

Predicting Best Match Sportsperson for Product Advertisement

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Broad Area of Research :

- Machine Learning
- Sentiment Analysis



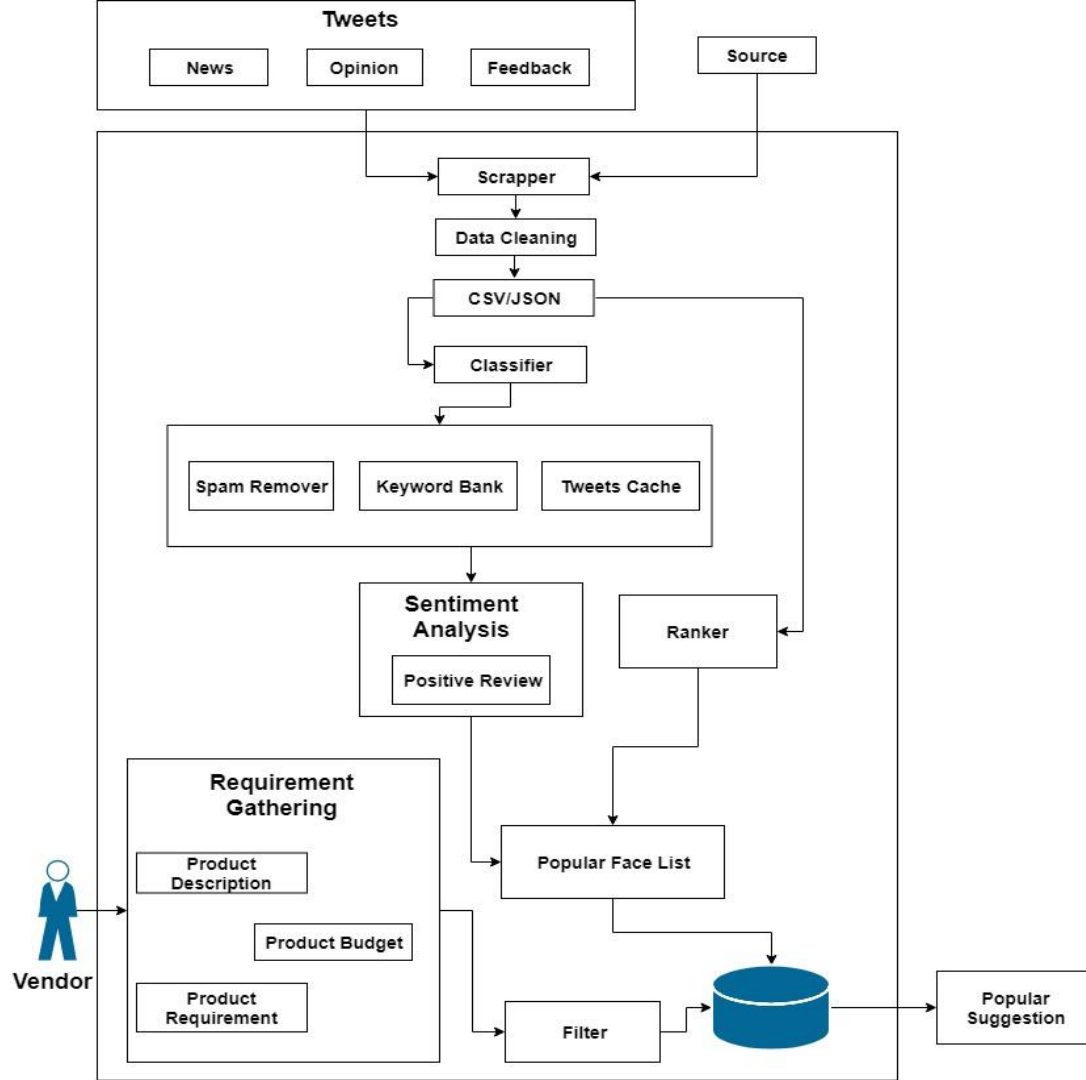
Introduction :

Origin : To make good use of all the opinions of people and turn it in to a profit is what gave birth to this idea.

