**A real-time data-driven**

**Coach assistant for basketball**

The idea of this project is to create a real-time data-driven app that can help Coaches’ decisions - game plans, line-ups, in-game substitutions, and more – by tracking the overall performance of the team and the individual performance of single players live. Through a simple and intuitive dashboard, coaches and their staff can, for instance, discover key features about their upcoming opponent in the days leading to a game, or check if a player is underperforming or overperforming during the game itself.

More than answering a specific research question, the project aims at delivering a working proof of concept. From the back-end point of view, this will require not only the application of various data mining and data analysis techniques to the NBA dataset provided, including Subgroup Discovery. The front-end architecture will ideally be web-based to maximize platform compatibility.

The app development will be structured, to avoid possible issues due to the limited time span, in a modular fashion: different features (opponent analysis, line-up selection, live match analysis, etc.) will be developed independently and sequentially before being added to what has already been achieved.