

# Team Fifa



# Primary Business Objectives

- Suggest a pricing structure tied to the overall value associated with "game excitement".
  - Metric of how **exciting** a game is?

# Secondary Business Objectives

- Identify teams or players for sponsorship
  - Who is the most exciting player?

# Scope

- Game\_id : 1-709
- Minutes: Game time
- Player: Player Name
- Team1score: Eg. 1, 2, 3
- Team2score: Eg. 1, 2, 3

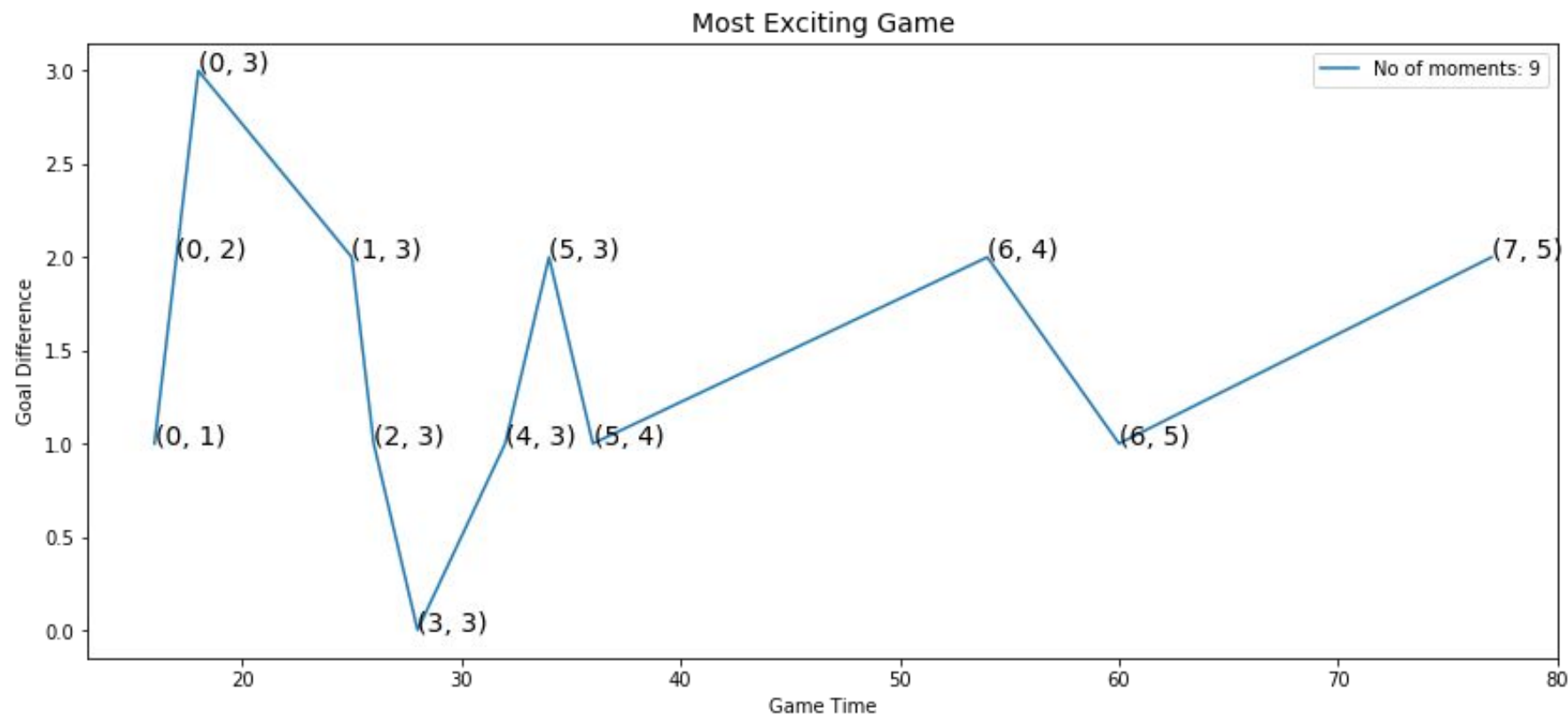
2207 rows X 5 Rows

	game_id	minute	player	team1score	team2score
0	1	18.0	Schiavio	1	0
1	1	20.0	Orsi	2	0
2	1	29.0	Schiavio	3	0
3	1	57.0	Donelli	3	1
4	1	63.0	Ferrari	4	1
5	1	64.0	Schiavio	5	1
6	1	69.0	Orsi	6	1
7	1	90.0	Meazza	7	1
8	2	18.0	Nicolas	0	1

