**Future Work**

**More Models**

* Using Momentum to predict match odds
* Random effects model, adjusting model by player or player type
* Self-exciting model potential?

**Model Improvement**

* Improve seasonality adjustment for server
* More accurate method for derivative
* Is our definition of momentum accurate?
* Certain points are more valuable, and thus induce more effort. Adding this to our model
* composite score for control variables (Develop score that synthesizes player skill control variable (bettings odds and rank))
* Autoregressive error structure

**More Variables**

* Understanding interruptions, how our model didn’t notice interruptions or change of ends (\*too macro?)
* Distance run in match – cumulative effect
* Focus on saving break point

**Limitations**

* Difficult to ascertain (for what causes momentum), are we simply noticing a colluding variable (players are better, therefore more likely to do x why causes increase in momentum)

**Next Thing**

* Simulation study? Do we notice significant data with iid