3X3 BASKETBALL GAMES' DATA STATISTICS & ANALYSIS

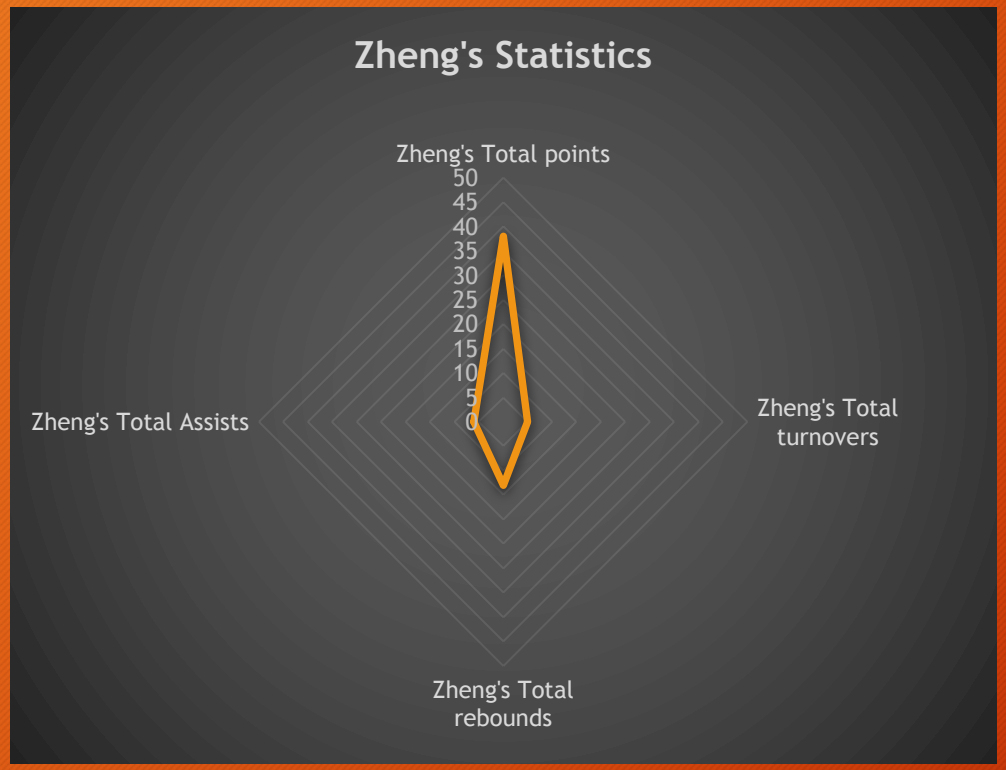
Produced by Kun Huang

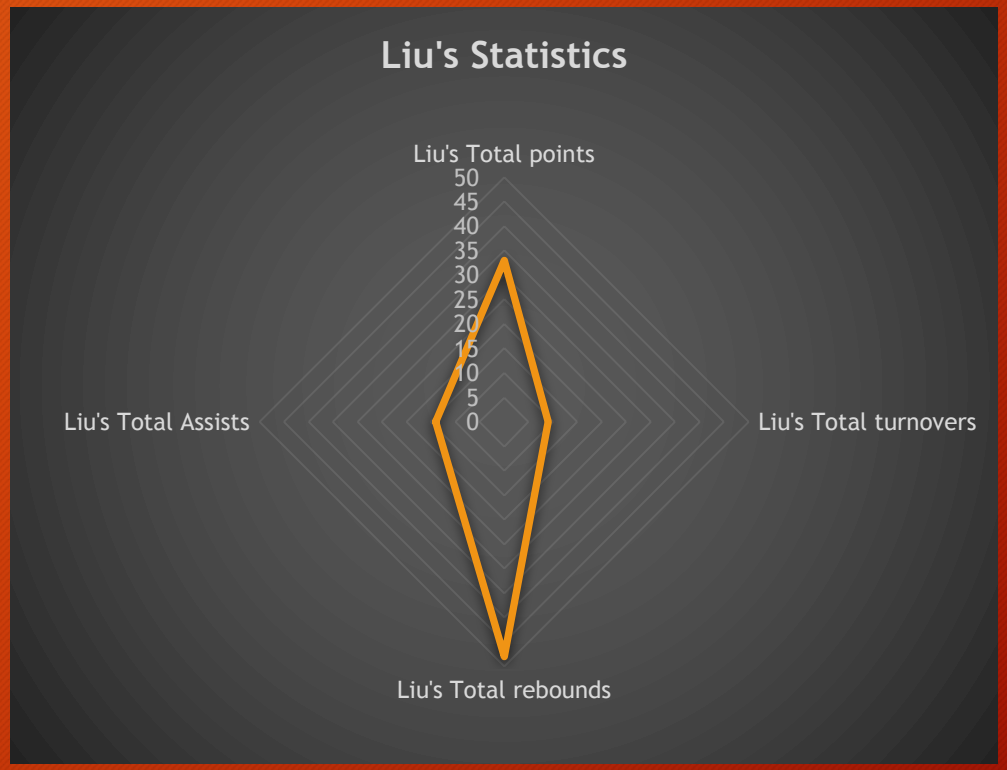
2018

INTRODUCTION

- In this project, I am going to make data summaries of several basketball games to find the most efficient score way for our team/ each player and also the weakness we have.
