



hackdays
Germany

GERMAN FOOTBALL LEAGUE CHALLENGE

Pepperl+Fuchs



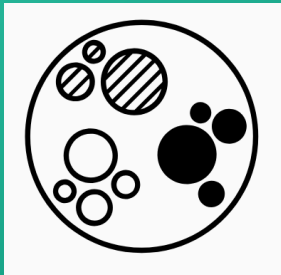
THE PROBLEM

- Decreasing number of teams in youth and amateur sports leagues
- Long travel distances
- Unbalanced and small leagues
- Urbanization

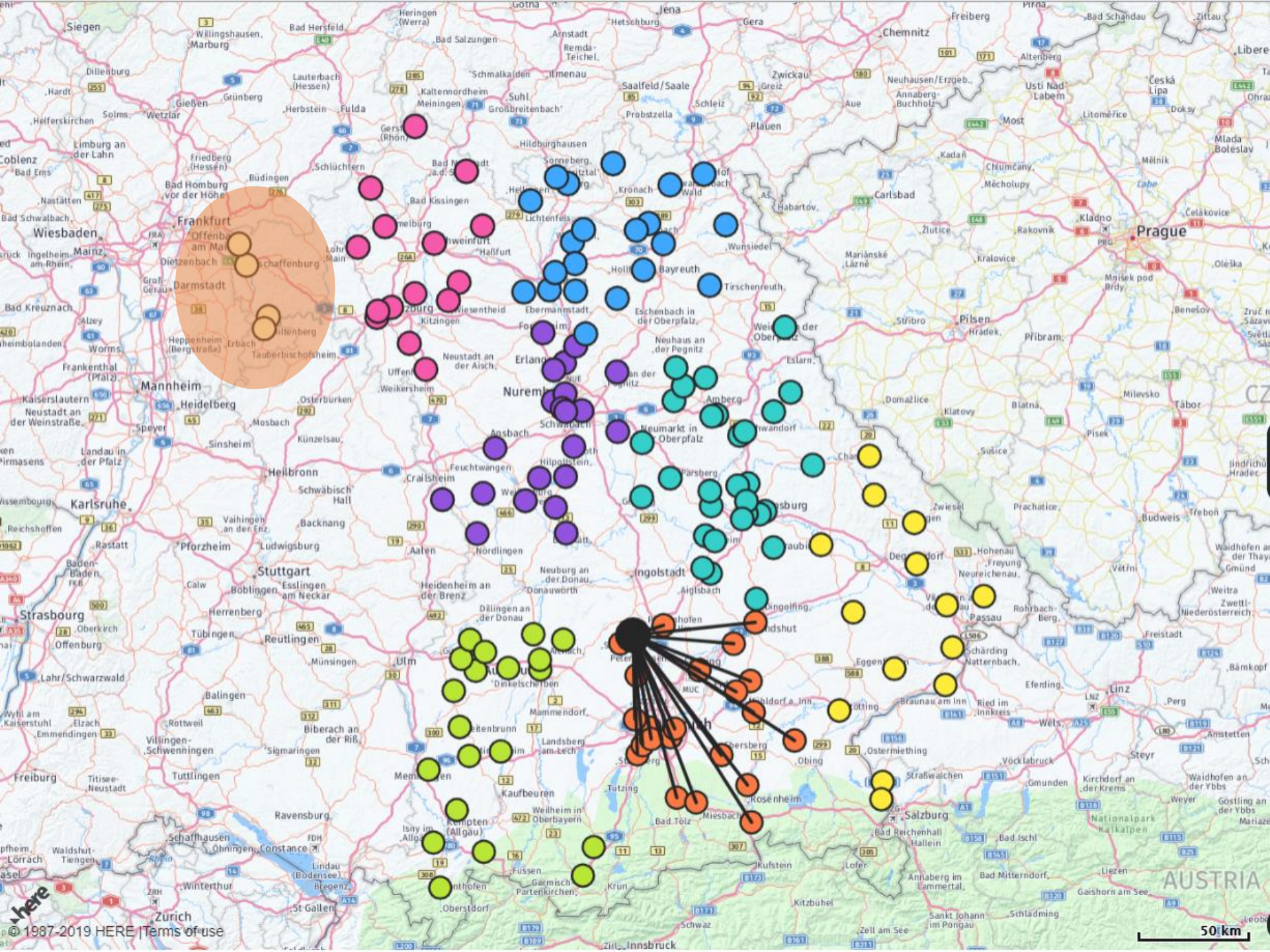
WHAT DID WE DO?

