

NBA SHOT DATA VISUALIZATION

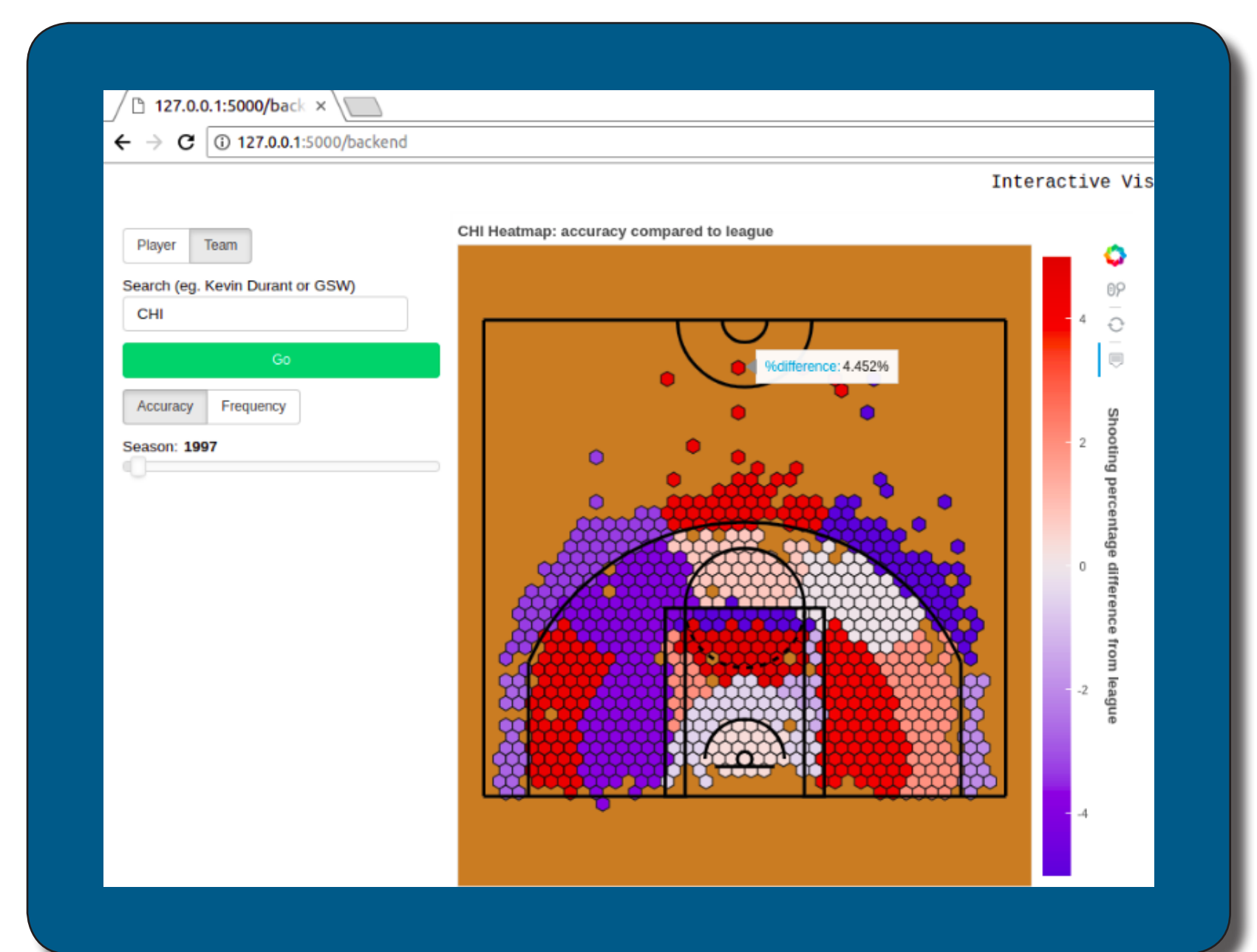
MAYA CALABRIA, JUAN CARLOS DEL RIO,
BRYCE MANN

There is an immense amount of sports data online nowadays, but it can be hard to parse, and challenging to access. We've created an interactive data visualization tool for basketball fans. Our heatmaps allow the user to see how players and teams compare to league averages in both frequency and accuracy of shots taken.

