,
           sk.skill_name,
           ps.skill_rate,
           pl.overall_rate
    FROM ff_player pl
    JOIN ff_player_skill ps ON pl.player_pk = ps.player_fk
    JOIN ff_skill sk ON ps.skill_fk = sk.skill_pk
)
PIVOT (
    MAX(skill_rate)
    FOR skill_name IN ('attacking_crossing' attacking_crossing,
'defending'defending, 'dribbling'dribbling, 'pace'pace,
'passing'passing, 'physic'physic, 'shooting'shooting)
);

--Top 20 clubs with the most high potential players
CREATE OR REPLACE VIEW ZJ_CLUB_POTENTIAL_PLAYER_CLUB_V AS
SELECT
a.club_name,
COUNT(c.player_pk) AS num_players
FROM
    ff_club a
INNER JOIN ff_team_info b
    ON a.club_pk = b.club_fk
INNER JOIN ff_player c
    ON b.player_fk = c.player_pk
WHERE
    c.overall_rate < 75 AND c.potential_rate > 80
GROUP BY
    a.club_name
ORDER BY
    num_players DESC
fetch next 20 rows only;

```

--Top 10 clubs with the most high efficiency players

CREATE OR REPLACE VIEW ZJ\_WORK\_RATE\_MOST\_CLUB\_V AS

SELECT

d.club\_name,

COUNT(a.player\_pk) AS num\_high\_high\_players

FROM

ff\_player a

INNER JOIN ff\_work\_rate b

ON a.work\_rate\_fk = b.work\_rate\_pk

INNER JOIN ff\_team\_info c

ON c.player\_fk = a.player\_pk

INNER JOIN ff\_club d

ON d.club\_pk = c.club\_fk

WHERE

b.rate = 'High/High'

GROUP BY

d.club\_name

ORDER BY

num\_high\_high\_players DESC

FETCH FIRST 10 ROWS ONLY;

-- Club Competitiveness

CREATE VIEW yz\_club\_players\_overall85\_v

AS

SELECT club.CLUB\_NAME club\_with\_most\_players\_above\_overall85,

COUNT(player.player\_pk) player\_count

FROM ff\_club club

JOIN ff\_team\_info teaminfo ON club.club\_pk = teaminfo.club\_fk

JOIN ff\_player player ON player.player\_pk = teaminfo.player\_fk

WHERE player.OVERALL\_RATE > 85

GROUP BY club.CLUB\_NAME

HAVING COUNT(player.player\_pk) = (

SELECT MAX(player\_count)

FROM (

SELECT club.CLUB\_NAME,

COUNT(player.player\_pk) player\_count

FROM ff\_club club

JOIN ff\_team\_info teaminfo ON

club.club\_pk = teaminfo.club\_fk

```

                                JOIN ff_player player ON
player.player_pk = teaminfo.player_fk
                                WHERE player.OVERALL_RATE >
85
                                GROUP BY club.CLUB_NAME))

```

```

-- Skill & Body Type
CREATE VIEW yz_high_pace_bodytype_v
AS
SELECT body.body_type, ROUND(AVG(player_skill.skill_rate),2) AS
avg_pace_rate, skill.skill_name
FROM ff_body body
JOIN ff_player player ON body.body_pk = player.body_fk
JOIN ff_player_skill player_skill ON player.player_pk =
player_skill.player_fk
JOIN ff_skill skill ON skill.skill_pk = player_skill.skill_fk
WHERE skill.skill_name = 'pace'
GROUP BY skill.skill_name, body.body_type
ORDER BY avg_pace_rate DESC
FETCH FIRST 3 ROWS ONLY

```