#### Abstract

### Contents

| 1 | Introduction 1   |                       |   |  |  |  |  |
|---|------------------|-----------------------|---|--|--|--|--|
|   | 1.1              | Motivation            | 1 |  |  |  |  |
|   | 1.2              | Aims                  | 1 |  |  |  |  |
|   | 1.3              | Methodology           | 1 |  |  |  |  |
| 2 | Lite             | erature Review        | 2 |  |  |  |  |
| 3 | SPI              | TCH                   | 4 |  |  |  |  |
|   | 3.1              | General               | 4 |  |  |  |  |
|   | 3.2              | Game Rules            | 4 |  |  |  |  |
|   | 3.3              | Scoring System        | 4 |  |  |  |  |
|   | 3.4              | Competitors           | 4 |  |  |  |  |
| 4 | Data             |                       |   |  |  |  |  |
|   | 4.1              | Used Data             | 5 |  |  |  |  |
|   | 4.2              | Descriptive Analytics | 5 |  |  |  |  |
|   | 4.3              | Data Preparation      | 5 |  |  |  |  |
| 5 | Mo               | delling               | 6 |  |  |  |  |
|   | 5.1              | Optimization          | 6 |  |  |  |  |
|   | 5.2              | Prediction            | 6 |  |  |  |  |
| 6 | Machine Learning |                       |   |  |  |  |  |
|   | 6.1              | Feature Selection     | 7 |  |  |  |  |
|   | 6.2              | Model Selection       | 7 |  |  |  |  |
|   | 6.3              | Model Training        | 7 |  |  |  |  |

| Contents | III |
|----------|-----|

| 7               | Evo                         | luation                | 8            |  |  |  |  |
|-----------------|-----------------------------|------------------------|--------------|--|--|--|--|
| •               |                             |                        | _            |  |  |  |  |
|                 | 7.1                         | Combinatorial Model    | 8            |  |  |  |  |
|                 | 7.2                         | Machine Learning Model | 8            |  |  |  |  |
|                 | 7.3                         | Performance Comparison | 8            |  |  |  |  |
| 8               | Con                         | clusion                | 9            |  |  |  |  |
| List of Figures |                             |                        |              |  |  |  |  |
| List of Tables  |                             |                        |              |  |  |  |  |
| So              | urce                        | Code                   | $\mathbf{C}$ |  |  |  |  |
| Bibliography    |                             |                        |              |  |  |  |  |
|                 | A.1                         | Diagrams               | G            |  |  |  |  |
|                 | A.2                         | Tables                 | G            |  |  |  |  |
|                 | A.3                         | Screenshots            | G            |  |  |  |  |
|                 |                             | Graphs                 | G            |  |  |  |  |
| De              | Decleration of Authenticity |                        |              |  |  |  |  |

#### Introduction

- 1.1 Motivation
- **1.2** Aims
- 1.3 Methodology

#### Literature Review

This chapter aims to present the current state of research in two different domains. The first is about predicting sporting events using machine learning. The latter examines sports betting with a particular focus on betting odds and how these can help to predict events in the future.

The established guidelines of Brocke et al., 2015 and Webster and Watson, 2002, were used to determine the research status and respectively document the literature search process. As stated by Webster and Watson, two types of literature reviews exist. This literature review belongs to the second type, which is, according to Webster and Watson, in general, shorter and where 'authors [...] tackle an emerging issue that would benefit from exposure to potential theoretical foundations' (Webster and Watson, 2002, p. 14). First, as recommended by Brocke et al., the literature search process is documented as accurately as possible to facilitate future research on this topic. Then, the literature found is summarised in a concept matrix according to Webster and Watson and examined according to specially selected criteria. On this basis, research gaps get identified, and finally, the research question for this thesis gets formulated.

According to Brocke et al., in order to find relevant literature on the research areas dealt with in the thesis, the topic must first be divided into individual concepts. These concepts help to find literature in scholarly databases using keyword search. The keywords searched for in this thesis were 'fantasy football', 'machine learning', 'prediction' and 'betting odds'. The keywords were entered in every existing constellation to find articles that do not correspond to all keywords. Based on the research of Gusenbauer, 2019, Google Scholar

and *Microsoft Academic*, the most extensive academic search engines were used for the literature search. When selecting the results from this search, attention was paid to the currently awarded VHB journal rankings (see V., 2015) for the sub-field of business informatics to ensure that the literature researched is of high quality. One journal that would be less considered following this approach, but seems extremely relevant to the research in this thesis, is the *Journal of Quantitative Analysis in Sports* (JQAS). This journal gets published by the American Statistical Association (ASA), which according to themselves, 'is the world's largest community of statisticians' (see About ASA 2021). Using the papers from the JQAS and journals highly ranked by the VHB, the remaining literature got found using backward search and forward search suggested by Webster and Watson.

### **SPITCH**

- 3.1 General
- 3.2 Game Rules
- 3.3 Scoring System
- 3.4 Competitors

#### Data

- 4.1 Used Data
- 4.2 Descriptive Analytics
- 4.3 Data Preparation

## Modelling

- 5.1 Optimization
- 5.2 Prediction

## Machine Learning

- 6.1 Feature Selection
- 6.2 Model Selection
- 6.3 Model Training

#### Evaluation

- 7.1 Combinatorial Model
- 7.2 Machine Learning Model
- 7.3 Performance Comparison

Conclusion

# List of Figures

### List of Tables

## Source Code

Source Code D

Source Code E

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## Appendix A

- A.1 Diagrams
- A.2 Tables
- A.3 Screenshots
- A.4 Graphs

#### Decleration of Authenticity

I declare that I wrote this thesis on my own and did not use any unnamed sources or aid. Thus, to the best of my knowledge and belief, this thesis contains no material previously published or written by another person except where due reference is made by correct citation. This includes any thoughts taken over directly or indirectly from printed books and articles as well as all kinds of online material. It also includes my own translations from sources in a different language. The work contained in this thesis has not been previously submitted for examination. I also agree that the thesis may be tested for plagiarized content with the help of plagiarism software. I am aware that failure to comply with the rules of good scientific practice has grave consequences and may result in expulsion from the program.

Berlin, 13/09/2021

Jakob Heine