NBA Data Analysis and Prediction

Milestone: Project proposal

Group 11

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1. Problem Setting

The NBA is the biggest and the most well-known basketball league in the world. Since basketball is a sport of scoring, the statistical data of all players in the league was carefully tracked by the NBA and saved on their website, which provides an opportunity for analysts to study about the players and the sport itself. In the NBA, there are some major awards for players and teams, such as MVP, DPOY, ROY, SMOY and the championship. Thus, in this project, we want to build supervised learning models on the NBA data and finally predict the award winners, future players' stats and more.

2. Problem Definition

a. For the MVP, DPOY and ROY awards, is there a pattern that is based on stats?
b. Who is going to win the MVP, DPOY, ROY and SMOY award this year?
c. How should a team perform to succeed in the playoffs?
d. Can a machine predict a player's stat of next year based on the current stats?

3. Data Sources

https://github.com/gmalim/NBA_analysis

4. Data Description

The data contains the following:

a. Players' basic stats (points, rebounds, assists etc.) from 1999-2000 season to 2019-2020 season.
b. Players' advanced stats from 1999-2000 season to 2019-2020 season.
c. Separated basic stats for all-star players (1999-2000 season to 2019-2020 season).
d. Separated basic stats for rookies (1999-2000 season to 2019-2020 season).
e. MVP, DPOY, ROY voting results from 1999-2000 season to 2019-2020 season.
f. SMOY voting results for 2018-2019 season to 2019-2020 season.
g. NBA team stats from 1999-2000 season to 2019-2020 season

Each dataset contains the data of every player involved in that category, e.g., every player in the league for player basic stats and every player who got at least a score in MVP voting for MVP voting result dataset, to name a few.