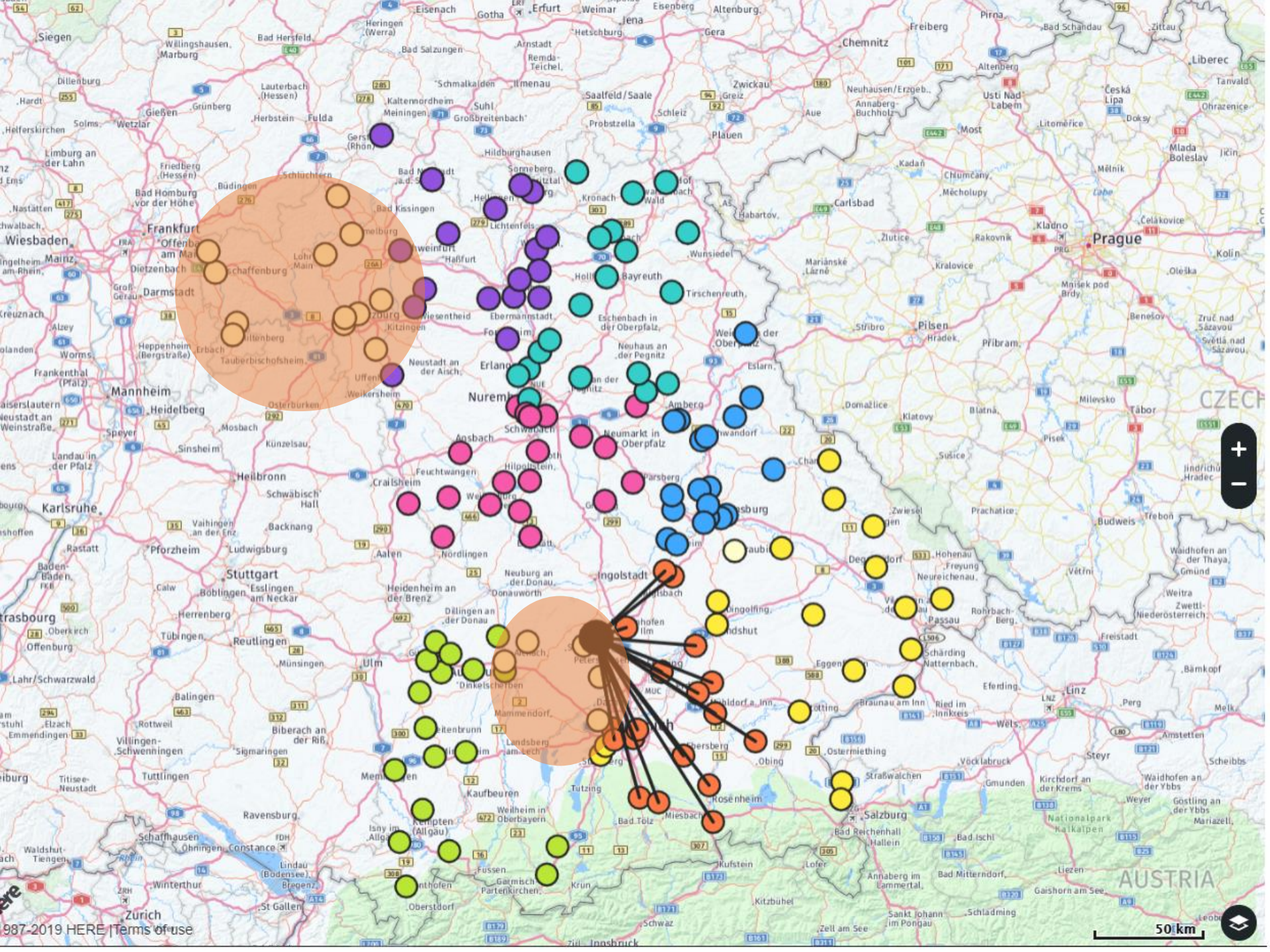


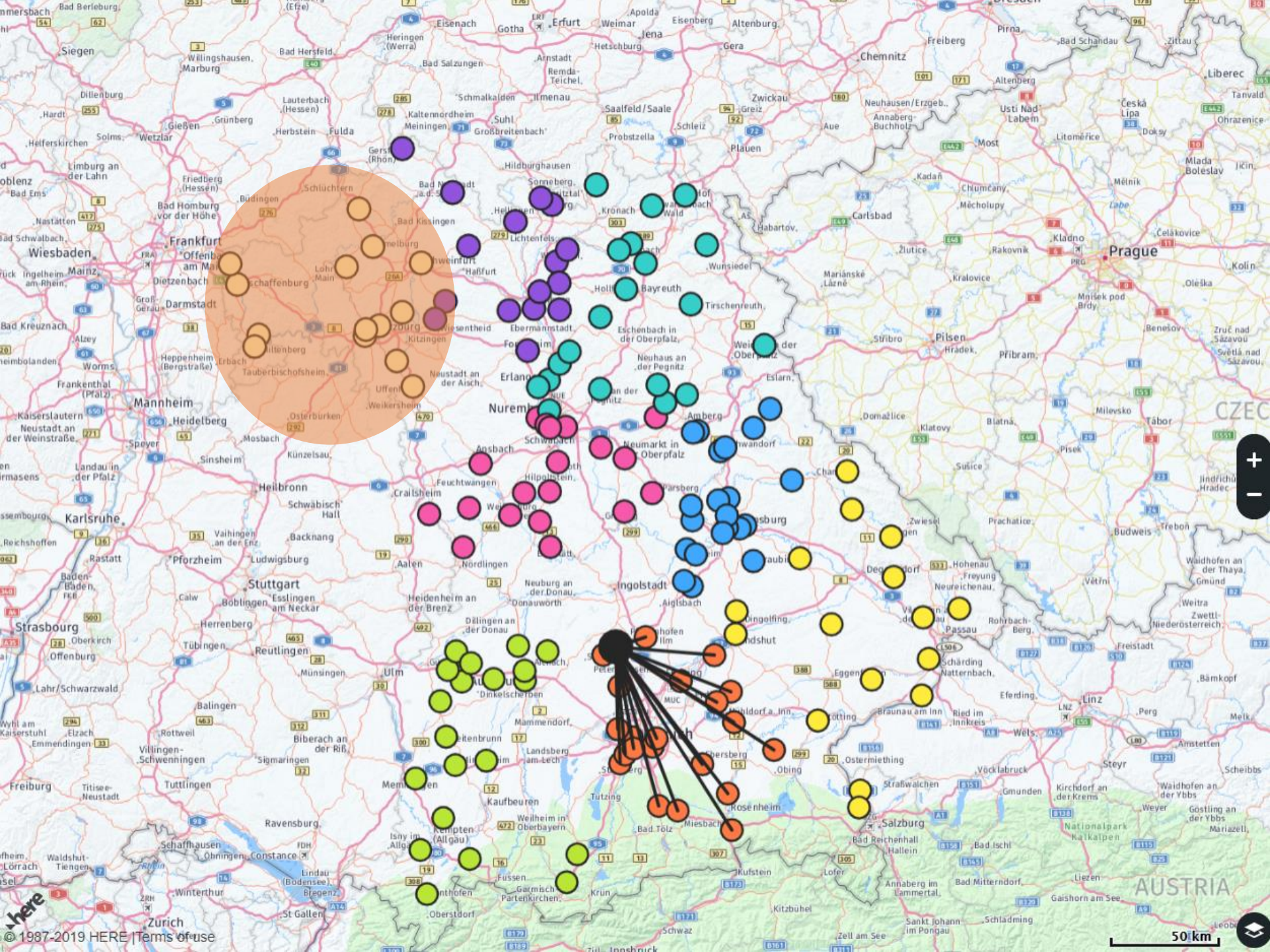
We used HERE Map API to get the real driving distance



Use k-means clustering to divide the teams into initial cluster groups







PERFORMANCE EVALUATION

With **current number of divisions** we improved the
travel distance by **5%**

With **one more division**

26%

A series of white diagonal lines of varying lengths and thicknesses, located in the bottom right corner of the slide, creating a sense of motion or a stylized arrow pointing towards the bottom right.

