

# Ballpark Bookie

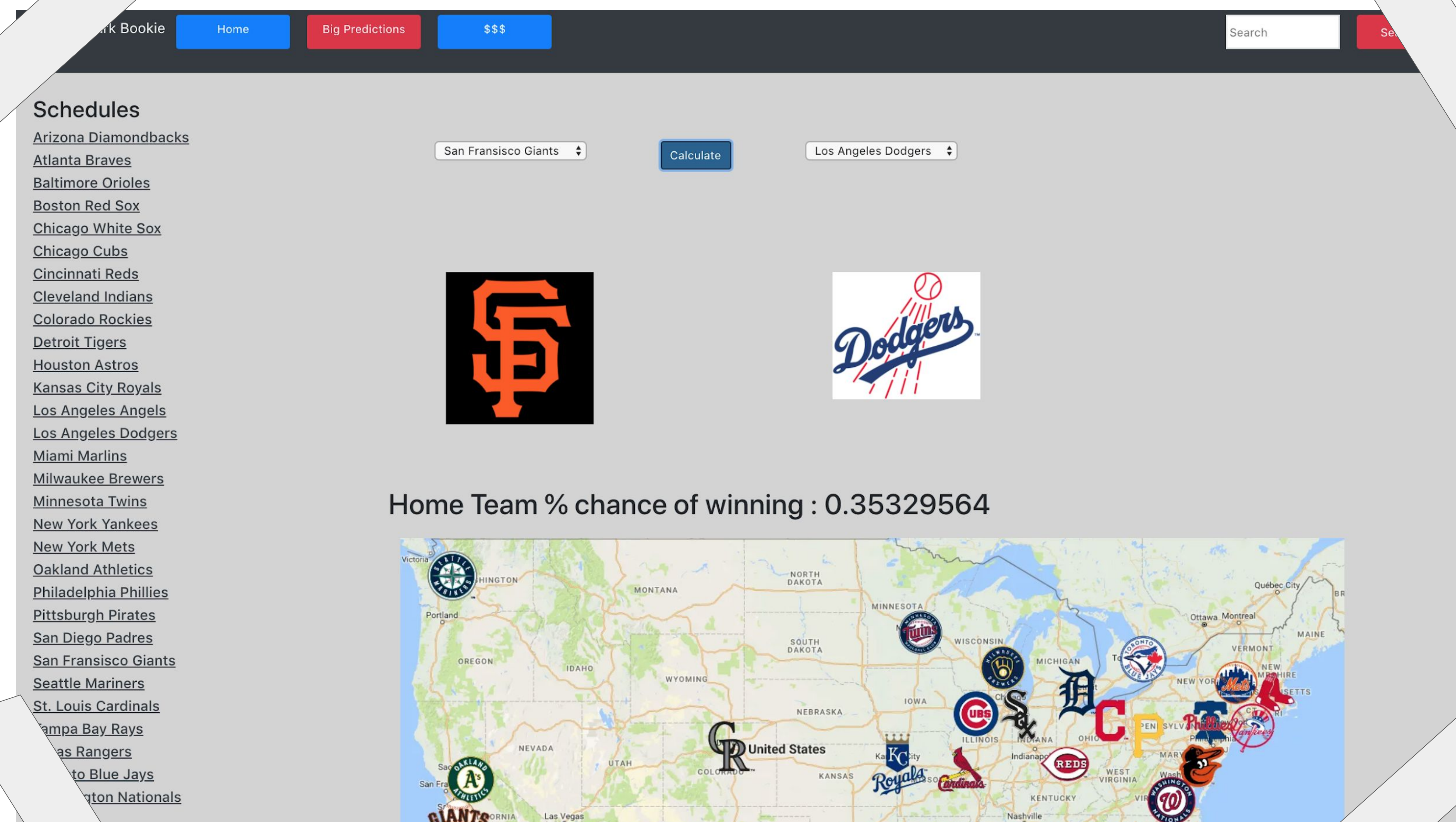
CMSI 402 Spring 2020

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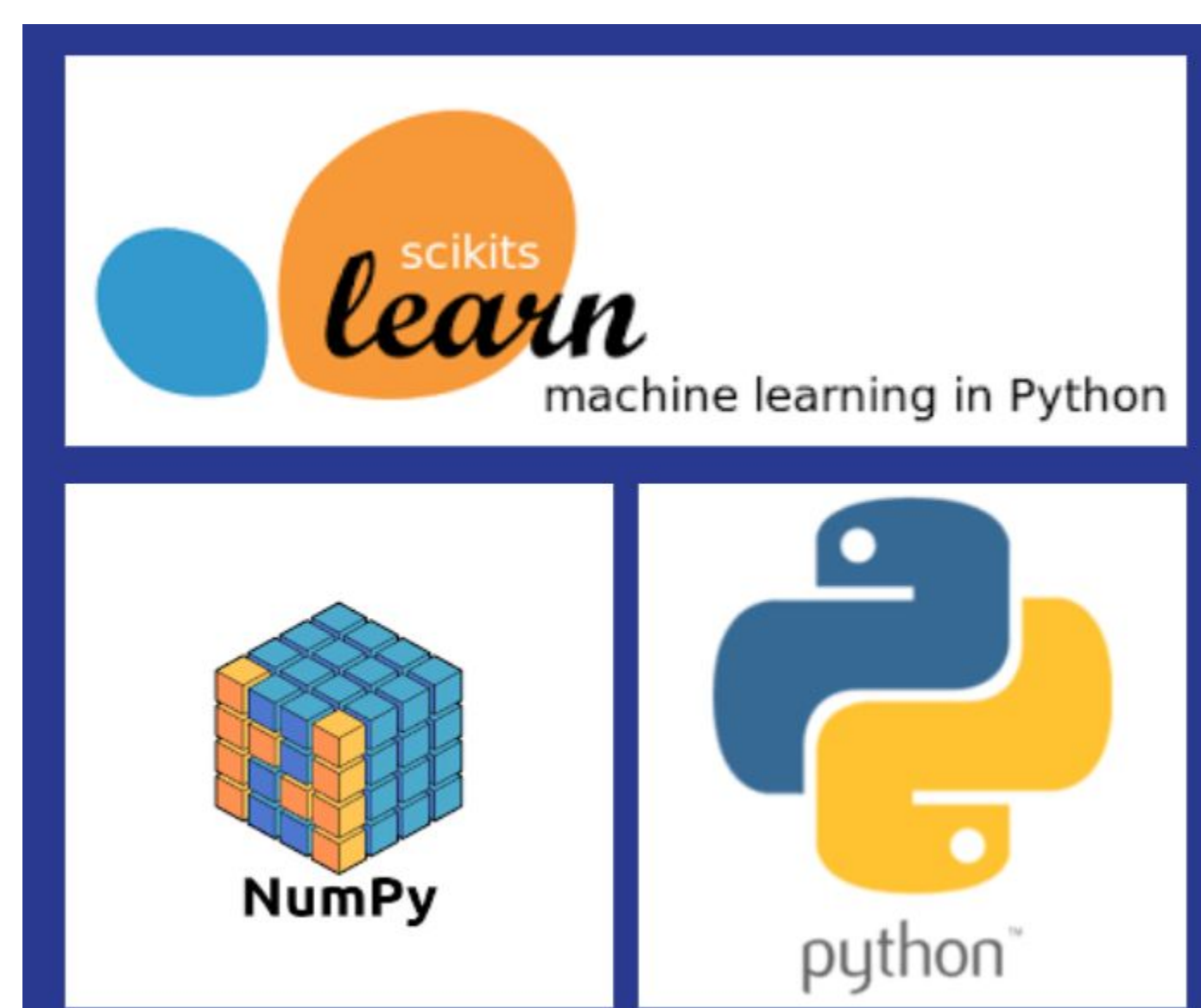


## Why Work On BallPark Bookie

- This project interested everyone in the group
  - Econometrics, Major League Baseball, Statistics, etc.
- Startup Experience
- Curiosity about what is possible