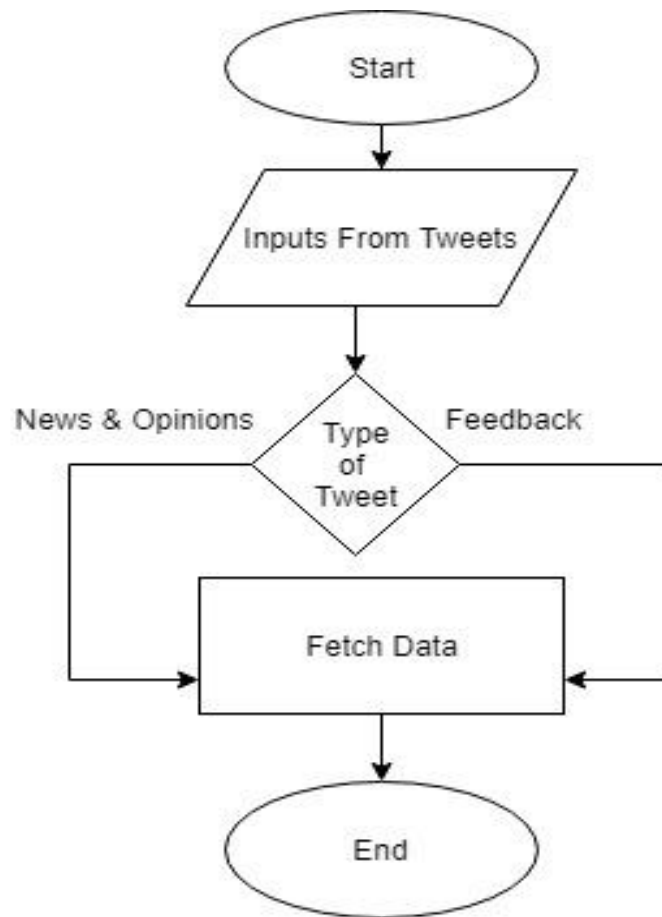
Need : To gain an upper hand over the competition in promotion of product.

Objective :

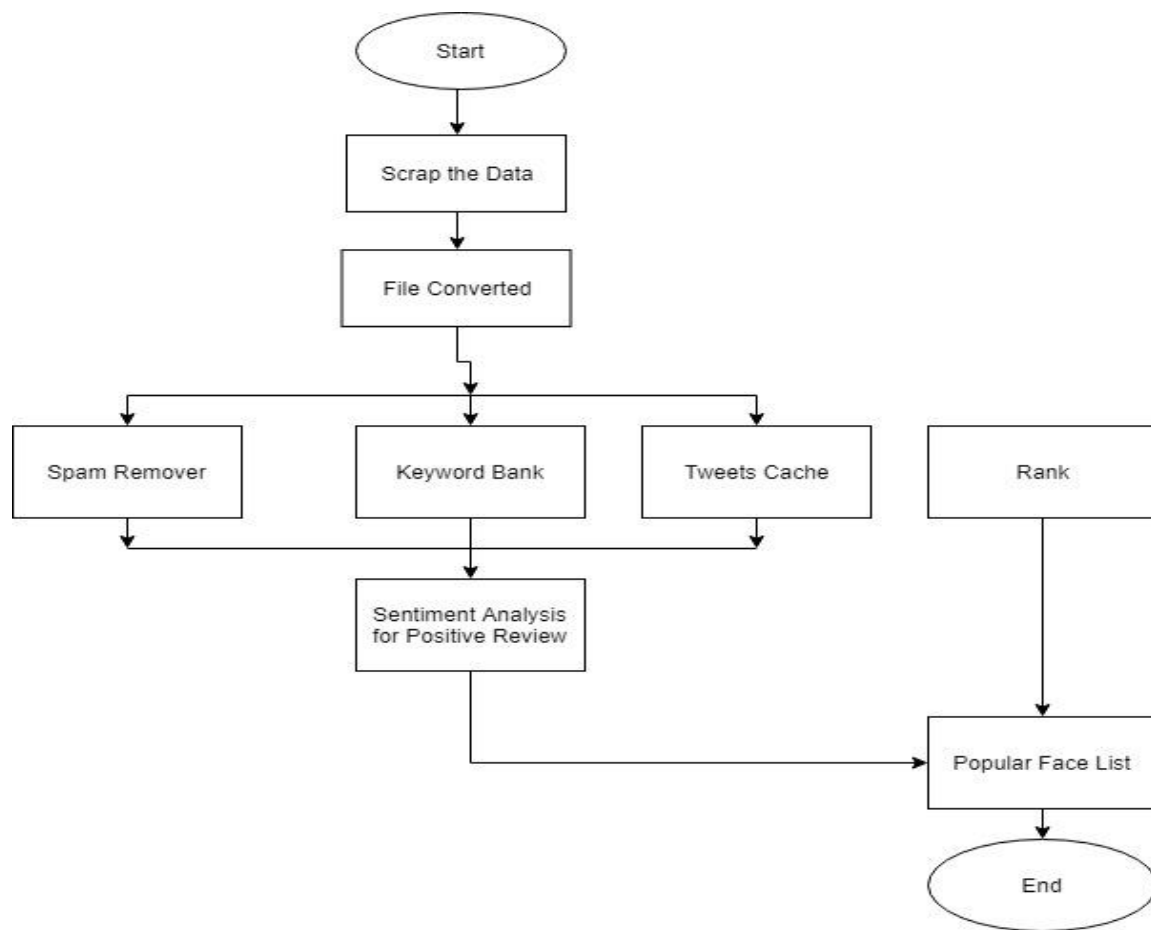
- Best Sportsperson for the product.
- Rise in Product Sales .
- Profit for Both .



