PRO KABADDI LEAGUE 7
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1   Introduction

Sports are the important part of the life.it helps us set our body metabolism in good manner, it plays a vital role in ones life it is not only keeping efforts and performing but also managing excellence and developing tactics and improving the strategies.sports also help to keep the mind stable and increase the ones concentration. by playing sports people can become social interactive and can learn many moral values.

As this data set can be represented by many ways, that includes sheets,graphs,pie chart any many more ways which helps us to understand in better manner and the data can be fetch easy and accessed easy.

for example,my report is based on a sport kabaddi it is a combative sport, kabaddi is a team sport origin in India with seven player on each side.which is played for 40 min and 5 min break.main objective of the sport is raider attacks the other team by chanting 'kabaddi' word the other team defend them by touching themself.

2   Data set Description

In my dataset contains the session 7 pro kabbadi league 2019 dataset it is manually curated which it consists of 12 teams and 137 match's information

This dataset provides of multiple models of the winner by match, in a post processing stage,variables reflecting relative difference in points for total Raid points by raiders and total raid points of each player,total tackle points and how many that payers has tackle,touch points, the information is provided in this data set

Also Player id,Do or die Raid points, DOD success raid points,total points and Top raider of the season, top defender of the season,young player of the season are computed in this dataset

Also it shows the Players names,ages and how much team has spend on that player and how much cost is players and there category A B C D and also this data set provide the each team woner ,team manager, team coach, no of players playing in this session 7 and matchs venues and which team are win in that match by points it is there there how many teams are Qualified and in that taking team position according to points tables in that 5 teams out of 12 teams are Qualified 1 team is directly finals and 4 teams are playing eliminators 1 and 2 fr om this 4 teams 1 more team is selected for final now this two teams will play the final match

3 Overview

The game kabaddi is the combat game in which there are 2 teams each of 7 members where the game is totally played for 40 min and this was the game which was first started from India and taken to some parts of south Asia and then which as turned to the national game and played all over the world.

This project is based on sports dataset information which we collect the data from different data set and this data are taken in many forms such name,age,team name,salary and many more.
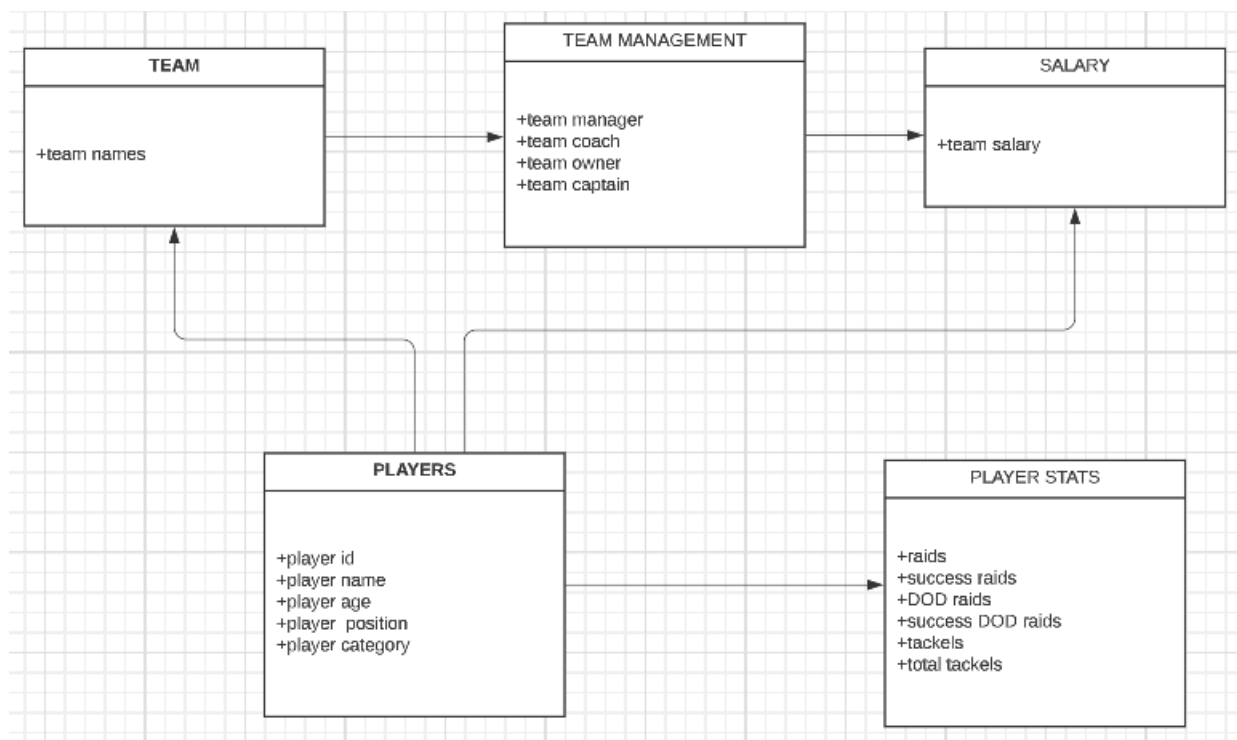
The informational data is taken from many sources such as Hindustan times,Times of India and kreedon from the Hindustan times the data taken is represented as categories which tell the ranking of the player.

The data taken from Times of India is represent the schedule of the matches which tells about the match details and timing as such the data is take is represented in many other such forms.

The data taken from kreedon is regarding the coach details and team owner details and the pay details are taken from from of the reference papers and its is there are also same information which is been taken from the from some of the social media application which gives us a lot of information about their revenue models.

The data taken and used is being uploaded to the website which is easy to access and fetch the data taken.

4 Data schema

5   Conclusion

As we can conclude our study on data visualisation, we can say that this is clear on this field and rich data is been collected.

The data taken is easy to understand about the players data regarding their teams and salary their are many advantages and disadvantages were it helps to say regarding the current season data which is easy to understand and in the other hand if there are any changes in the player or the player are taken by the other team then the complete data taken must be changed.

In this case we need to create a new dataset for the people who have been changed the teams in that case it helps us to use the data and fetch the data in easy manner.

the data which is taken is representing the particular season which is good and can be understated by any one who is accessing the data.

6   Inferences

6.1 what are the future trends for dataset of the kabaddi?

Ans: It is challenging to forecast the precise future trends dataset of the kabaddi because they will depends on a number of variables ,including the sport's popularity and growth by increase in data collection using advance analytics and focus in player performance ,integration with other data sets such as social media data, to provide a more understanding of the sport

6.2 Reasons why does data have to be analysed?

Ans:kabaddi is a sport that involves two teams,each team is trying to score points by raiding and defending. The sport of the kabaddi can benefit in a number of ways from the analysis of data . coaches and teams can use data Analysis to improve the strategies that take advantage of their opponents and there weakness and risks in game

6.3 What will be the outcome of the analysis?

Ans: In this analysis data outcome we can see the individual payer performance and payer full details like cost,raids,total points like etc... if a new person wants to know about the details of Kabaddi teams and players matches completely information is provided here every one can see easily

7 References

References are as follows:

- `https://www.hindustantimes.com/pro-kabaddi-league/pro-kabad`
  `story-IBN4jNM2B2HE8zNrDMTMpJ.html`

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- `https://www.kreedon.com/bengaluru-bulls-team-2019/?amp`

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8 Project URL

`https://www.overleaf.com/6543531928nqxythtrvhsc`