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Springboard Project Final Proposal

The problem I want to solve is making predictions about who the winner of NBA games based on team statistics leading up to the game. My client would be bookies, bettors, team fanatics, fantasy players, or anyone who is interested in predicting the game. The stakeholders in this project, can bet, offer bets, create fantasy teams to make money, or be able to offer educational and other valuable information to people interested in these predictions.

I am using publicly available data from the NBA.com website's statistics section. The site has basic and advanced stats from NBA games. I am acquiring this data by copying and pasting the data direct from the site into an excel file.

I intend to solve this problem by using these stats to create a regression model that will make categorical predictions of which opponent will be in the win column and subsequently who will be in the loss column. It will understand the key factors in previous win/loss events and test that model on upcoming basketball games after the coronavirus lockdown or the following season's games using the same statistics that are used in the model. My deliverables will be code, a paper, and a slide deck presentation.