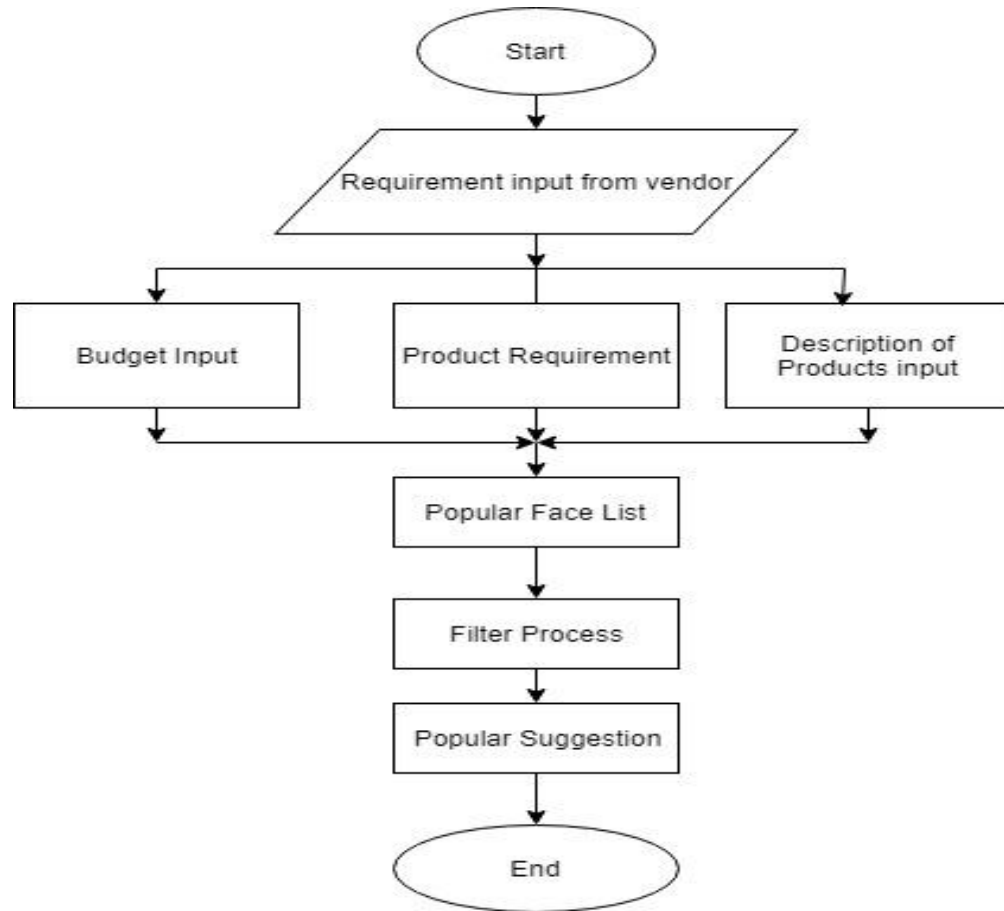
Module 1



Module 2



Module 3





Market Potential of System

- Similar Product Available : No Software till now .

- Why your project will be accepted by user ?

Book players in advance before the rival .

It can lead to huge profit if done right .



Conclusion

The project is built keeping into consideration that , it will be helpful for the advertising agencies to get the report of the players according to the sports that the company wants the certain player to promote a product , which can result into huge profit for the company as well as the player .