



# **EA SPORTS FIFA PLAYER RATINGS**

Open exploratory project

# PROJECT

## Goal

To build an interactive dashboard that will visually showcase well-curated results of EA Sports FIFA Player rating analysis conducted in Python.

## Objective

In this case study, we will be exploring what determines the FIFA player ratings.

## Data

EA sports collected FIFA player rating data through a network of EA data reviewers (players, coaches. etc.); these reviewed details were then handled and finalized by the editors.

[Link to Dataset](#)

# OVERVIEW

## Key questions

- Does high player wages lead to high ratings?
- Does player market value affect their ratings?
- Is there correlation between player ages and their ratings ?

## Skills/ Tools

- Excel
- Python
- Machine learning
- Exploratory Analysis
- Data sourcing, cleaning, integration and transformation
- Hypothesis testing
- Tableau Presentation

# ANALYSIS

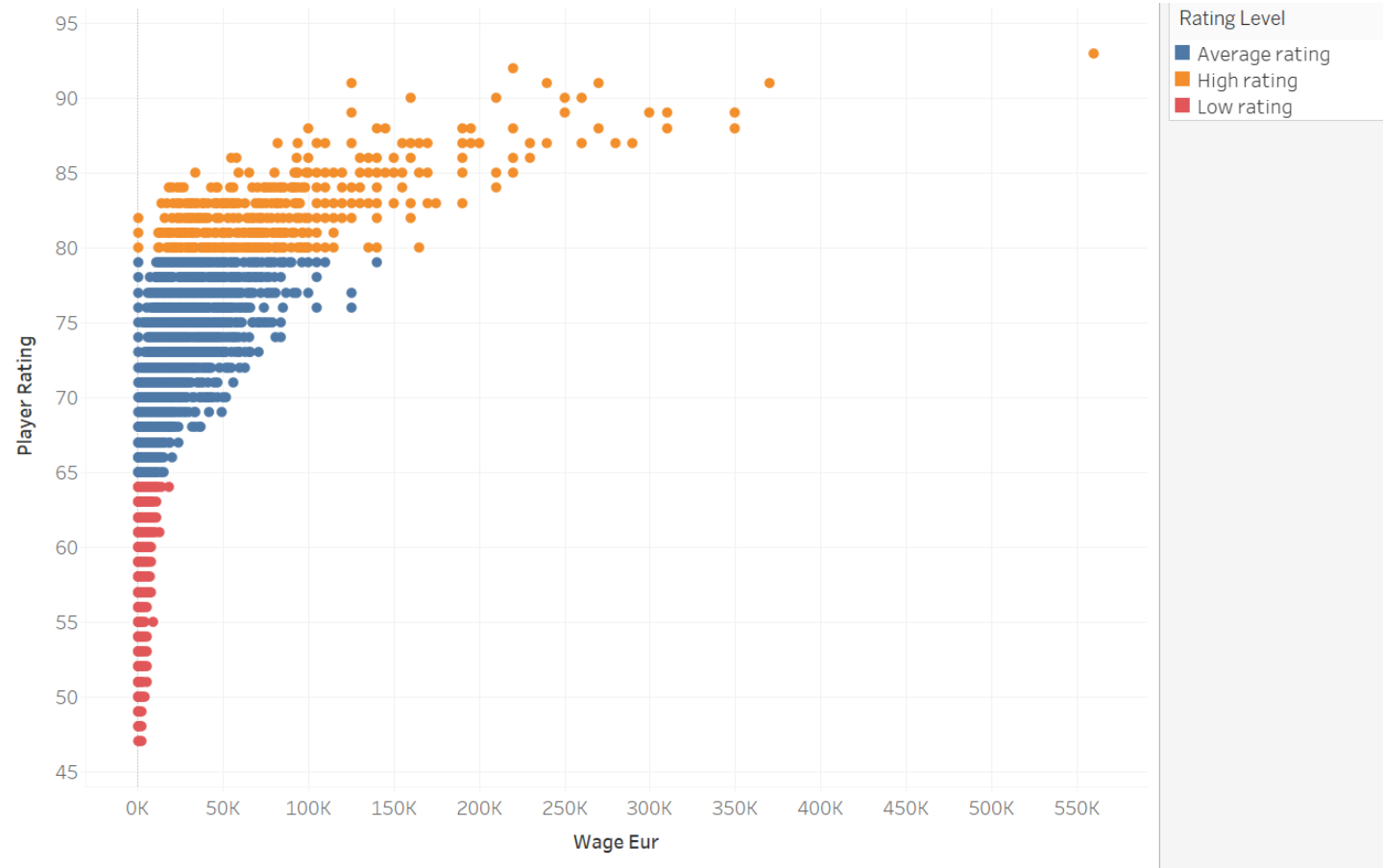
## Steps

- Source, clean and prepare data
- Create a list of questions to explore
- Answer and research the questions using python visualization, excel and statistical methods
- Derive new column and merge with existing data
- Create a story board in Tableau and answering my research question with it