ARCHITECTURE



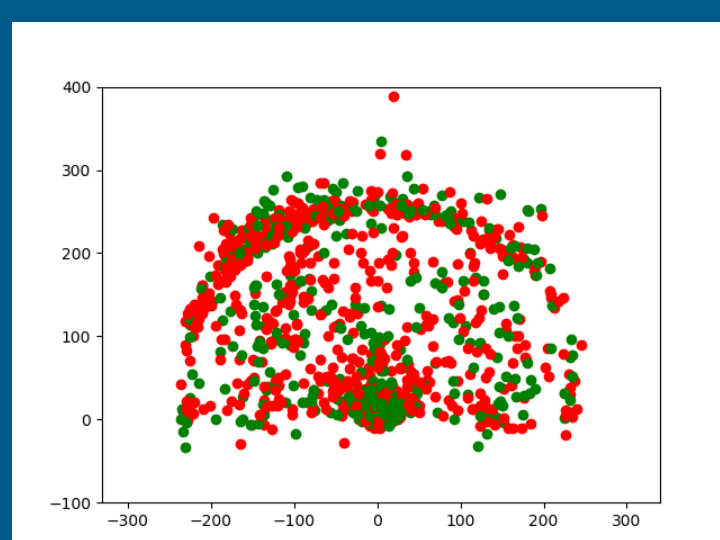
RESULTS



In our final product, we gave users control over what players or teams they would like to visualize, the season, and what data comparison they wanted to see. We rendered the results to the above hex plot, and integrated the entire thing with a web page.

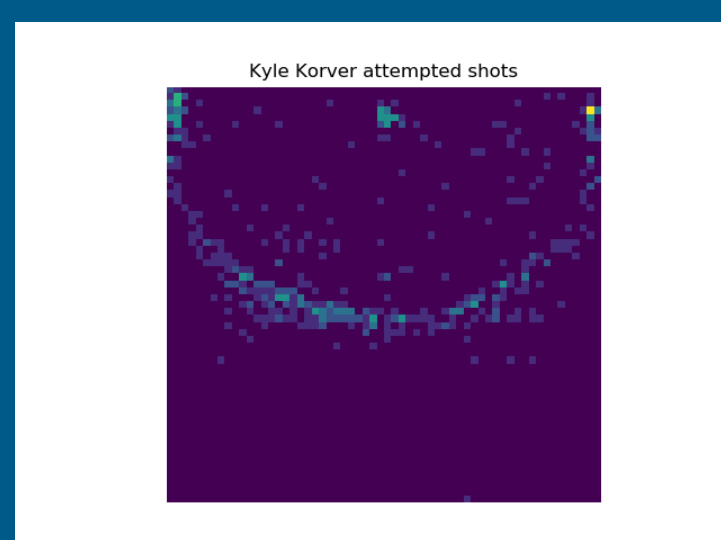
PROJECT PROGRESSION

STAGE 1



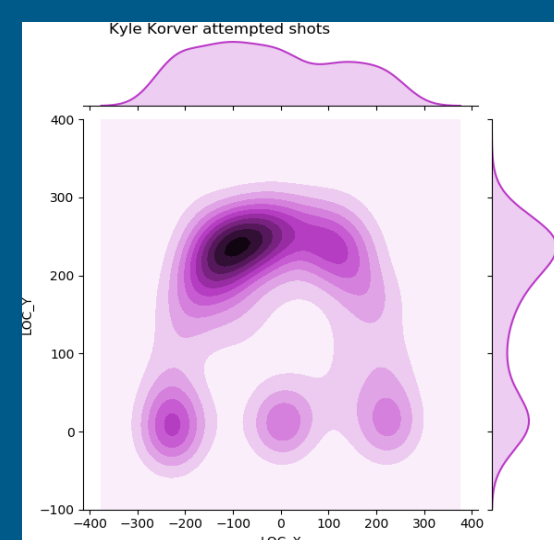
Scatter plot of all attempted shots. Loss of information due to over saturation and not enough insight can be gained.

STAGE 2



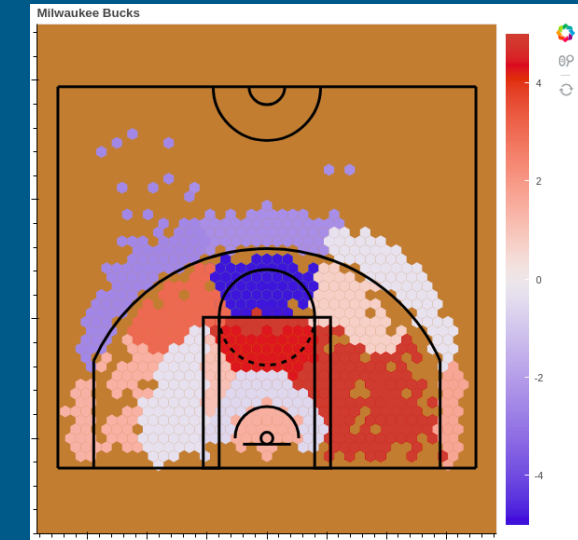
Very basic heatmap, wide spread of data dilutes the colors. Not a lot of variation between players because it doesn't take into account league averages.

STAGE 3



Heatmaps look nicer, but lacks customization of weighting by location, plot overlays, and models.

STAGE 4



Final hex plot, takes into account the players variation from the league which is much more informative and interesting to look at.