

# A Data-Driven Fantasy Sports Analytics Platform Cricsights

A synopsis submitted

in Partial Fulfillment of the Requirements

for the Degree of

**BACHELOR OF TECHNOLOGY**

in

**Department of Artificial Intelligence and Machine Learning**

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**January 2025**

# Synopsis

## 1 Introduction

Briefly describe Cricsights as a platform for empowering fantasy sports players through data-driven decision-making. Highlight its key objectives, such as enhancing user engagement in fantasy sports via real-time insights and comprehensive analytics. [1].

## 2 Problem Statement

State the challenges faced by fantasy sports players, such as lack of real-time analytics and actionable insights. Discuss the gap Cricsights aims to fill in providing tailored, interactive data visualizations for decision-making.

## 3 Objectives

Objectives will come here.

1. To design self-service analytical tools for fantasy players..
2. To provide real-time, pre-match, and post-match insights..
3. To empower users through meaningful data visualizations and interactive statistics..

## 4 Literature Review

### 4.1 Research Trends in Sports Analytics

- **Rise of Data-Driven Decision Making:**
  - Adoption of data analytics in sports for performance optimization and strategy planning.
  - Increasing reliance on predictive modeling for match outcomes and player performance.
- **Machine Learning (ML) in Sports:**
  - Use of ML algorithms for player performance prediction, injury risk assessment, and tactical analysis.

- Popular algorithms include regression models, decision trees, and neural networks.

- **Data Visualization Tools:**

- Tools like Power BI and Tableau used for creating interactive dashboards and visual insights.
- Real-time visualizations help in understanding game dynamics and player statistics.

## 4.2 Comparison of Existing Solutions in Fantasy Sports

- **Current Solutions:**

- Platforms like Dream11 and FanDuel provide generic predictive insights based on basic statistics.
- Limited customization for user-specific decision-making.
- Lack of real-time updates and interactive analytics for live matches.

- **Limitations:**

- Over-reliance on textual data and static reports.
- Inadequate visualization of complex data patterns.
- Minimal focus on venue-specific or player matchup statistics.

Agricultural applications extensively use various conventional image processing methods and Machine learning methods.

## 4.3 Deep Learning Methods

Deep learning techniques outperform the conventional methods and show great potential in addressing plant phenotyping tasks.

# 5 Methodology

## 5.1 Technology Stack

- **Frontend:**

- Next.js

- React.js
  - Tailwind CSS
- **Backend:**
  - Node.js
  - Express.js
- **Database:**
  - MongoDB
- **Analytics and Reporting:**
  - Power BI
- **Authentication and Authorization:**
  - Firebase
  - OAuth

## 5.2 Features to be Developed

- Real-time insights for live matches.
- Pre-match and post-match analytics.
- Player-specific and venue-specific statistics.

## 5.3 Implementation Plan

The development and testing phases will be carried out step-by-step as follows:

1. **Requirement Gathering:**
  - Identify user needs and define the problem statement.
  - Analyze existing solutions and refine the scope.
2. **System Design:**
  - Design the architecture for frontend, backend, and database.
  - Create mockups and prototypes for user interfaces.
3. **Development:**

- Develop the frontend using Next.js and Tailwind CSS.
- Implement backend APIs using Node.js and Express.js.
- Integrate MongoDB for data storage and retrieval.

#### 4. Integration and Testing:

- Perform module-wise integration.
- Conduct unit testing for individual modules and system testing for overall performance.

#### 5. Deployment and Maintenance:

- Deploy the solution to a cloud platform for scalability and accessibility.
- Monitor and maintain the platform for reliability and user satisfaction.

## 6 Project Plan and Timeline

Activity/ Months	Jan.'25	Feb.'25	Mar.'25	Apr.'25
Problem Statement Identification	✓			
Literature Review	✓			
Requirement Analysis	✓			
Designing		✓		
Experimental Analysis		✓		
Module-wise Implementation		✓	✓	
Testing and Debugging			✓	
Project Report Preparation				✓

## 7 Expected Outcomes

- Development of an analytics platform tailored for fantasy sports enthusiasts.
- Enhanced user experience through interactive and meaningful insights.
- Real-time decision-making capabilities, empowering users during live matches.

## 8 Business Model

The revenue model for the platform includes free and premium services to cater to a wide range of users:

- **Post-Match Analysis:**

- This feature is free of charge and serves as an entry point to attract users to the platform.

- **Pre-Match Analysis:**

- Available as a subscription-based service priced at \$x.
- Provides users with valuable insights and data to make informed decisions before a match.

- **Live Match Analysis:**

- Offered as a premium feature priced at \$1.5x.
- Delivers real-time insights during cricket matches to enable dynamic and strategic decisions.

## References

- [1] G. D. Greenwade, “The Comprehensive Tex Archive Network (CTAN),” *TUGBoat*, vol. 14, no. 3, pp. 342–351, 1993.

**Guide Name**

*Project Guide*

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