[Link to Tableau Presentation](#)

[Link to GitHub repository](#)

# VISUALIZATIONS

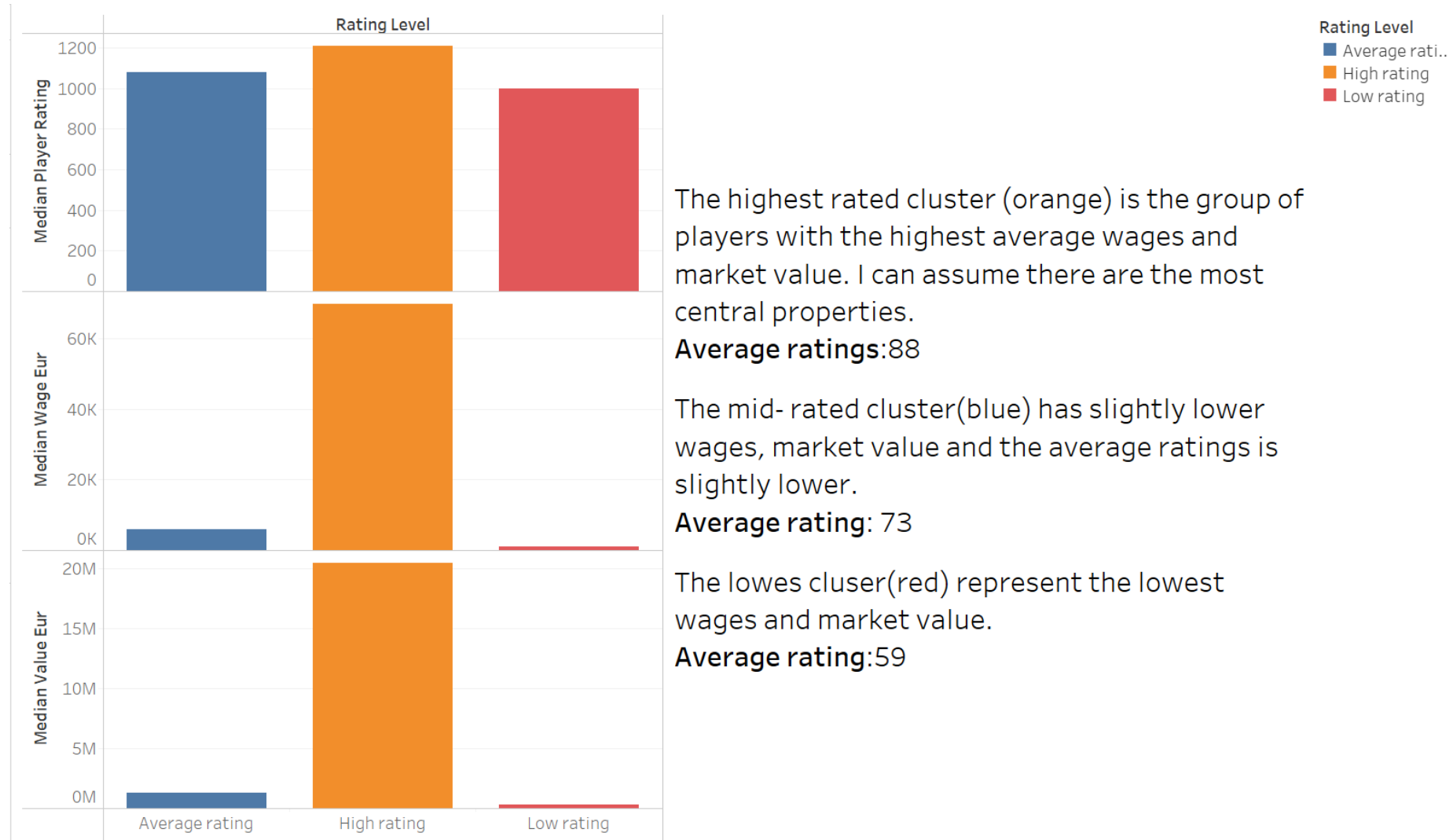


This chart shows that an increase in a player's wages will lead to a rise in their ratings. It also shows them in a group by rating level.

The color code represent

- Blue -Average ratings
- Orange- High ratings
- Red- Low ratings

# VISUALIZATIONS



# INSIGHTS AND CONCLUSION

When choosing the rating for a FIFA player, the following player's data should be considered:

- Players with the highest wages and market value are given higher ratings.
- Players with slightly lower wages and market value have slightly lower ratings.
- Players with the lowest wages and lowest market value have the lowest ratings.