

Data Science Project Protocol



FIFA

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Introduction

FIFA is a football video game franchise developed by EA Vancouver and EA Romania and published by EA Sports.

The franchise, which debuted in 1993, is named after the Fédération Internationale de Football Association (FIFA), the governing body for world football.

The game series is renowned for its realistic representation of the sport, featuring officially licensed teams, players, and stadiums from around the world.

In FIFA, players are characterized by a set of detailed statistics or attributes that determine their performance on the virtual pitch. These attributes collectively paint a comprehensive picture of a player's abilities.

Some key FIFA player stats are:

1. Pace
2. Shooting
3. Passing
4. Dribbling
5. Defending
6. Physical

Each of these stats is based on a more detailed collection of stats like Acceleration, Sprint Speed, Shot Power, Heading, etc.

Stats are based on real-world performances and contribute to the realism and strategic depth of FIFA gameplay.

Objectives

How can we predict a player's market value based their FIFA stats?



A player's market value is based on multiple factors:

1. In-game statistics, including attributes such as overall rating, pace, shooting, passing, dribbling, defending, and physical.
2. Contextual factors such as the player's league, team, nationality, age, and position on the pitch.