## **Data Visualization Project Proposal**

Basic Info.

Project Title : Soccer Stats

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Project Repository Link: <a href="https://github.com/Meerkat3/SoccerStats">https://github.com/Meerkat3/SoccerStats</a>

- Background and Motivation: Soccer Data set encapsulates good amount of information around the Player attributes, Matches and League statistics and Betting results around the games
- **Project Objectives.** We aim to show the highly sought after mainstream Soccer stats in overview and details of the Player attributes and their performance over time, Insights of a club's performance, Transfer of players between clubs/leagues and how the betting fared on the matches(tentative)
- **Data.** The data is presented in SQLite format and we intend to do some pre-processing before storing them as csv/json for our final usage. If time permits we intend to have a backend server, serving the data.
- Link: https://www.kaggle.com/hugomathien/soccer/data
- **Data Processing.** There is not much data cleanup but a good amount of data extraction that needs to be done from the SQLite data. We intend to use python code to do the preprocessing and store the data in csv.
- Visualization Design. How will you display your data? Provide some general ideas that you have for the visualization design. Develop three alternative prototype designs for your visualization. Create one final design that incorporates the best of your three designs. Describe your designs and justify your choices of visual encodings. We recommend you use the Five Design Sheet Methodology.
- Must-Have Features.

## 1) Player:

- Attributes Summary :
  - Individual Player attributes(Top 50 players)
- Player performance over the years
  - Evolution of the Best Players change in overall rating over the years
  - Comparison among the players(Overall Rating or specific attributes) for a particular year.

## 2) League:

- Clubs' performance over years per league (attribute Overall goals scored)
- Share of influence by players(top 20) on betting, per club
- Optional Features.
- Betting patterns:

investigate a few simple betting approaches with applying different financial strategies

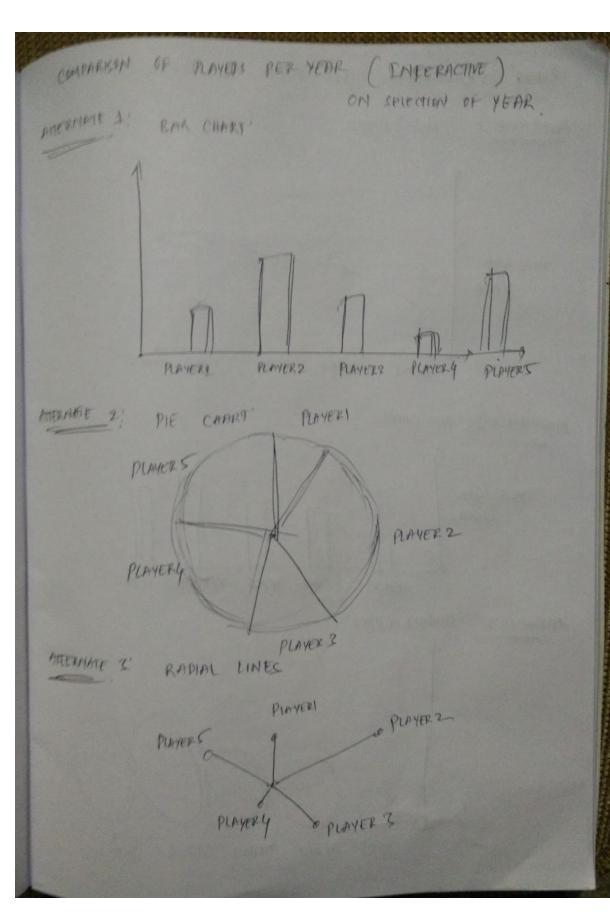
- Flat fixed stake
- Expected Profit
- Match stats: The incidents over a given match (Shots taken, corners etc..)
- Project Schedule.
- Week1:
  - Individual Player Attributes
  - Evolution of Best players
- Week2:
  - o Comparison of Players' performance in a year
  - o Implement interaction
- Week3:
  - o Performance of club over years in a league
  - Share of influence by player in betting.
- Week4:
  - o Work on Optional Features and Enhancements over the Existing visualization.

Comparison between alternative designs shown in pictures below:

- Individual Player attributes
  - Alternate 1 : Radar Chart :
    - Pros:
      - Summarizes all attributes and the main stand out attribute can be seen easily.
      - Juxtaposition of the attributes is straightforward.
  - Aternate 2 : Bar Chart :
    - Cons:
      - The Attribute progression on the x axis, unlike time is not linear.
      - Two different attributes can be important to compare but their distance on the x axis can make it difficult to compare
  - Alternate 3 : Pie Chart :
    - Cons:
      - The channel "Area" is often not the best choice, when it comes to comparison.
- Evolution of best Players
  - Alternate 1 : Line Chart :
    - Pros:
      - Time progresses linearly and the evolution of a player can be seen easily as ups and downs in the line chart.
      - It tells a story of how a player evolved over time.
  - o Aternate 2 : Bar Chart : On click over year timeline
    - Cons:
      - Zooms in on a particular year and misses the bigger picture of the trend over years
  - Alternate 3 : combination of bar charts
    - Cons:
      - Too many bar charts , cluttering the visualization.
- Comparison of players per year
  - O Alternate 1 : Bar Chart :
    - Pros:
      - Length is a good choice of channel when it comes to comparison
      - The standout players can be identified easily
  - Aternate 2 : Pie Chart :
    - Cons:
      - Comparison of channel, area is not easy
  - Alternate 3 : Radial lines :
    - Cons:
      - Comparison and standout identification of radial lines is difficult.
- Clubs performance over the years per league
  - Alternate 1 : Line Chart :
    - Pros:
      - Trend over time can be understood easily