- I collected all the necessary data from 6 recorded videos of 3X3 basketball games. (We only had 6 games so that some conclusion might not be such convinced. The cardinality is too small)

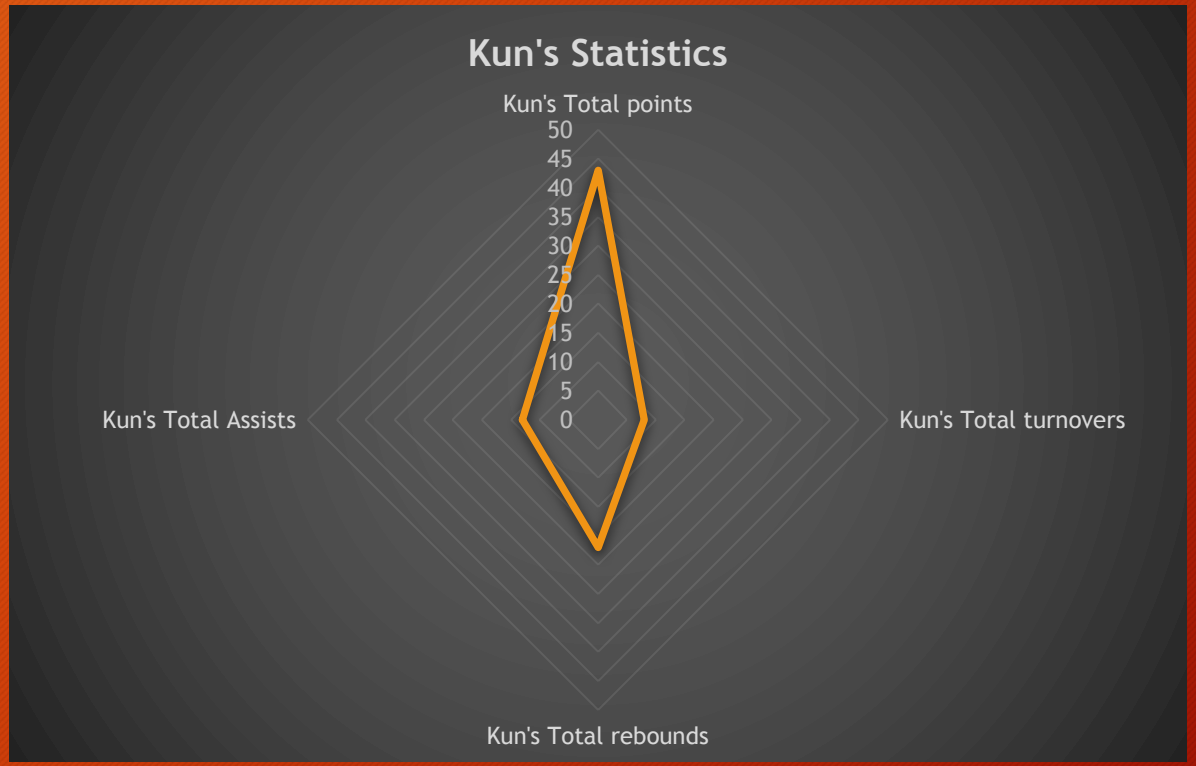
The Stats for each player (1)



