

UFC Statistics Dashboard

## 

User Information & Guidelines

## 

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## Tableau Support Guideline

### Overview

The UFC dashboard contains all the information related to the Ultimate Fight Championship fights, events and fighters during the period between 12/11/1993 until 10/31/2020. Along with the following dashboards, the user will be able to visualize the detailed information about the decision methods, fighter performances, and many other features.

### Data Sources

The data sources are a combination between:

* UFC historical data on the Kaggle website: <https://www.kaggle.com/rajeevw/ufcdata>
* Web scraped data from the following website: <https://www.sherdog.com/>

PS: Important to mention that due to some limitations on the Kaggle dataset, some fights won’t have the performance stats of each fighter.

### Analytics Questions

#### Event Stats

* Event Description: Date? Local? State? Country? Number of fights?
* What are the event fight details? Winner? Looser? Decision Method? Referee?
* Which round ended the fight? What time?

#### Fight Stats

* What was the performance of the winner and the looser on which fight?
* What percentage of hits were connected on the opponents Head? Body? Legs?
* What percentage of Total Strikes? Ground and Clinch Attempts?

#### Fighter Stats

* What was the performance of the fighter during his whole UFC fights?
* How many fights did the fighter win/loose/draw? At some specific period? At some specific local? On each specific decision method?
* What was his average performance / his opponents average performance detailed by the following conditions

### Components description / Functionality / Tableau Techniques

#### Event Stats

* UFC Event filter: Selects the event to be detailed
* Event Table: Lists the fights and their details (Winner, Looser, Decision Method, Event Referee, Round and Time) of each selected event.
* Event Location Line Chart: Lists the event’s Country, State, City, Gymnasium and Date.

#### Fight Stats

* UFC Event filter: Selects the event to be detailed
* Body Images: Details the performance completion hits of the Winner/Looser to some specific fight by Head, Body, Legs.
* Other States Table: Details the performance completion hits of the Winner/Looser to some specific fight by Clinch, Ground and Total Strikes.

#### Fighter Stats

* UFC Fighter filter: Selects the fighter to be detailed
* Date Filter: Select the specific period of time results to be evaluated for the selected fighter
* Place Filter : Select the specific country results to be evaluated for the selected fighter
* Results Filter: Select the results by All fights, fights won and fights lost.
* Performance Filter: Select the average performance results on the Performance Chart by the selected fighter and his opponents
* UFC Results: Show all fights details (Winner, Looser, Event Referee, Decision Method, Fight Date) ordered from the newest to the oldest one for the filters mentioned above.
* Decision Method Pie Chart: Show the percentage of fights described by the decision method.

PS: It can be used as a filter as well by clicking on the slices of chart

* Wins/Loss/NC: Total fights Won, Lost, Draw/No Contest by the filters mentioned
* Performance Chart: Percentage of hits completion filtered by the fields mentioned above.

### Key findings

#### Higher Performance Completion vs Fight Results

* Connect a better percentage of hits **DOESN’T** necessarily mean a favorable fight result
* Although a bigger part of the results shows a logical trend under this aspect

#### Decision Method and Performance

* Sometimes a better percentage type of hits **DOESN’T** necessarily stand a correlation about the final decision method result. A fighter can perform a lot better on body and leg hits and still finishes the fight by submission.

**This is the nicest aspect of every fight, you can’t never know 100% sure what is going to happen**

* Although a bigger part of the results shows a logical trend under this aspect

#### Prediction Models and Fight Scores

* The descriptive data can highlight some possible insights about possible future fight results. However, a fight prediction model needs a really complex and robust statistical model. You may possible achieve good predictable scores, although the unpredictability aspect of the sport is the thing that makes it so interesting to watch.
* For the prediction model mentioned above, you will definitely need a more complete reliable dataset.

## Tableau Backend Guideline Support

### Column Summary

* Winner: details the fighter who won the fight
* Looser: details the fighter who lost the fight
* R\_ and B\_ prefix signifies Winner and Looser corner fighter stats respectively
* TOTAL\_STR is total strikes 'landed of attempted'
* HEAD is no. of significant strinks to the head 'landed of attempted'
* BODY is no. of significant strikes to the body 'landed of attempted'
* CLINCH is no. of significant strikes in the clinch 'landed of attempted'
* GROUND is no. of significant strikes on the ground 'landed of attempted'
* Decision\_Method is the complete method of win
* Decision\_Method\_Category is the method of win divided by category
* Round is last round of the fight (ex. if it was a KO in 1st, then this will be 1)
* Time is when the fight ended in the last round
* Event\_Name is the name of the UFC event
* Event\_Referee is the name of the Ref
* Date/Fight Date is the date of the fight/event
* Event Location is the location in which the event took place (Country, State, City, Gynasium)
* Stance is the stance of the fighter (orthodox, southpaw, etc.)
* Height\_cms is the height in centimeter
* Reach\_cms is the reach of the fighter (arm span) in centimeter
* Weight\_lbs is the weight of the fighter in pounds (lbs)
* Age is the age of the fighter
* Draw&NC is the number of draws in the fighter's ufc career
* Win\_Count is the number of wins in the fighter's ufc career
* Loss\_Count is the number of losses in the fighter's ufc career

### Calculated Fields

* **Avg\_(\_\_\_)\_pct:** Avg\_(\_\_\_)\_Landed / Avg\_(\_\_\_)\_Att
* **(\_\_\_)\_Result:**

IF [Attack\_Deffense] = "Fighter Perfomance" THEN

IF ([ResultOption] = "All") THEN

IF CONTAINS([Winner] ,[FighterSearchString]) THEN

[R\_avg\_BODY\_pct]

ELSE

[B\_avg\_BODY\_pct]

END

ELSEIF [ResultOption] = "Wins" THEN

[R\_avg\_BODY\_pct]

ELSE

[B\_avg\_BODY\_pct]

END

ELSE

IF ([ResultOption] = "All") THEN

IF CONTAINS([Winner] ,[FighterSearchString]) THEN

[B\_avg\_BODY\_pct]

ELSE

[R\_avg\_BODY\_pct]

END

ELSEIF [ResultOption] = "Wins" THEN

[B\_avg\_BODY\_pct]

ELSE

[R\_avg\_BODY\_pct]

END

END

* Decision\_Tag

IF [ResultOption] = "All" THEN

IF CONTAINS([Winner] + [Looser] ,[FighterSearchString]) THEN

1

ELSE

0

END

ELSEIF [ResultOption] = "Wins" THEN

IF ([Decision Method Category] <> "Draw") AND ([Decision Method Category] <> "No Contest" ) THEN

IF ([Winner] = [FighterSearchString]) THEN

1

ELSE

0

END

ELSE

0

END

ELSE

IF ([Decision Method Category] <> "Draw") AND ([Decision Method Category] <> "No Contest" ) THEN

IF ([Looser] = [FighterSearchString]) THEN

1

ELSE

0

END

ELSE

0

END

END

### Parameters

* Attack\_Deffense
  1. Fighter Perfomance
  2. Opponent Perfomance
* FigheterSearchString: Fighters List
* ResultOption
  1. All
  2. Wins
  3. Looses