LIVE DEMO

<http://hackdays-interactive.herokuapp.com>



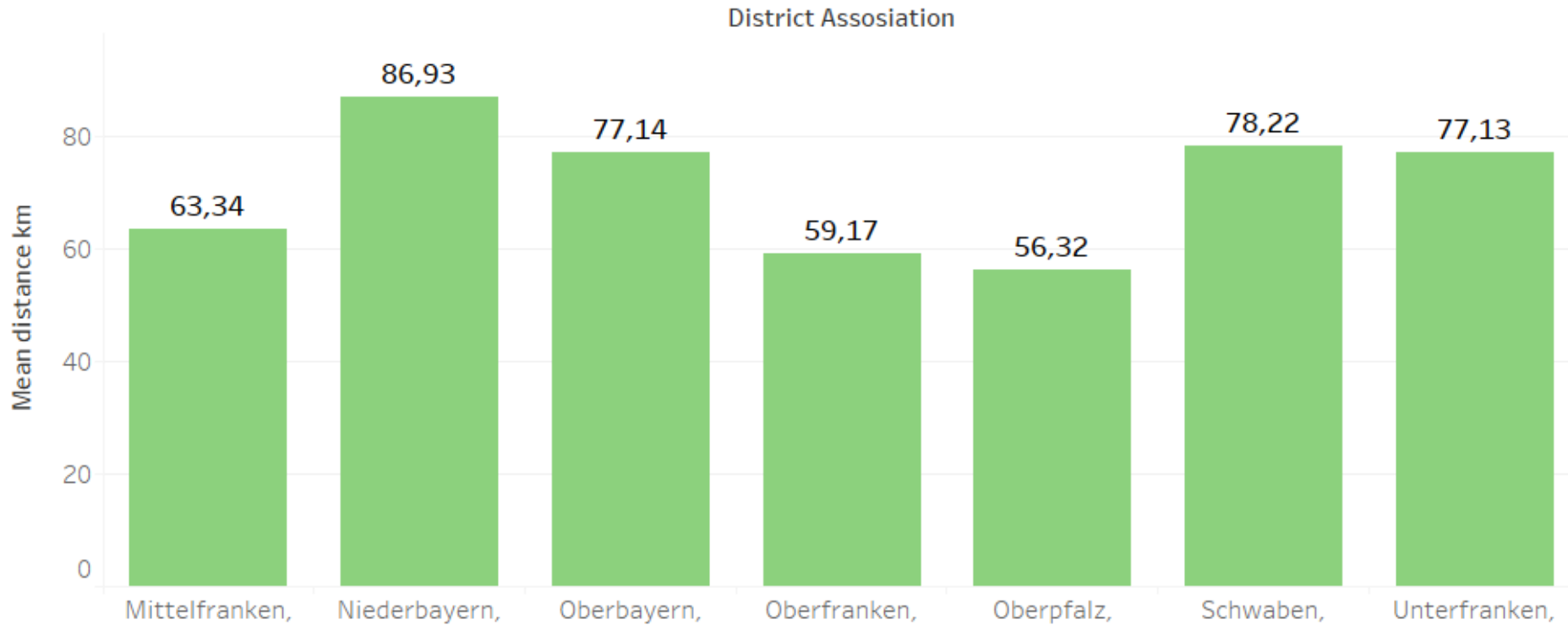
MADE WITH FOR PEPPERL+FUCHS



1. Nick Dinges *algorithm*
2. Nikolas Engelhard *algorithm*
3. Liangquan Li *business model*
4. Iryna Pauliak *business model*
5. Sudhanva Rao *algorithm*
6. Sarah Sester *algorithm*
7. Jakub L. Szypulka *interactive visualisation*

CURRENT SITUATION

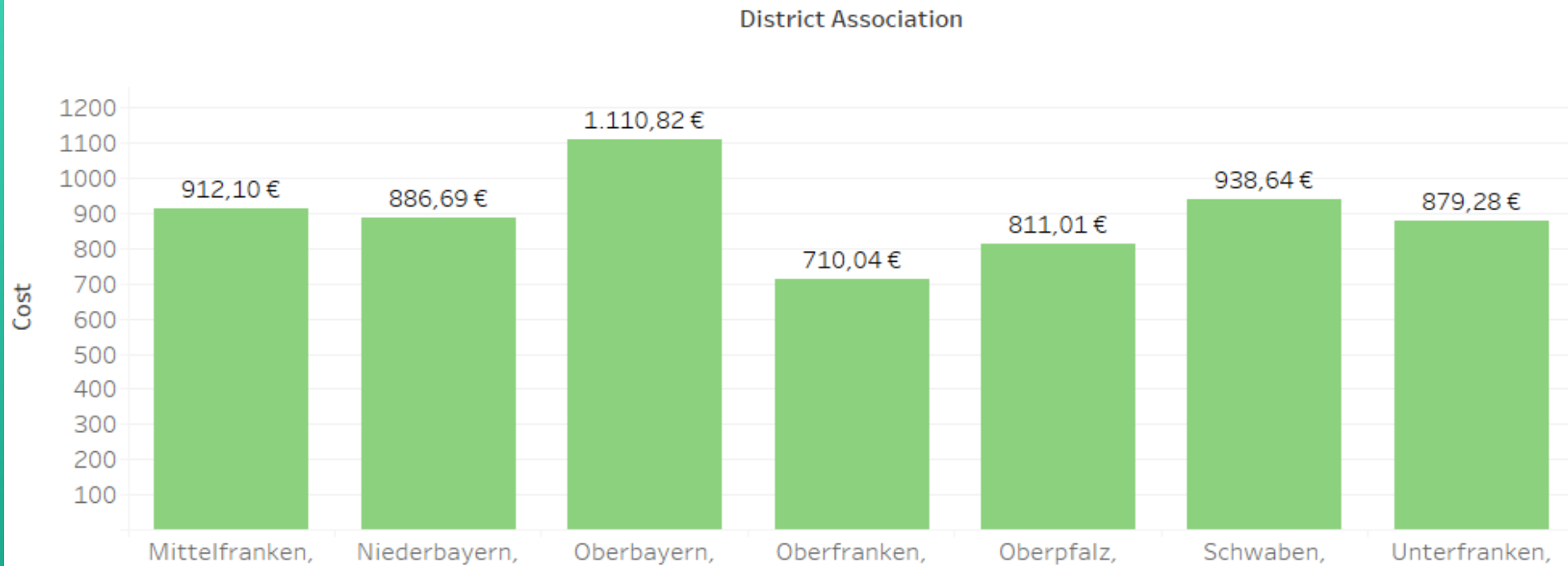
The mean distance in different district associations.



