

# **Dribble, Predict, Win: Leveraging PySpark & ML for Real-Time NBA Game Forecasts**

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**DATA 603: Platforms for Big Data Processing**

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**May 13, 2024**

## **Datasets:**

All the csv files which are web scrapped are available in google drive:

<https://drive.google.com/drive/folders/15VkQIxIsGgRaPYZKlB9DCpVW84OaaKXt?usp=sharing>

## **Code:**

**NBA\_Real\_Time\_Game\_Result\_Prediction\_603\_Project.ipynb** - This file contains the whole implementation of the project.

Other Python Notebooks in the Google Drive Link Provided were used for web scrapping the data of NBA statistics

## **Data Source:**

Statistics website of NBA

<https://www.nba.com/stats>

## **References:**

We used this GitHub to see how to use the API's:

[https://github.com/swar/nba\\_api](https://github.com/swar/nba_api)

We have used the following YouTube video as a reference to web scrap the data of NBA stats website:

[https://www.youtube.com/watch?v=IELK56jIsEo&t=1s&ab\\_channel=LearnWithJabe](https://www.youtube.com/watch?v=IELK56jIsEo&t=1s&ab_channel=LearnWithJabe)