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**A Player Performance Prediction Application Using Machine Learning.**

Kenya in the last two decades has seen a major downfall in cricket. The main reasons for this downfall are, corruption, poor management and outdated technology. Thus, a web application is proposed to minimize the effect from these factors.

The proposed system will be used by Cricket Kenya to score all matches being played locally so as to maintain centralized data. After the end of any season a leaderboard will be generated which will give an invite to players to give trials to be selected in the national team. From there a 17-player squad will be announced. Then for every game a player performance prediction will be done which will then be used to recommend the best possible eleven for the team. If the combinations are chosen well the outcome of the game will benefit Kenya.

The proposed system will be developed using a machine learning algorithm, specifically a classification model that will classify the players performance prediction to either high, poor or average and thus those with high performances will be selected in the playing eleven.

In conclusion, if the system is built as planned, then the intended problem of corruption will be resolved such that players not appearing on the leaderboards will not be allowed to play for the national team. Moreover, the poor team management and outdated technology and intelligence issue will be resolved using the prediction tool hence the system will overall benefit the game of cricket in Kenya.