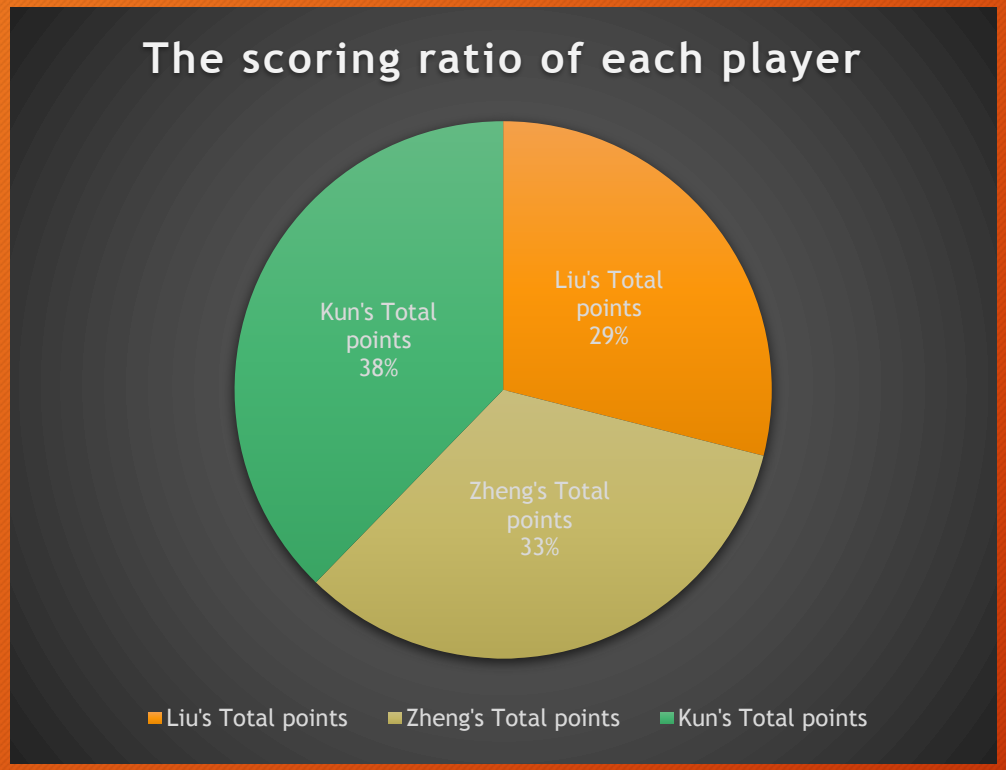


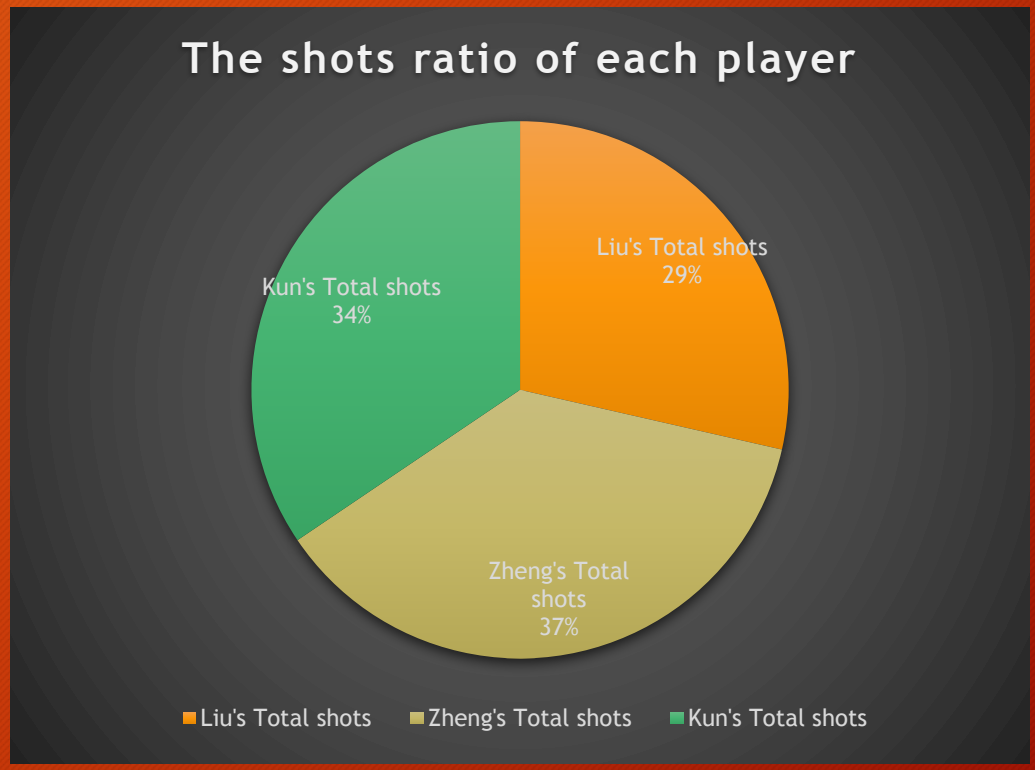
The Stats for each player (2)

