# References

**I. Research Journals and Studies**

1. Owen, R., Owen, J. A., & Evans, S. (2024). Artificial intelligence for sport injury prediction. In Artificial Intelligence for Sport Injury Prediction. Springer.

2. Lu, Y., Pareek, A., Lavoie-Gagne, O. Z., Forlenza, E. M., Patel, B. H., Reinholz, A. K., Forsythe, B., & Camp, C. L. (2022). Machine learning for predicting lower extremity muscle strain in National Basketball Association athletes. The Orthopaedic Journal of Sports Medicine, 10(7), 23259671221111742.

3. Papageorgiou, G., Sarlis, V., & Tjortjis, C. (2024). Evaluating the effectiveness of machine learning models for performance forecasting in basketball: A comparative study. Knowledge and Information Systems, 66, 4333–4375.

4. Chmait, N., & Westerbeek, H. (2021). Artificial intelligence and machine learning in sport research: An introduction for non-data scientists. Frontiers in Sports and Active Living, 3, Article 682287.

5. Dindorf, C., Bartaguiz, E., Gassmann, F., & Fröhlich, M. (2022). Conceptual structure and current trends in artificial intelligence, machine learning, and deep learning research in sports: A bibliometric review. Preprint.

6. Li, S., & Zhang, W. (2022). Evaluation method of basketball teaching and training effect based on wearable devices. Frontiers in Physics, 10, Article 900169.

7. Yang, X. (2024). Construction of measurement index system of basketball players' specific physical fitness training based on AI intelligence and neural network. Molecular & Cellular Biomechanics, 21(1), 250.

8. Georgievski, B., & Vrtagic, S. (2021). Machine learning and the NBA game. Journal of Physical Education and Sport.

9. Simenz, C. J., Dugan, C. A., & Ebben, W. P. (2005). Strength and conditioning practices of National Basketball Association strength and conditioning coaches. The Journal of Strength and Conditioning Research, 19(3), 495–504.

## II. Books

1. Braun, N. (2023). Learn to code with basketball.

2. Matthes, E. (2023). Phyton crash course 3rd edition: A hands-on, project-based introduction to programming. No Starch Press.

3. Foran, B. (2026). Complete conditioning for basketball: National Basketball Strength & Conditioning Association. Human Kinetics.

4. Gillett, J. & Burgos, B. (2020). Strength Training for Basketball: National Strength and Conditioning Association. Human Kinetics.

## III. Websites

1. National Basketball Association. (n.d.). NBA official website. https://www.nba.com
(**Note:** NBA player performance statistics and profile pictures from two famous players, LeBron James and Luka Dončić, from the current Los Angeles Lakers were obtained here and used for the app)

2. Pro Sports Transactions Archive. (n.d.). Pro Sports Transactions.
https://www.prosportstransactions.com/
(**Note:** NBA player injury statistics were obtained here and used for the app)

3. Braun, N. (2025). Fantasy Math: Fantasy sports predictions and analytics. Fantasy Math.
https://fantasymath.com/

4. Broni, K. (2020). KenBroTech. YouTube. https://www.youtube.com/@KenBroTech

5. Gilermo, D. (n.d.). NBA players stats [Dataset]. Kaggle.
https://www.kaggle.com/datasets/drgilermo/nba-players-stats/data

6. Lauton, L. (n.d.). NBA injury stats (1951-2023) [Dataset]. Kaggle.
https://www.kaggle.com/datasets/loganlauton/nba-injury-stats-1951-2023

7. Lounias, T. (n.d.). NBA stat scrape and analysis [Kaggle Notebook]. Kaggle.
https://www.kaggle.com/code/themelissoulounias/nba-stat-scrape-and-analysis

8. Chiodi, A. (n.d.). NBA injury forecasting [Code notebook]. Kaggle.
https://www.kaggle.com/code/anthonychiodi/nba-injury-forecasting

9. Liu, I. C. (n.d.). NBA player stats and injured data from '13 to '23 [Dataset]. Kaggle.
https://www.kaggle.com/datasets/icliu30/nba-player-stats-and-injured-data-from-13-to-23

## IV. AI Tools Section

1. ChatGPT Plus (AI tool) - Assisted in every step of the app's creation: ideas generation, algorithm benchmarking, prediction, creating the kanban board, coding (with comments), debugging, report creation (including ReadMe file), survey creation, and data analysis.

## V. Technology Stack

1. Amazon. (2024). Amazon Prime [E-commerce platform]. https://www.amazon.com/prime

2. Bootstrap Team. (2024). Bootstrap (Version 5) [Front-end framework].
https://getbootstrap.com

3. Braun, N. (2024). Fantasy Math [Sports data science platform].
https://www.fantasymath.com

4. Canva. (2024). Canva Pro [Design software]. https://www.canva.com
(**Note:** Photos of basketball players shown in this final report including the previous proposal, progress and midterms reports that were submitted were obtained and used from Canva)

5. Chart.js Contributors. (2024). Chart.js (Version 4) [JavaScript charting library].
https://www.chartjs.org

6. DataCamp. (2024). DataCamp [Online learning platform]. https://www.datacamp.com

7. Django Software Foundation. (2024). Django (Version 5.2) [Web framework].
https://www.djangoproject.com

6. GitHub. (2024). GitHub [Code hosting platform]. https://github.com

7. Hipp, D. R. (2024). SQLite (Version 3) [Database engine]. https://www.sqlite.org

8. Hunter, J. D. (2007). Matplotlib: A 2D graphics environment. Computing in Science & Engineering, 9(3), 90–95. https://matplotlib.org

9. Microsoft. (2024). Microsoft Office 365 [Productivity suite].
https://www.microsoft.com/microsoft-365

10. Microsoft. (2024). Microsoft Forms [Survey tool]. https://forms.office.com

11. Microsoft. (2024). Microsoft Outlook [Email client]. https://outlook.office.com

12. Microsoft. (2024). Microsoft Excel [Spreadsheet software].
https://www.microsoft.com/microsoft-365/excel

13. NumPy Developers. (2024). NumPy (Version 2) [Python library]. https://numpy.org

14. OpenAI. (2024). ChatGPT (GPT-4) [Large language model]. https://chat.openai.com/

15. Pandas Development Team. (2024). Pandas (Version 2) [Python library].
https://pandas.pydata.org

16. Pedregosa, F., Varoquaux, G., Gramfort, A., Michel, V., Thirion, B., Grisel, O., … &
Duchesnay, É. (2011). Scikit-learn: Machine learning in Python. Journal of Machine Learning
Research, 12, 2825–2830. https://scikit-learn.org

17. Python Software Foundation. (2024). Python (Version 3.12) [Programming language].
https://www.python.org

18. Tieleman, T. (2024). Joblib (Version 1.4) [Model serialization tool].
https://joblib.readthedocs.io

19. Willison, A. (2024). Pillow (Version 11.1) [Image processing library]. https://python-pillow.org

20. Udemy. (2024). Udemy [Online learning platform]. https://www.udemy.com

21.YouTube. (2024). YouTube [Video sharing platform]. https://www.youtube.com

Jupyter Project. (2015). Jupyter Notebook [Interactive computing platform]. https://jupyter.org

**VI. Instructor**
1. Nikhil Bhardwaj's CSIS4260 Special Topics in Data Analytics - he made the researcher do an
assignment which required him to use benchmarks and dashboards to compare the
algorithms that were used.