Data Dictionary

Variable Name	Туре	Description
CLOSEST_DEFENDER	Character	The name of the closest defender.
LOCATION	Category	Where did the game play. "A" stands for "Away", "H" stands for "Home".
SHOT_NUMBER	Numeric	The number of shots the certain player took in this game. Example: 3. (This is the third shot of this player in this game.)
PERIOD	Category	Which period was the shot happened in (there are four periods typically, but overtime could happen if the no team win in the end of fourth period). Example: 3. (This shot happened in the third period of the game.)
GAME_CLOCK	Character	This variable tells us when did the shot happened in this game. But it is a count down. Example: 1:09. (This shot happened when "1:09" was shown on the count down game time board.)
SHOT_CLOCK	Numeric	When did the shot happen in the offensive time limit. There is a 24-second count down with every offense. Each team needs to score a point offense within 24 seconds. Metrics: second Example: 10.8. (This shot was made at 10.8 on the 24-

		second count down, which
		means the shot was made
		after 13.2 seconds past in
		this offense round. (24-10.8)
		before this shot was made).
DRIBBLES	Numeric	How many dribbles did the
		player make before this shot.
		Example: 3. (This player
		made 3 dribbles before this
		shot.)
TOUCH_TIME	Numeric	How long has the player
		held the ball before the shot.
		Metrics: second
		Example: 1.9. (This player
		has held the ball for 1.9
		seconds before he made the
		shot).
SHOT_DIST	Numeric	How far did this shot was
		made from the basket.
		Metric: feet
		Example: 7.7. (This shot was
		made 7.7 feet away from the
		basket)
PTS_TYPE	Category	"2" stands for "2 points", "3"
FIS_TIFL	Category	stands for "3 points"
SHOT_RESULT	Category	"made" means the shot is
SHOT_KESOLT	Category	successful, "missed" means
		the shot is missed.
CLOSE_DEF_DIST	Numeric	How far was the closest
CLOSE_DEF_DIST	Numeric	
		defender away from the
		player on offense.
		Metrics: feet
		Example: 1.3. (The closest
		defender was 1.3 feet away
		from the player).
Player_name	Character	The name of the player who
		made this shot.
Age	Numeric	The age of this defender
Experience	Numeric	Number of years the
		defender has been in the
		NBA.
Height	Numeric	Height of the defender
		Metrics: cm
Pos	Category	position, the player is in the

		one of five basketball
		positions:
		point guard (PG),
		the shooting guard (SG),
		the small forward (SF),
		the power forward (PF),
		and the center (C)
Weight	Numeric	the weight of this defender.
		Metrics: kg.
BMI	Numeric	Body Mass Index (body mass
		divided by the square of the
		body height)
		Metrics: kg/m2

Research Questions

What are the factors contributing to the NBA shot results?

How these factors influence the shot results?

How does offenders affects shot results?

How does the defenders affects shot results?