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# Visualizing NBA teams across multiple seasons

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## ABSTRACT

This paper details the conceptualization and implementation of an interactive visualization of data about NBA seasons including teams, game results and player statistics. The d3.js framework was used to develop this visualization.

## ACM Classification Keywords

H.5.m. Information Interfaces and Presentation (e.g. HCI): Miscellaneous; See <http://acm.org/about/class/1998/> for the full list of ACM classifiers. This section is required.

## Author Keywords

Authors' choice; of terms; separated; by semicolons; include commas, within terms only; required.

## INTRODUCTION

This paper describes the visualization of NBA data made by the "The Tufters" team for the course "Information Visualization". In section ?? we describe the goal of the visualization and the target audience. In section ?? we describe the data used, including its origins, advantages and limitations. In section ?? we give an overview of related literature and web resources, including related visualizations. Related visualizations include both visualizations of NBA or other sports data, as well as visualizations tackling a problem we encountered during the development of our visualization. In section ?? we describe the visualization itself. We give an overview of the different stages of development of the visualization, as well as the major design decisions made during the development process. Section ?? discusses potential improvements of the final visualization and lessons learned from the project. We conclude in section ?? by giving a short overview.

## GOAL AND TARGET AUDIENCE

?? The visualization's goal is allowing exploration of NBA data by lay persons. More specifically, the visualization does not try to offer premade explanations for phenomena visible in the NBA data. By providing easy and intuitive access to the data, users can draw their own conclusions. It thus enables users of all sorts to explore the data for patterns. Secondly, the

visualization's target audience are lay persons. This means it satisfies needs of people regardless if they are professionally active in the field of basketball or not. Specifically, fans of NBA are the core of our target audience. This means the visualization assumes most common basketball terms are known to the audience and as such does not provide additional information about them. The visualization should enable people to look for changes in team statistics and evaluate the impact on the team. The visualization gives also a short insight in what caused the change in statistics. Eg. a user could notice a spike/drop in the SRS score () of a team. The user will then be able to see how the spike was caused (team performance, players that joined the team, players that left the team). Next to that, the user will also explore the impact of the change on the team. She/he will be able to scroll through time and notice how the results of the team change over time since the spike/drop.

## DATA

?? The data visualized is a subset of the data available on basketball statistics site **basketball-reference**. A wide range of data is available on this site. In our visualization we only use data from 1984 onwards. The data we use includes league standings and playoff rankings for each team, team overall statistics, the team's roster and individual player statistics for each year, including the PER (Player Efficiency Rating).

The data was gathered by scraping the basketball-reference site, mostly using the provided download capabilities. Most of the data was downloaded in csv format, while some tables had to be manually scraped. The data was then combined in a preprocessing step. In this step, each team's playoff rankings were calculated based on the matches played during the playoffs, and the rest of the data was combined into json format. The final preprocessing step combines all data into one json file.

## RELATED WORK

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## VISUALIZATION

?? The visualization consists of three parts: - The bubble view: a compact view on the play-offs per season - The statistics (zoom) view: a more detailed view on a statistic of a selected team - The team view: a detailed view on how good or bad a team scores on a specific field position All three of them are discussed in more detail with the rationale behind them. The webpage is built in such a way that it gives a hint to the user at

the bottom or the top of a page when another view is available. By showing a different background color and an arrow, we invite the visitor to explore other views. The user is also at liberty to scroll through these views. However, a fixed scroll is implemented so users will only end in complete views when moving around. Note that the user also will be guided through all 3 views when performing actions described in the section below.

