Jonathan Greenberg

Report #6

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NEW STUFF NEED TO WRITE

Still creating more categories are based on the notes column: body part, injury, severity of injury, time out for (DTD, indefinitely)

I removed all of the rows where the event was a player returning from injury because I’m only interested in the events where they are injured, and then also created a different column called player with the player’s name. Still looking to create more visualizations, look into multidimensional parallel line visualization for types of injuries or players. This will be easier once I get the new data.

Other questions I will be able to answer regardless of whether I can get the important data: Can we predict based on physical attributes what kind of injuries players are more likely to get, thereby injury prevention can be more tailored to each player?

ML models:

* Using the newly generated features for types of injuries, can I predict a given feature.
* Using neural networks, decision trees, to predict types of injury.
* Use analysis to determine the need for a player to be resting, track their last n games and determine whether or not a rest is advisable to prevent soreness etc.
* Clustering analysis for the types of injuries, or the players, or the teams (i.e. which teams have the most similar injuries)

I need all of the game logs before the injury, and also all of the NBA rest schedule, those can all be columns in predicting an injury or a type of injury.

For example how many back-to-back games have they played, or how many 3 days off have they had before the injury. Additionally the minutes played prior to injury and who knows what else I will find correlates with injuries.

The total will be $260 dollars and it will help in my research in Load Management in the NBA: an analysis of injuries and rest of NBA players in today’s league.

