

CIES Football Observatory

# Prospect Sheet: Glossary

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The **CIES Football Observatory Prospect Sheet** has been designed to present a broad but synthetic view of the characteristics of world football's best prospects. Many original metrics have been developed for this purpose, which are summarised in this document.

The first block of information relates to the player's career by detailing the clubs and/or national teams for which he played since the age of 12. The career development since the first official senior game is represented by an **experience** indicator. This metric is calculated from the minutes played by the footballer over the last year, weighted by the sporting level of his matches according to this [this methodology](#), presented as a ratio with respect to same age and position players (1=average).

A second block of information unveils the player's **transfer value**, estimated using a proprietary CIES Football Observatory statistical model. Built on thousands paying transactions completed over the past years and considering multiple variables on both players and their releasing and signing teams, the latest version of this model makes it possible to account for over 90% of the differences in transfer fees paid by clubs worldwide. More information in this peer-review [this scientific paper](#).

Different valuations are presented: the estimated value for a likely buyer, itself projected from a proprietary CIES Football Observatory statistical model, as at the date of publication, as well as projected figures, whether with or without contract extension, for future points in time based on likely sporting scenarios according to the player's and his teams' recent performances.

This same block of information shows the breakdown of domestic league minutes played by the footballer during the current season or the last completed one for his team of employment, according to nine position categories: centre back, right or left wide back, defensive midfielder, central midfielder, attacking midfielder, right or left winger and centre forward. This data, as well as that relating to players' technical performance, is provided by our partners [Impect](#).

A third block of information presents performance values in eight game areas, calculated as such:

- **Air defence:** defensive (out-of-possession) aerial duels won compared to team average and success rate; goal conceded frequency when player on the pitch.
- **Ground defence:** ground duels won in own half compared to team average and success rate; interceptions in own half compared to team average; goal conceded frequency when player on the pitch.
- **Build-up:** successful passes from own half compared to team average and success rate.
- **Orchestration:** successful passes from opponent half compared to team average and success rate.
- **Take on:** successful dribbles and success rate; progressive carries of at least eight metres towards the opponent goal.

- **Chance creation:** passes leading to a shot weighted by the probability of a goal (xG of shots); passes leaving at most one outfield opponent closer to the goal than the ball; successful passes to a teammate in the central rectangle of the opponent box.
- **Finishing:** number and effectiveness of shots (gap between goals scored and expected); goal frequency.
- **Air attack:** attacking (in-possession) aerial duels won compared to team average and success rate; headers.

The data refers to the domestic league matches played by the footballer with his current club during the ongoing season or the last completed one. The values are weighted by the sporting level of the matches played, according to the same method used to calculate the experience metric, as well as by the average number of minutes per match played to value rarely substituted starting 11 players, rescaled from 5 to 100 and presented as a ratio to the player's league rivals (1=average).

The overall **performance** index, also presented as a league rivals' ratio, is derived from the player's game area scores by averaging the maximum value (aerial play areas excluded, except at defensive level for centre backs) and the median value of the most relevant areas per position (six for defenders and midfielders; four for wingers and centre forwards). An adjustment by position ensures the comparability of the index between all players.

A fourth block of information provides additional and complementary information on the player's level of activity across the eight game areas listed above. The **activity** chart expresses the player's relative involvement in each area compared with both teammates and players belonging to the same grouped positional category, as such: centre backs, wide backs, midfielders, wingers and centre forwards.

Contrary to performance, success rates and comparisons with team average are not considered for activity metrics. In addition, the variables are calculated net of non-possession time for ground defence and air defence, and net of possession time for all other areas. Furthermore, goal scored and conceded are not considered, as well as shot effectiveness for finishing. Ground defence activity includes all ball wins from duels, loose balls, interceptions and blocks. More information in this [note](#).

The last two blocks present four players aged under 23 from the same league of the targeted footballer (same position and other positions respectively). For each player, we display the overall performance to league ratio, alongside with the footballer greatest strength, defined as the game area in which he records the highest performance to league ratio. The selection includes players from different clubs and with distinct strengths.