**Tutor**

“Hi  
We are up and running after a few hiccups with the allocation system.  
I have put my first post of the course in the tutor group forum - the forum is the medium I shall a fair bit to communicate with you so please subscribe to it.  
I look forward to working with you this year  
Ju”

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**Me**

“Good morning, Ju,

Hope you're well. I have two project ideas, below, but I'm not sure if I'm thinking along the right lines. Would appreciate some feedback on which is best and pointers on what I could change. I'm very much looking to do a research project.

Kind regards,

Rob

**Project 1 – Football result predictor**

**Where the problem is based (home / work / social / etc)**

The problem I wanted to address is football statistics.

**Why it is a problem – issues**

Unable to see the likelihood of a team winning a game, I understand better companies must have something similar but this is not publicly available. I want to build a predictive machine learning model using historic football data with a range of stats such as form, distance travelled to the game, previous season league position etc. to predict the score of the upcoming game.

**What the solution should achieve – aims**

The solution should predict correctly the result of 75% (rough at this point) of games. It should be able to learn from the data that comes in each week and refine its algorithm.

**The level 3 course(s) on which your solution will be based and possibly L2 ones**

I want to base this on TM351, I also write a lot of python and do data investigation in my current job role so this will be useful for this project.

**Type of project (development / research / evaluation)**

The project is a research project.

**Project 2 – Best gaming setting (I also have an interest in chess and thought the same could apply to that)**

**Where the problem is based (home / work / social / etc)**

The problem I wanted to address is home, but also for some people it is work (eSports).

**Why it is a problem – issues**

You do not know the best environment to play video games in. This could include heart rate, time of day, whether it’s a weekend/weekday, how long after eating food, current mood (subjective) and other factors.

**What the solution should achieve – aims**

The solution would be to provide statistics on what effects gaming performance the most, what has the biggest impact to performance positively and negatively.

**The level 3 course(s) on which your solution will be based and possibly L2 ones**

I want to base this on TM351, I also write a lot of python and do data investigation in my current job role so this will be useful for this project.

**Type of project (development / research / evaluation)**

The project is a research project.“

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**Tutor**

“Just getting over a tummy bug, thanks for asking!

Your project would seem to fall between a bit of development and a lot of 'research' so fine, no probs.  Just don't use the stats from my team this year as the Canaries sit rock bottom - we are a great championship side but cannot afford the premier league

Cheers

Ju”

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**Me**

”Hi Ju,

Glad to see you're on the better side of your tummy bug.

Yes, I didn't think of it that way but there will be plenty of development too I guess. Well, my team is Ipswich so I don't have a lot of room to talk after last season.

Thanks for your feedback.

Kind regards,

Rob”

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**Tutor**

“we'll meet again next year!

Cheers

Ju”