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The Indiana Pacers 2025 Play- off Run: Discovering Trends to Predict Future Game Outcomes

Introduction

- The Goal: Predict the outcome (Win/Loss) of Indiana Pacers games based on the *composition* of the teams playing, rather than just team-level averages.
- Box score data from each game
- Base on 2024-25 Indiana Pacers season

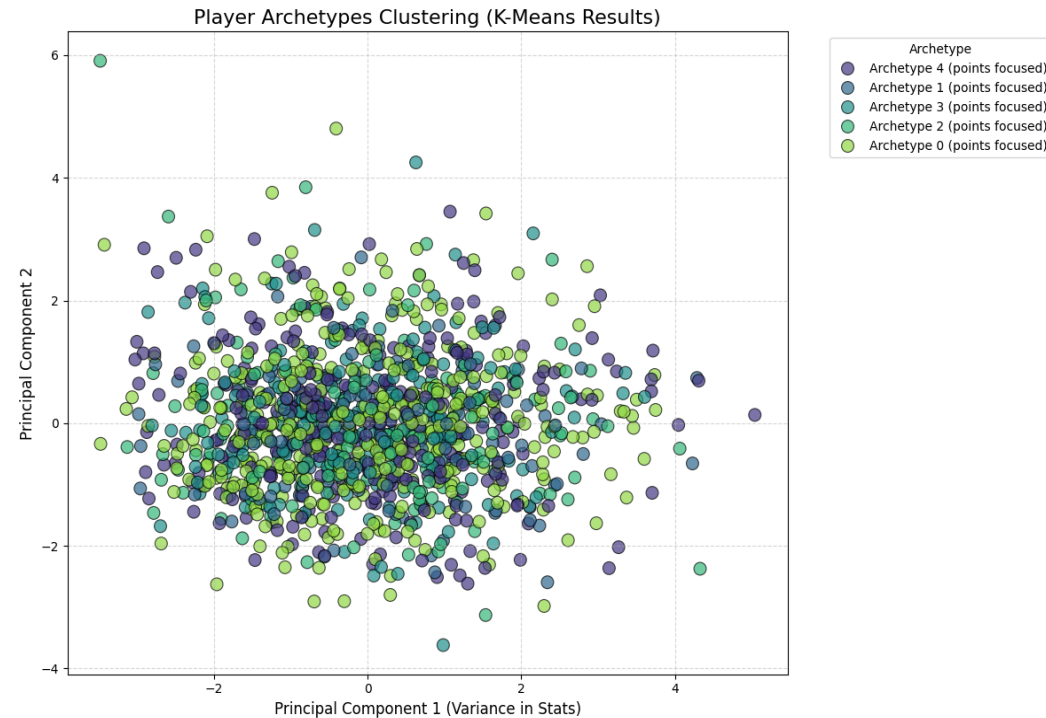
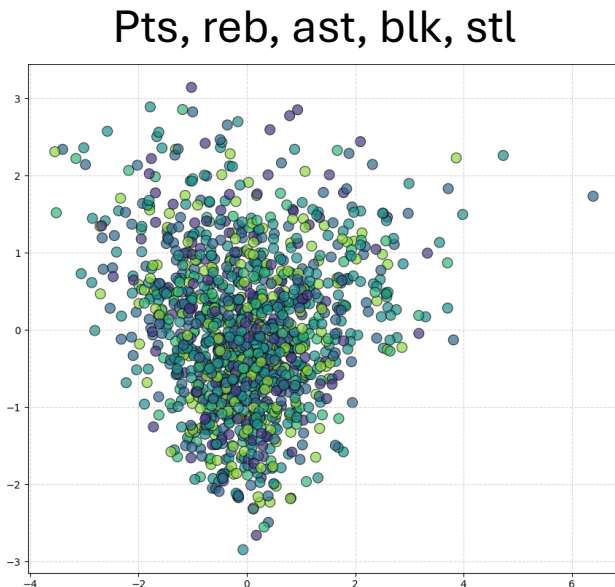
Dataset

- The dataset came from the nba_api
- Data includes each individual players stats
- We standardized data to be per 36min
- Preprocessing Steps:
 - Filtering: Excluded players with < 10 minutes played to remove "garbage time" noise.
 - Normalization: Converted all key stats (Points, Rebounds, Assists, etc.) to "Per 36 Minutes" to compare starters and bench players on an equal footing.
- Dataset:
 - Scope: All Pacers games from the 2024-2025 Season (Regular Season + Playoffs).
 - Volume: 105 games total, ~2,890 player-game records.

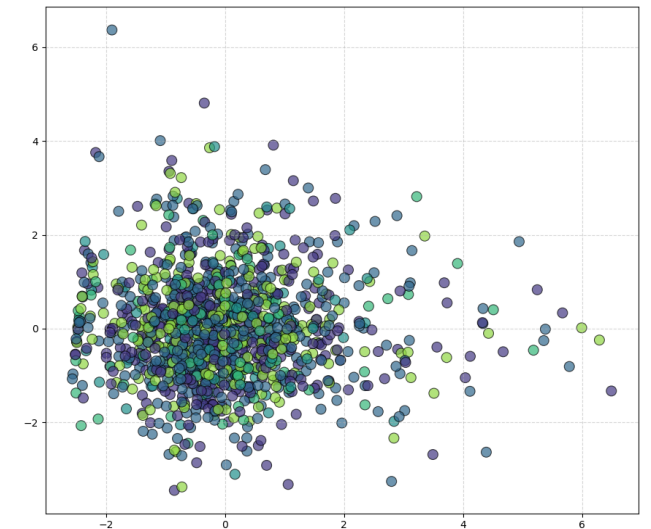
Feature Engineering: Player Archetypes Labels

- We tried several different combinations of stats in order to categorize the players into five archetypes
- Using these stats, we would be able to see what clusters form and categorize players that way

Selected: pts, reb, ast, stl, blk, to, 3pm, fga



Pts, reb, ast, blk, stl, 3P%, fg%



Testing

- Used 80% of the games for training, 20% for testing
- K-NN Classification Accuracy = 0.62
- Naive Bayes accuracy = 0.57
- Logistic Regression accuracy = 0.52

K-NN Classification

	precision	recall	f1-score	support
0	0.00	0.00	0.00	6
1	0.68	0.87	0.76	15
accuracy			0.62	21
macro avg	0.34	0.43	0.38	21
weighted avg	0.49	0.62	0.55	21

Naïve Bayes

	precision	recall	f1-score	support
0	0.20	0.17	0.18	6
1	0.69	0.73	0.71	15
accuracy			0.57	21
macro avg	0.44	0.45	0.45	21
weighted avg	0.55	0.57	0.56	21

Logistic Regression

	precision	recall	f1-score	support
0	0.17	0.17	0.17	6
1	0.67	0.67	0.67	15
accuracy			0.52	21
macro avg	0.42	0.42	0.42	21
weighted avg	0.52	0.52	0.52	21