

Overall, Hunter Dickinson had a solid year proving to be highly efficient with large volume. He shot exceptionally well from three with his percentage rising about 9% from last year and his two-point percentage stayed relatively the same compared to prior years. There was a dip in his free throw percentage, but 73% from the line is still above the league average.

His shot selection this season consisted largely at the rim with 63% of his shots coming from there. The rest of his shots were divided evenly with 11% coming from short mid-range, 13% from long mid-range, and 13% from three. We would like to lower the number of long mid-range shots he shoots in the future as he shot 40% from this range, whereas from three he shot 42% on the same volume. Instead of the long two, he should take it to the rim (where he shoots at a much more efficient rate) or take a step back and shoot the three for a higher expected value.

On an efficiency basis, it is pretty clear: we win or lose based on how Hunter plays. His most efficient games (Purdue Fort Wayne, home vs Maryland, EMU, and Nebraska) were all games where we won comfortably for the most part. His least efficient (at PSU, CMU, ASU, and UNC) were our worst losses of the season. Simply, we need to get hunt involved early and often, especially in the paint if we want to be successful.

Lastly, Hunter was playing his best ball at the end of the season, averaging 22 PPG, 56% FG, and 44% from three in the last 4 games of the season. His minutes per game also increased by about 25% in that time, compared to the beginning of the season. His worst stretch of the season came from games 11-15 (UNC, CMU, Maryland, PSU, and at MSU), where he shot 55% FG, 25% from three, and 65% FT. These games were his least efficient games of the season as well and the team went 2-3 in this frame with two of the losses coming from non-NCAA tournament teams.