DATA COLLECTION PROCESS

I collected the information (3 Point Rating, 3 Point Make Percentage, Total Park Games Played, and Win Percentage) by walking into random neighborhoods and checking players' 2k card through the in-game phone. All data is based off of park games. Previously, I did this based off of rec because it seemed like a much bigger issue there, but that has become impossible since the change to reset rec stats at the end of each season.

My criteria for data collected were: 95 overall or above, 70 or above 3pt rating, 500 or more park games, and if it could be assumed they were on their main build. For example, if someone was in the park with a Sharp Facilitator with 95 3pt, but the build's only 90 overall and they have 1000+ games played, I assumed they were not on their main build and did not include them in the data.

This is an unfortunately difficult way of gathering data at this point in the year because of how easy it is to make and max out new builds. I personally have 10 99s, so if you load in and see my 3pt% when I'm on one of my builds with a 60s 3pt you'd be confused. Regardless, the data gathered is a good representation of what a player is doing on a game to game basis. I was able to anecdotally confirm this by comparing the gathered information versus the information I have from people on my friends list and recent teammates/opponents.

Also, previously I chose to round percentages up/down. It was easier to organize and make formulas for it at the time. I've learned a few things since then and figured out that was unnecessary.

IMPORTANT DATA POINTS

Based on the 200 players whose data I collected, the average 3pt% is 51.4%, with a W/L 51.3%, and a median 3pt rating of 84.

Players with a 3pt rating between 70 and 79 shot 48.8% from 3 and won 52.06% of their games. (Up from 38% and 52% from in previous years)

Players with a 3pt rating between 80 and 89 shot 50.64% from 3 and won 50.33% of their games. (Previously 40% and 48%)

Players with a 3pt rating between 90 and 99 shot 55.07% from 3 and won 52.71% of their games. (Previously 39% and 45%)

42% of players (84) whose data I collected shoot below 50% from 3, with only 13% shooting below 40% from 3.

Shooting 50%+ leads to winning more games than you lose, specifically at ~53%.

A majority of the people whose data I collected have played 500-1000 park games throughout the entire 2K cycle. That's an average of 1-3 park games per day. Out of everyone, the average is 3 park games per day and the median is 900 park games played per year.

The number of games played does show a correlation between Win% and 3pt%, with the strength of that correlation increasing at 3500+ games played.

POSITIONAL INFORMATION

PGs are by far the most popular position with 77 of them in this data grouping. There are about 2/3rds as many SGs (46), meaning that most of this data (61.5%) is from players at the guard positions. 3-5 aren't that popular in the park with 36 SFs, twenty (20) PFs, and 22 Cs. The highest median 3pt rating belongs to PGs with 91. The highest 3pt percentage belongs to the PGs, making 54.86% of their shots. SFs, PFs, and Cs were not able to break the 50% average amongst their 78 players. The highest win percentage among shooters belongs to the PGs.

ISSUES AND SOLUTIONS

The primary issue remains consistent to previous years, in that players want to make "jack of all trades" builds, do not look to improve (in spite of the hours dedicated to the game), and they do not have a fundamental understanding of how the game operates or what they should be doing to succeed.

When making a build, make it **ELITE** at something. A build shouldn't be doing a little bit of everything if that means shooting 40% from 3, consequently losing more games. The majority of players will have a more positive impact on their games by making a build that's great at shooting 3s and/or one that they're able to shoot well with in spite of its 3pt rating being average. It is also important to consider the position and role being played by the build. Sacrificing all of a center's interior defense and rebounding for shooting is not a good idea because even if that center is the best shooter in the world they will still be lackluster in their position by not fulfilling the role necessary to play it.

NBA 2K is not a normal game in terms of player activity. Players that are considered casuals on 2K will log weeks of playtime and spend more than $100 in microtransactions. This behavior in basically every other game currently available would cause the player to be considered hardcore. Consider also that NBA 2K is an annual release title, meaning that people are doing this all over the course of one year, if not less time since the playerbase decreases significantly after March. It doesn't make much sense for players to want to put this much time into a game that they're performing so poorly in when the solutions are so straight forward. People that are not seeing even half of their shots go in, despite knowing that it is easily possible, should invoke a desire to improve (if not stop playing completely). The majority of shooting woes can be solved by practice, learning what badges/jumpshot bases are best to use, and more practice. Shooting in 2K is almost entirely dependent on muscle memory, which is why it is so easy for cheaters to build a script to make 100% of their jumpshots. Knowing and practicing a jumpshot

timing, to the point that it is a reflex rather than a thought, will separate any player from their peers.

Using resources, such as testings and videos produced by NBA 2K Labs, can provide necessary context to the fundamentals of the game. Knowing the "why" of a shot takes away the need to waste effort thinking about any "ifs" during a game. Being able to determine if the jumpshot base being used is negatively impacting the outcome of shots is equally important to being able to create an open shot.

REASONABLE CONCLUSIONS

Stretch bigs as a whole performed terribly this year. Even of the 15 that had an 80+ 3pt rating, neither groups of 4s or 5s were able to break the average for the community. Stretch 5s shot less than 44%.

Additionally, stretch 5s hurt their team the most, holding the position of lowest positional win percentage at 45.6%. This is likely due to the limitations of the builder, forcing stretch bigs to make sacrifices to key attributes to perform well in their role.

Something of note in the strength of the correlation between games played, Win%, and 3pt%; 3pt rating in relation to 3pt% was the biggest key to separating a player from the rest of their peers. Meaning, that while it is important to be an efficient 3pt shooter to win games, the outcome of games can be swung more significantly by a good shooter on a lower 3pt rating build than it can be by a good shooter on a high 3pt build. This points to the limitation of the MyPlayer builder, allowing a player to make a more well rounded build with an 85 3pt instead of a 95 3pt. Being able to maintain the efficiency of a build/player with a 3pt rating 10 points higher than one's own allows that player to have a larger impact on the game, which is proven by their Win%.

PRIMARY TAKEAWAYS

If you are shooting above 51%, you are technically a good shooter. Congratulations!

If you win more than 51% of your games, you are good at 2k. Congratulations!

Being an above average shooter wins you more games. Increasing your 3pt% is the easiest way to improve.

No matter how poorly you shoot, do so as a big. The spacing you provide for your team will win games by itself.

If you are a PG, make shots. You are your own win condition.

Having shooting ability at the 1 or 5 typically leads to wins. If you're building a squad, build it like this.

Play to improve and practice if necessary. The amount of hours and time people dedicate to this game is commendable, but it is concerning how poorly some people play in spite of this dedication.