- The radar graph shows the total statistics with four edges for 6 games of each player. There are total points, total assists, total rebounds and total turnovers at each edge respectively.
- These radar graph could show each player's ability at some point but as I mentioned before, the cardinality is too small.



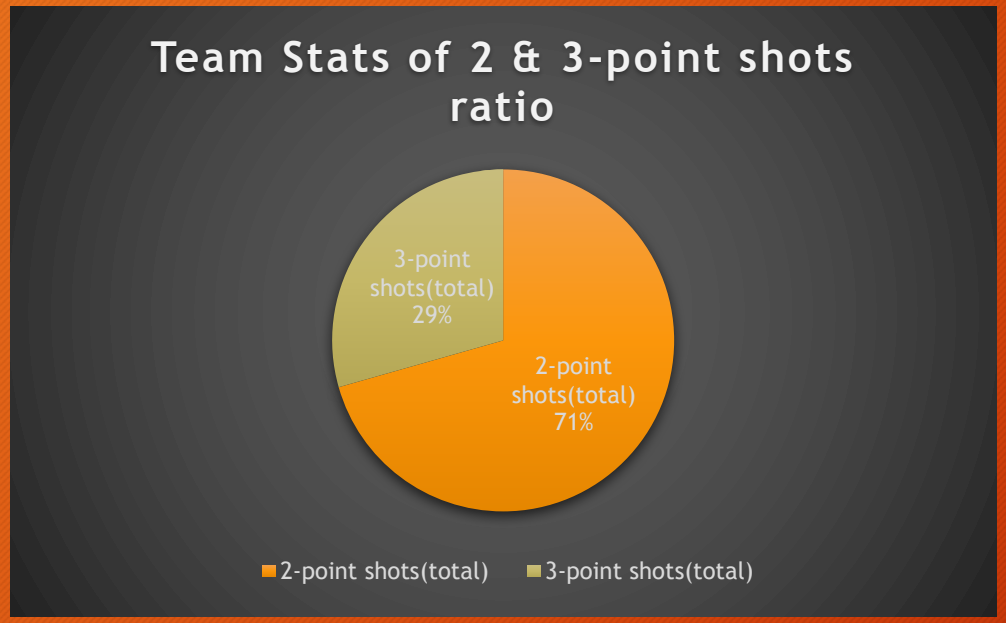
The contribute for each player in scoring efficient



