**Project Design Phase – I**

**Proposed Solution**

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| Date |  |
| Team Id | Team-592692 |
| Project Name | T20 Totalitarian: Mastering Score Predictions |
| Maximum Marks | 2 Marks |

**Proposed Solution:**

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| **S.No.** | **Parameter** | **Description** |
| 1. | Problem Statement (Problem to be solved) | It is very difficult to make informed decisions, such as setting expectations for match outcomes or placing bets, which could impact the enjoyment and engagement of fans during T20 matches. It also gets difficult for cricket analysts to assess the team performances, and to predict the accurate match analysis. To prevent these problems, we need a t20 score predictor based on Convolutional Neural Networks. This will help in performance analysis, in making match strategies and also to predict the match analysis. |
| 2. | Idea / Solution description | Develop a T20 score predictor that involves leveraging machine learning and data analysis techniques like CNN to build a predictive model. The model will be trained on historical cricket match data, including information on team lineups, past performances, pitch conditions, weather, and opposition team statistics. This model might accurately predict the match scores, also it helps broadcasters and betting platforms which require accurate score predictions to engage their audience and provide relevant services. |
| 3. | Novelty / Uniqueness | Use of machine learning and data analysis techniques like CNN ensures accuracy in score prediction, reducing confusions in match and performance analysis. It ensures cricket analysts to predict the analysis of the matches, also it helps in viewing schedules and making informed bets. It also helps in engaging the audiences by predicting the scores. |
| 4. | Social Impact / Customer Satisfaction | It enhances the overall enjoyment of T20 cricket matches for fans by providing predictive insights, which makes the viewing experience more engaging and informative. The score predictor aids betting platforms and their users by offering data-driven predictions, this increases customer satisfaction. It also helps to discuss among cricket enthusiasts who can engage in pre-match discussions and post-match analyses based on the predictions. |
| 5. | Business Model (Revenue Model) | The business model of a T20 score predictor can be many-sided. It can generate revenue through various channels, including subscription services, advertising, and partnerships. Partnerships with cricket leagues, teams, and betting platforms can provide exclusive score prediction services in exchange for a share of the revenue from these organizations. Customized data analytics services for cricket teams and media outlets can further extend the revenue streams. Advertising can also be a significant revenue stream, as companies looking to reach cricket enthusiasts can place targeted ads within the platform. |
| 6. | Scalability of the Solution | For a T20 score predictor to achieve scalability, the system can be designed with distributed and cloud-based architecture, allowing it to flexibly allocate resources as needed. This would enable it to handle a larger number of users, as well as process and analyse more extensive datasets in real-time. The long-term reliability of the T20 score predictor and fulfilling the requirements of an expanding user base will depend on the infrastructure and software's ability. |