SCHEDULION

PROJECT PROPOSAL

Joey Ortiz, Nick Morgan, Andrew Seaman, and Tigerlilly Zietz

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MOST VALUABLE PLAYERS

ANDREW

BACK-END ENGINEER
ARTIFICIAL INTELLIGENCE
MACHINE LEARNING

TIGERLILLY

FRONT-END ENGINEER

JOEY

ARTIFICIAL INTELLIGENCE
MACHINE LEARNING

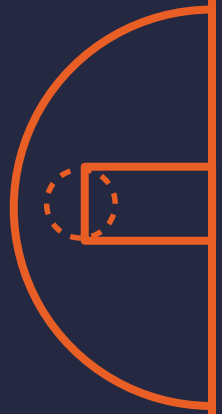
NICK

BACK-END ENGINEER
ARTIFICIAL INTELLIGENCE
MACHINE LEARNING

OUR PROJECT

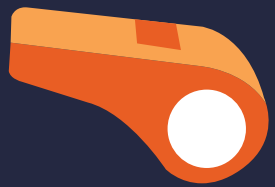
Optimization meets probability meets constraint satisfaction

Algorithms and Artificial Intelligence fans unite!



A system that can assist LMU's basketball team and coaches in **constructing the *best* schedule of opponent teams** for **LMU's basketball season**

OUR PURPOSE



WINS

Provide LMU's basketball department with the resources to produce a schedule conducive to wins

QUALITY GAMES

Schedule opponents that ensure a strong strength of schedule by calculating the multivariable *NET* score

AUTOMATION

Automate a tedious task previously done by-hand and prone to human-error

N.E.T. RANKING

1 TEAM VALUE INDEX

Takes into account opponent, location, and winner

2 NET EFFICIENCY

A team's offensive efficiency minus its defense efficiency

3 WINNING PERCENTAGE

Calculated by dividing a team's wins by its total games played

4 ADJUSTED WIN PERCENTAGE

A winning percentage that is weighted based on location and result

5 SCORING MARGIN

A team's total points minus its opponent's points

PROJECT SCOPE

ALGORITHM

Form a model that produces the *NET* value, given the variables, past schedules, and raw data

MACHINE LEARNING

Produce a model that assigns a score to each opponent and computes strength of schedule for a given schedule

APPLICATION

A desktop application and schedule building platform to allow the LMU Athletics Department to login and create schedules conducive to wins

SCHEDULIONS

THANK YOU

Any Questions?