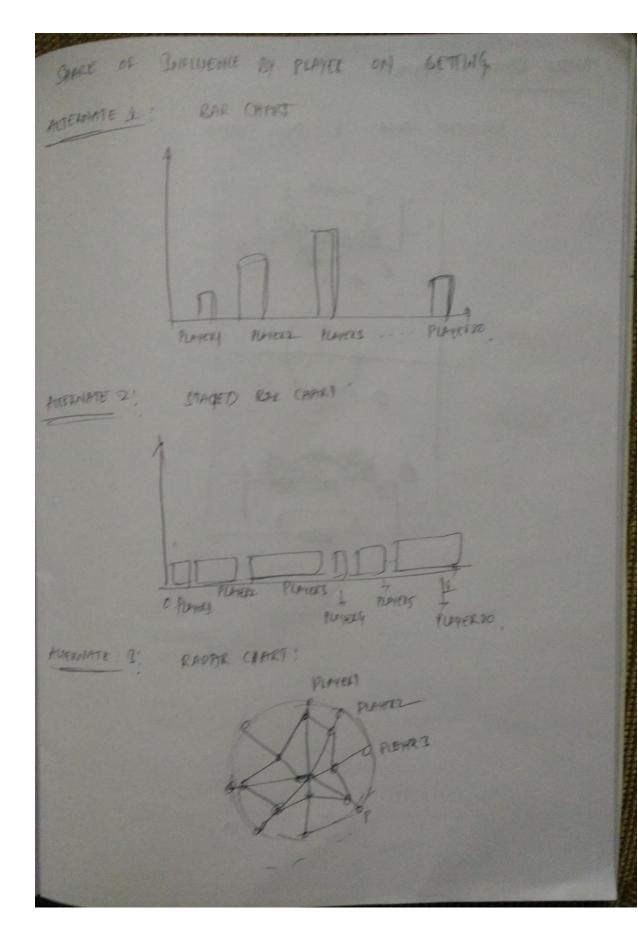
- Aternate 2 : Bar Chart :
  - Cons:
    - Connectivity amongst the bars is not evident as it is in Line Chart.
- O Alternate 3 : Bubble Chart :
  - Cons:
    - Area / size of circles is not a good choice for comparison.
- Share of influence by player on betting
  - o Alternate 1 : Bar Chart :
    - Pros:
      - Length is a good choice of channel when it comes to comparison
      - The standout players in influence can be identified easily
  - o Aternate 2 : Stacked Bar Chart :
    - Cons:
      - Although the summation of all bar lengths comes to 1, individual standouts are difficult to identify.
  - Alternate 3 : Radar Chart :
    - Cons:
      - Difficult to compare and identify individual share.

Individual Player Aftir brites : Alternative 1: RADAR CHART STRENGTH SPRINT SPEED BALL CONTROL FINISHING MARKING JUMPING ALTERNATE &! BAR CHART FLAIGHING JOHPING MARKING BALLI STRENGTH ATTERNATE 3: PIE CHART STRENGTH SPRINT SPEED BALL CONTROL MARKING FINISHAG JOMPING



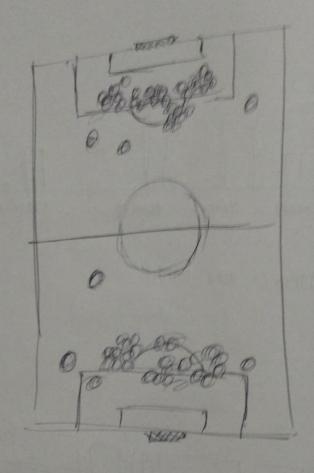
EVOLUTION OF RECT PLAYERS! ALTERNATIVE I! LINE CHART PLAYER 3 PLAYER 2 D PLAYERI YEARY - YEARS YEAR? YEARI YEAR 2 + ON CUCK BAR CHART YEAR TIMELINE AMERNATE 2! 0----0---0 YEAR YEAR2 YEARS YEARS PLAYERZ, PLAYER2 PLAYERI ALTERNATE 1: PREND OVER TIME FOR EACH PLAYER! YEAR YEARL YEARS PLAYERS PLAYER 2 PLAYER 3 PLAYER 4 PLAYER 5

CLUBS' PERFORMANCE OVER YEARS PER LEAGUE! ALTERNATE 1 ! LINE CHART! NOUR GOALL SCORED YEAR 2 YEARS YEARI ALTERNATE L ; BAR CHOPT No: of Gones SCORED -YEAR 4 YEAR YEAR2 YEARS ALTERNATE 3! BUBBLE CHART YEAR YEARS YEARY YERR2 YEARS



MATCH STATE : OPTIONAL :

INCIDENT DATA: EX! SHOWS TAKEN.



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