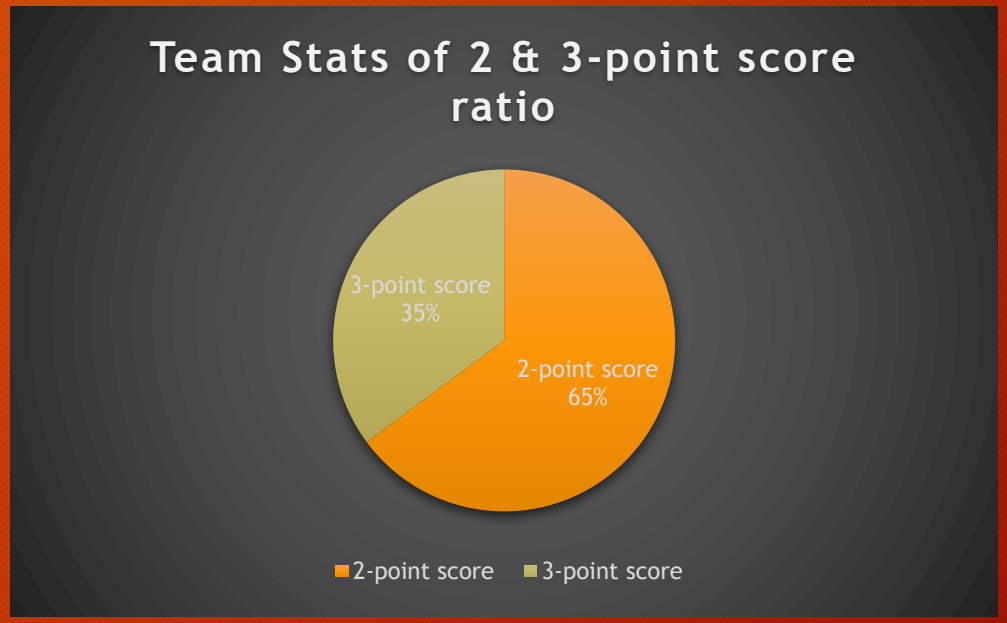


Team statistics

The ratio of different shots

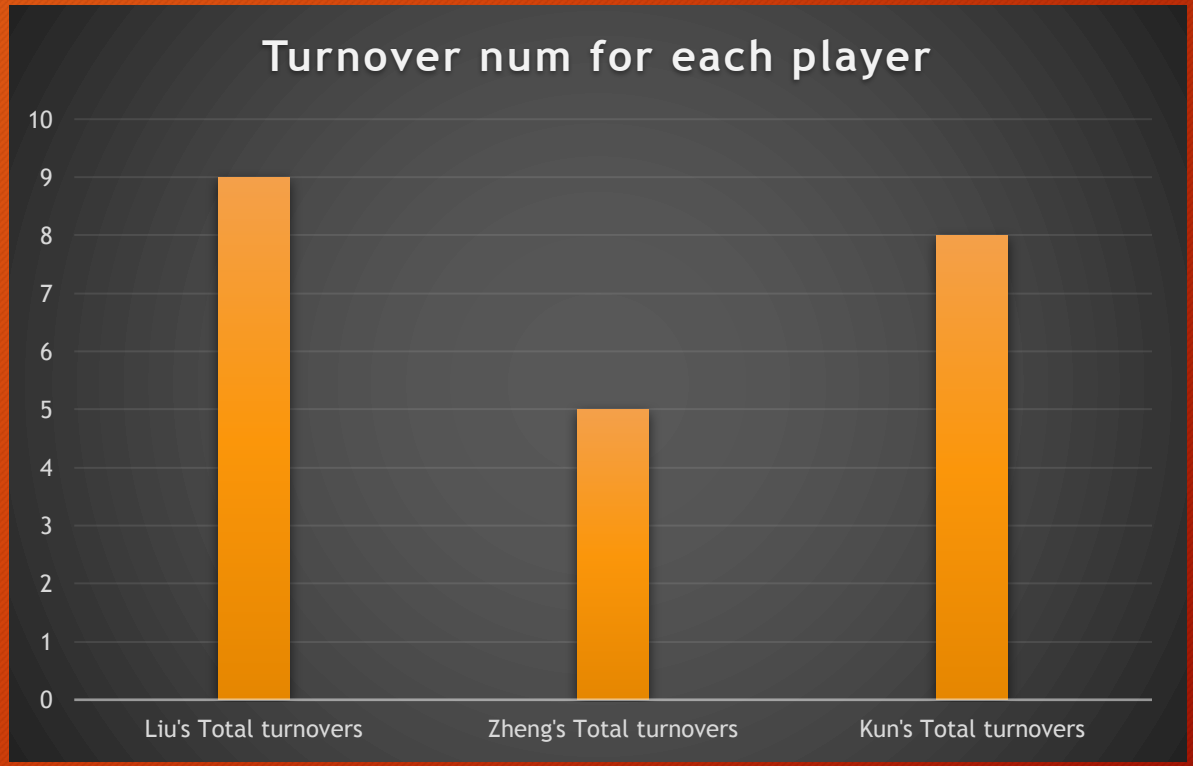


The ratio of different shots scoring



Turnovers

This graph shows the total number of turnovers for each player in the six games. The average times of turnover per game is 22/6 =3.67. This is quite a lot for a basketball game.



Conclusion (so far by the above data)

- Turnovers! The first point is the turnover. Our team needs to reduce the number of turnovers.
- Every team member needs to improve their ability. (especially Zheng needs to catch up)
- Our team could increase the number of 3-point shot. The data shows we have a higher point transfer rate in the 3-point shot.