Identification of skill in an online game: The case of Fantasy Premier League

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What is Fantasy Premier League?

- Online game where users are provided with a virtual £100 million budget to assemble a squad of 15 real-life Premier League footballers.
- Each week choosing 11 of them to 'start' for the user's team, who then receive points based upon their statistical performance in the real game.
- Also choose one captain who receives double points. The challenge of the game is to determine an optimal way of spending your budget as to maximize your points.





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Consistency Between Performances?

Correlation of Player Past Performance

2018-19 vs. 2017-18 Ranks



Pearson Correlation Between Previous Points





Tiers among managers





Difference in skill - money





Difference in skill - chips

Bench Boost Chip Distribution of Points from Bench Boost 0.05 -38 -36 -32 -30 -28 -26 -24 -22 -20 -18 -Top Million Top 10k 0.04 -79.4% 28.8% (DGW35) (DGW35) Probability 0.03 -0.02 -QМ 16-14 -12 -10 -8 -6 -4 -2 -0.01 -**Top Million** Top 10k 0.00 -0.8 0.6 0.4 0.2 0.2 0.4 0.6 0.8 1 40 60 н. 0 20 1 1 0 **Fraction Used** Points

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Network analysis





Network analysis players managers James Harry Kane Joey Paul Pogba Mo Salah Hannah **Raheem Sterling** Julia











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Network analysis





Template team

- From the network we can identify clusters of players based upon their section frequency.
- Find that four clusters can describe the different groups with three of them containing only ~30 players (out of >600).

Structure of Clusters

GW38 - All Managers





Similarity of teams

We determine the similarity between two teams A and B through the Jaccard Similarity measure.

$$J(A,B) = \frac{|A \cap B|}{|A \cup B|}$$



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Collaborators & Thanks



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Thank you for listening!

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