Travel distance varies by more than 50% between districts.

CURRENT SITUATION

Cost per car in season 2018.



*30 Cents/Km

WHAT DID WE DO?



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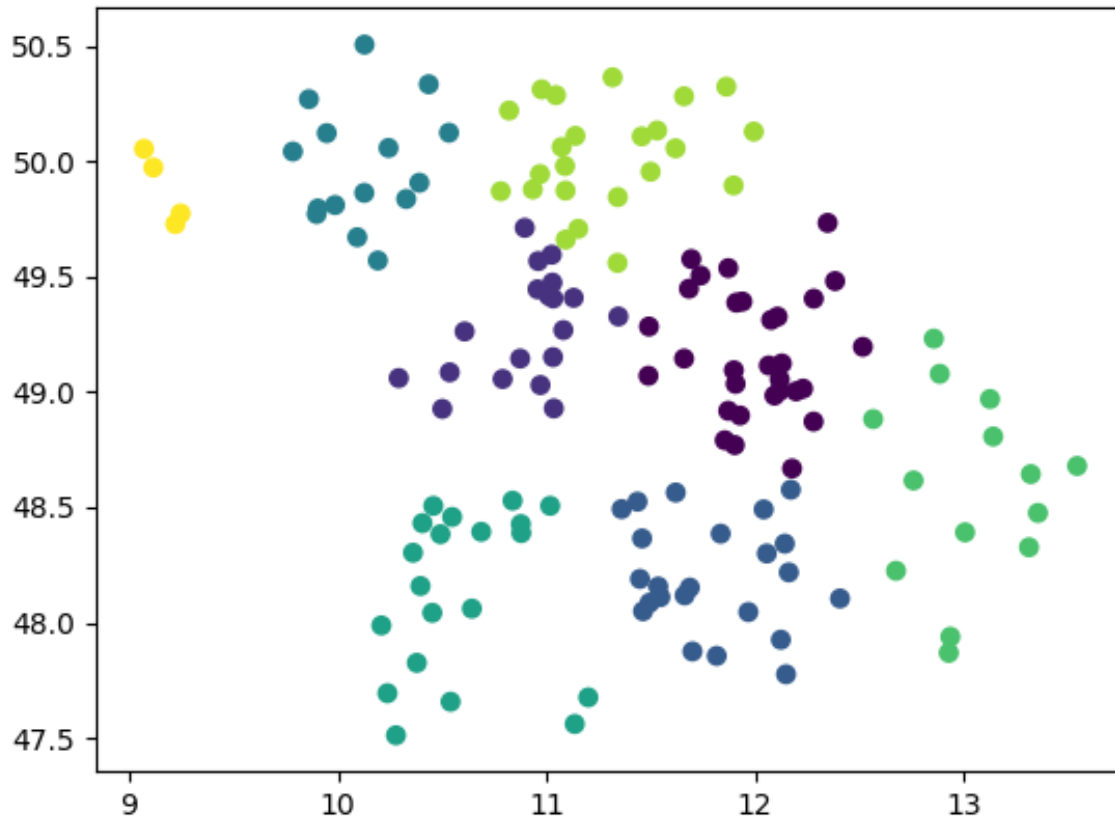


We implemented multiple algorithms to create leagues



We implemented a tool to compare the different algorithms

We provided the opportunity for the users to change the team cluster manually



- K-means output without constraint of team size.

THE GRAPHICAL K-MEANS
REPRESENTATION OF THE INITIAL DATA
DISTRICT DIVISION