### **The bubble view**

This view supposes to inform the user of the results of the NBA play-offs per season. A circle is used to represent a team, the size its SRS score using a '?' distribution, a stroke to illustrate its region or medal won during regional competition and curved lines to inform the user which teams played against each other. The user has a timeline at its disposal to scroll through time. Note that the team can be recognized by the logo inside the circle. Our initial design filled the circle with the red or blue depending on the region where the teams compete. However, the shade of colour was darker if their final ranking was higher in their region. We've replaced this with the logo's of the teams as we thought this is more user friendly and the extra information of the ranking doesn't outweigh. <picture of the bubble view compared with double elimination bracket> A more popular visualization of a play-off is the team double elimination bracket. Although this is a more common representation, we wanted to create a more compact version by eliminating the recurring representation of a team. We also considered enclosed circles and a sunburst. <figure of 2 alternatives <https://thetuftersblog.wordpress.com/2016/03/07/team-ranking-play-off-infovis/>> Although the enclosed circles is a compact representation as well, we have continued with our own design as we believe this view is more original and innovative. We didn't encounter a similar view when searching for alternatives to visualize a play-off or championship. Our initial bubble view was too compact. It connected teams that played against each other directly. When searching for alternatives to reflect on our choice we discovered a similar visualization in a totally different context. <<https://source.open-news.org/en-US/articles/nyts-512-paths-white-house/>> <comparison of original bubble view with white house paths> This visualization gives a cleaner view of the competitors for a specific team compared to our original sketch. Hence we decided to adapt our visualization. We added an intermediate step between two teams to clearer indicate how teams competed to become NBA champion. Next to the static view, the user can interact with the visualization. When he hovers over a circle of a team, only the games played are shown by highlighting the competitors (their circles) and the curved lines that connect them. This view gets fixated when the users clicks on a team. He/she then automatically gets forwarded to the statistics view where the bubble view is still represented in the right upper corner to make sure the user keeps an overview. This view will be explained in more detail in the next section.

### **The statistics view**

The statistics view gives a user a clear overview of how a statistic has been influenced compared to the year before. The view consists of 3 parts: - Context section: the top part should

inform the user of his/her context. - An arrow section illustrating why a statistic changed - Small multiples of team statistics and how they evolve over time

#### *Context section*

The context section should inform the user at all times of the current selections that have been made. The statistics view will always be based on a specific team and season that have been selected or that are initiated. This should be clear based on the textual information in the top left. Next to that, in the top right a small bubble view is shown. It indicates the team selected and how well it performed in the play-offs during that season. When changing teams and/or season, this view gets updated as well as the textual information.

#### *Arrow section of selected statistic*

This section illustrates a change for a chosen statistic compared with the season the year before. This should give a visitor more insight into why a statistic changed over time. The change is represented by three arrows: - arrow on the left pointing towards the middle: indicating the influence of players who joined the team - arrow in the middle: indicating how the team inherent changed - arrow on the right pointing towards the middle: indicating the influence of players who left the team <figure of the statistics view> The shirts next to the arrows are the shirts of players that had the biggest contribution to that arrow. Note that these shirts don't change in size. The box on the right enables the user to change between statistics. Next to that it informs the user of which statistic has been chosen. When the user hits the circle in the middle representing the teams SRS score, he is guided to the team view. This view will be explained in more detail in the next section.

#### *Small multiples of different statistics*

Below the arrow section small multiples are shown of multiple statistics over time. The line charts enable a user to identify peaks or drops that possibly influenced the outcome of a team in this season/following seasons or previous seasons. A user interact with the visualization by shifting the bar indicating the current year displayed. By doing this the view gets updated and the user can see the impact on the team in the context section and why the statistic changes in the arrow section. An alternative to scroll through time is to use the timeline at the bottom of the page.