## Resources



## Overview

### What Our App Does

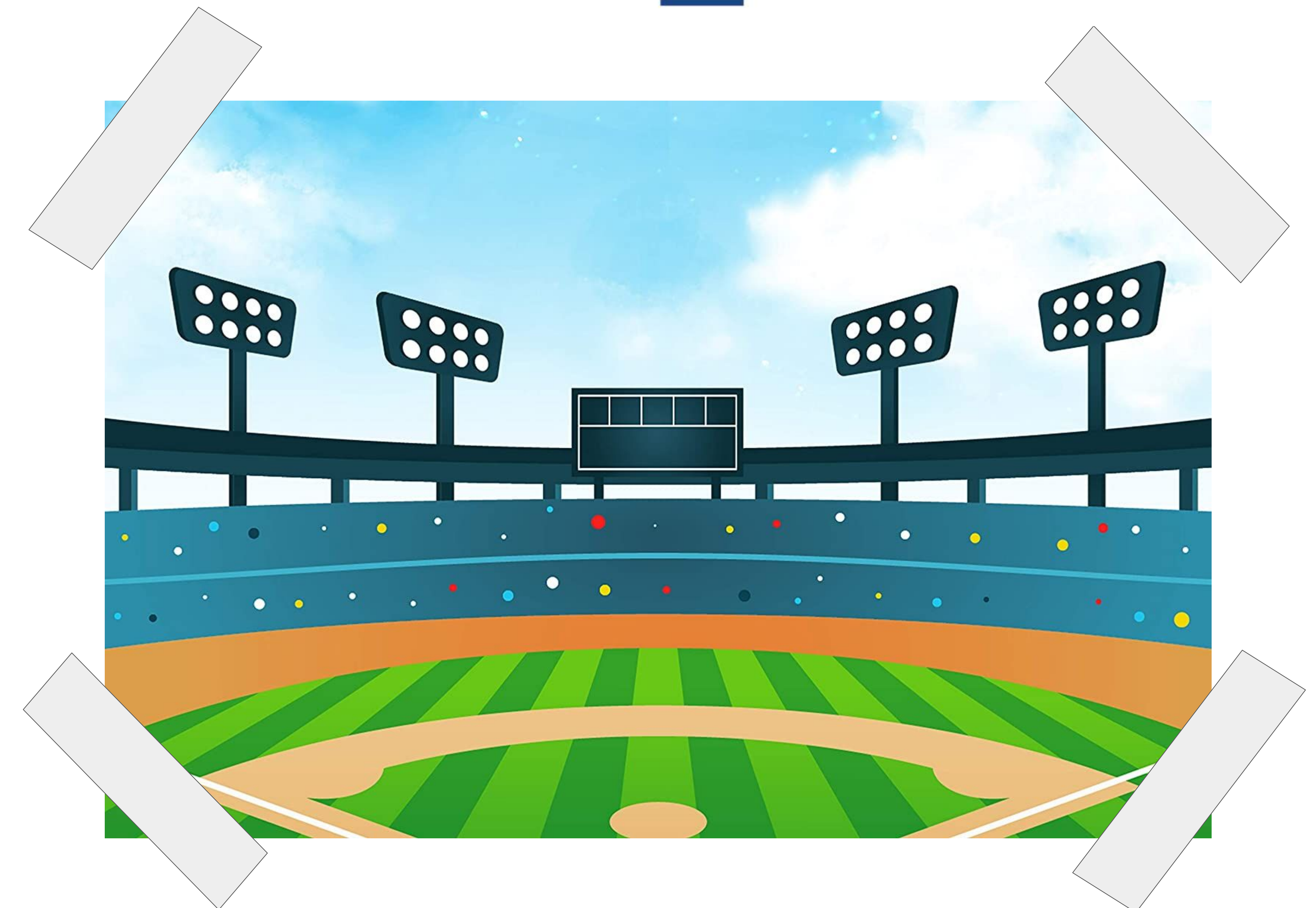
Ballark Bookie predicts the outcome of a MLB game with a percentage chance. This is possible because of our access to the My Sports Feeds API which has detailed statistics for every game starting back in 2016.

### How It's Different

Most resources for sports are biased and their predictions can suffer as a result. Our predictions are driven purely from data and that will help the user inform their decisions.

## Algorithm

The Algorithm takes seasonal aggregate statistics and ranks them by comparing team inputs. With the compared values, we use logistic regression to apply learned weights to each variable and output the most likely winner



## Challenges & Results

- It was Difficult to improve accuracy from last semester.
  - Instead of just looking at team aggregate stats we collected from each player and also compared teams wins in different stadiums.
  - There was only around a half a percent increase in accuracy.
  - Our accuracy ranged from 58% to 61% and that was around what other similar projects have achieved. We reached what accuracy is possible with just pure numbers.
- For this semester we also integrated the backend algorithm into the front end web app instead of having the results hardcoded.