Having an interactive strikezone app will appeal to both teams and novices alike. Teams could use it to quickly decide what pitches to throw, and fans out coach from their couches in big games as well. If this tool is effective, multiple users will utilize the tool weekly for both informative and entertainment reasons. If executed efficiently, the tool could be used by teams within professional baseball.

To have an interactive visualization, with so much data, the creation could be tricky, but if implemented well, the tool will allow for greater pitch decision making.

<http://www.sloansportsconference.com/wp-content/uploads/2019/02/Predicting-Major-League-Baseball-Strikeout-Rates-Update.pdf>

In Eric Martin’s *Predicting Major League Baseball Strikeout Rates From Differences in Velocity and Movement Among Player Pitch Types*, pitches were clustered and then players’ mean velocities, vertical movements, and release points were used with multiple machine learning models to predict the strikeout probability. Although strikeout rates are interesting, this study was produced static, non-interactive results.

<https://www.sciencedirect.com/science/article/pii/S0020025514008810>

Pitching data isn’t always easy to get. A new method proposes a way of using automated video analysis to scrape pitch-by-pitch data using the television cast of the game. This data extraction is useful if starting from scratch, however, the proposed method will start from an online resource from baseball savant

<https://www.sciencedirect.com/science/article/pii/S1877705812016347/pdf?md5=b5ad94725a4d933d9abd767e8e15bad9&pid=1-s2.0-S1877705812016347-main.pdf>

Pitching is often difficult to withstand past 80 pitches. A study observed how pitches performance changed across a simulated game, finding performance decreases with time. This study, combined with pitch location could lead to new insights in discovering how pitching locations and hit probability react to longer pitching periodsd.