### **The team view**

This view as well as the statistics view should give the user the ability to search for explanations why a team is performing better or worse over seasons. On the other hand, a user can see what impact a change in team characteristics has on its overall performance. This view shows each player of the team on its field positions. Shirts aligned next to each other will thus share the same position. The size of a shirt would illustrate a player's performance on this spot. The PES score () is initiated. This view should give a user insight on how strong or weak a particular team is for a specific field position. A user can then scroll through time, see how field positions evolve and what the influence is over time. Initially we designed this view more elaborate. When the user would click on a

shirt, specific player information would be shown. Next to some general text information, we would have visualised a number of player statistics as small multiples. A bell curve should have informed how a player scores compared to his team, other players in the league on this position or all other players in the league. We considered other charts for the small multiples as well. A box plot or bullet was less clear for us to indicate where a player stands compared to the group he was compared with. Alternatives for the small multiples were evaluated as well. One good alternative was the shooting signature.**peterbeshai** However, creating such a visualization is again a project on itself and due to time constraints we left it aside. Other possibilities such as a heatmap or spider web didn't fulfill our need to give the visitor a clear overview of how a player performed compared to its peer group. <Sketch of the small multiples>

### Technology

To create the visualization, the d3 javascript framework **d3** was used in combination with **html5** and **jquery**. This allows easy access to the visualization as most modern browsers are capable of handling these technologies. The choice not to use the d3 framework for the entire visualization was made to ease the layout configuration of the visualization. Instead, html was used to do the global layout of the visualization. We opted to structure the site with multiple divs as containers. To each container we allocate a svg with a specific visualization. Eg. The statistic view is build out of x divs filled with different svg's created with the D3 framework. <sketch of how the page is structured> When working with D3js we encountered some obstacles: - A synchronous call need to be combined with synchronous calls. More specific, when a visitor uses the timeline to scroll through time, the whipping of previous visualizations was not synced with the creation of the visualisation. The resulted in whipping sections when a visualization was not created yet. Hence the view resulted in multiple figures overlapping.

### LESSONS LEARNED

?? We've learned a couple of lessons during the creation of this visualization: - Find a use case as soon as possible to built your visualization around - Each separate component should be a sufficient informative visualization on itself - Creating a custom visualization costs time and opportunities In what follows we will discuss our experience in more detail.

#### A good use case

At the beginning of this project we were able to design the 3 separate views quite quickly. Our main problem was the integrate these views as a whole. When we created drafts of two views being the bubble view and the statistics view, we suddenly noted patterns. The golden globe warriors became NBA champion a couple of years after a great uplift in SRS score. This due to a increase inside the team and because of new player joining the team in 2009. In the years following, the team kept on attracting talented players and increased the inherent team score (with ups and downs) to become NBA champion in 2015. With the team view one can even notice that the team gets stronger in centre team positions during this

period. The visualization however is missing at the moment if this reinforcement of the field positions is due to the attraction of talented people or utilizing available talent within the team.

### Each component should be informative

In order to have a good visualization as a whole, each component should be a clear and informative visualization on itself. This is a lesson learned from our work, but also when evaluating the work of peers. We started noticing that most components in a visualization lack references and hence are not informative enough. Eg. each small multiple of a statistic in the statistics view on itself gives sufficient information to stand on itself. The bar in the small multiple indicates the score in the selected season and enables the user to evaluate that score over time. Have there been better scores, or worse scores. Is this score part of an upward movement during years? For this reason we can argue that the circle representing the teams SRS score in the statistics view is not the best choice. We could have chosen a bar chart with an indication of the best and worst score for that specific team over time or for the best and worst team in that season.

### Custom visualizations

Before exploring what is out there in the D3js world, we made our own sketches. This is how we came up with the 3 custom views that makes our visualization. When comparing our design with alternatives we could not find something that satisfied our needs. Nonetheless, they gave us inspiration to fine tune our designs. Although we are happy very happy with our result and we are convinced it was the right choice reach our goal, it had some draw backs. We noted that other teams had more freedom in exploring multiple different visualizations which enabled them to evaluate different options with trial and error. A luxury we did not have. We could have prepared our data in a format that was more compatible with out of the box examples, but this would have had too much of an impact on our result. Next to that, although we've tried to write our code as general as possible, we're not convinced this could be shared in such a way that other information visualizer could easily re-use our work to visualize other sports.

### CONCLUSION

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