# What makes a game exciting?

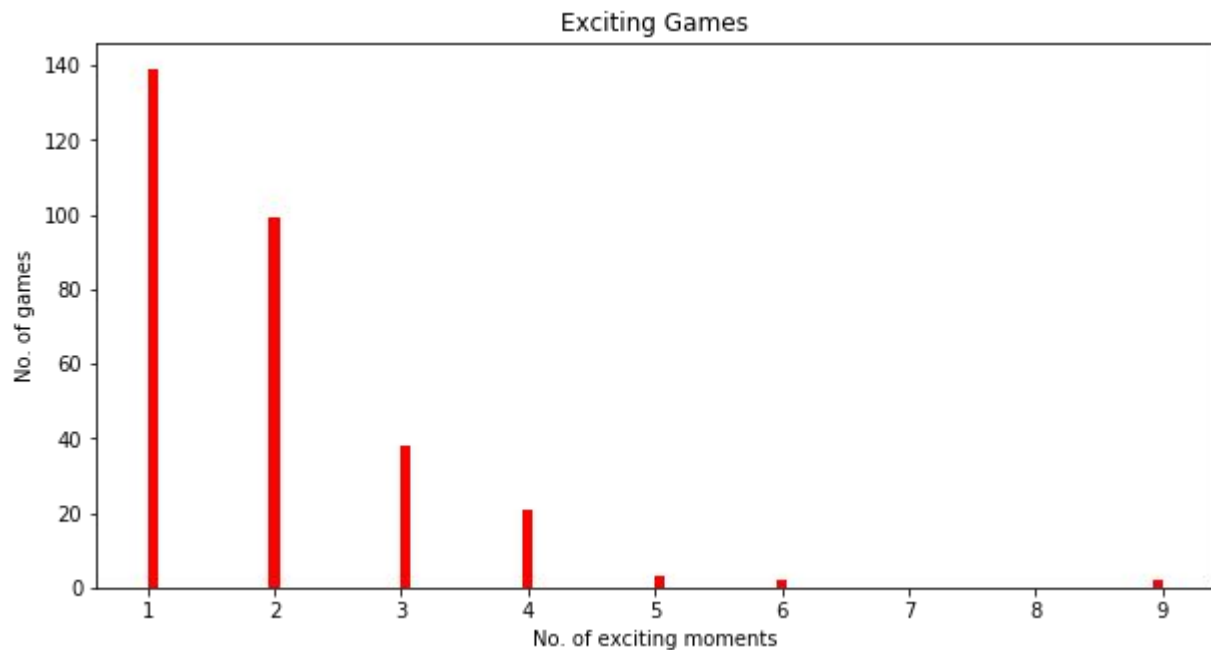
1-1 7-5  
0-0  
7-0 2-3  
4-0

# The most exciting Game

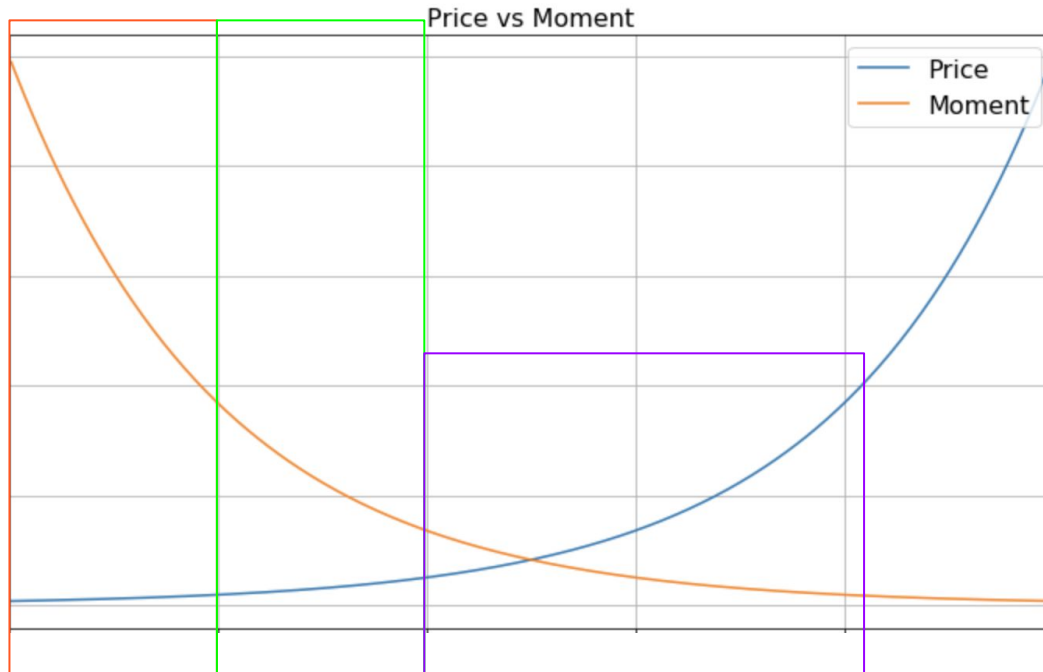


# Metric of exciting games

1. Total goals  $> 2$  at the end of game
2. Goal Difference  $< 3$  at any moment.



# Price Tier Structure



Cat 2: <50 percentile 1.0

Cat 3: 50 percentile: 2.0

75 percentile: 2.0

90 percentile: 3.0

Cat 4: 95 percentile: 4.0



# Most Exciting Players

Top 5 from the Top Scorers, and the Most exciting games

	Player Name	Player Table Rank
0	Fontaine	4
1	Klinsmann	6
2	Lato	8
3	Rahn	9
4	Rummenigge	14