IDEATION PHASE

EMPATHY MAP

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TEAM ID	Team-591679
PROJECT NAME	T20 TOTALITARIAN: MASTERING SCORE PREDICTIONS
MAZIMUM MARKS	4 Marks

Empathy Map for T20 Totalitarian: Mastering Score Predictions

Objective:

This document's goal is to offer an empathy map that can be used to build a machine learning model that can forecast the results of T20 cricket matches. The target users' needs, desires, and pain points—as well as the opportunities and difficulties involved in developing the model—will all be identified with the aid of the empathy map.

Goal Users:

- Fans of T20 cricket
- Fans of sports betting
- analysts of cricket
- Fans of cricket data

Empathy Map Components:

- Graphs, charts, and match statistics comprise data visualization.
- Previous match predictions and their accuracy ratings are the prediction accuracy metrics.
- User Interface:
- The layout and design of the T20 Totalitarian application.

Need of T20 TOTALITARIAN

- Precise and trustworthy score forecasts
- An understanding of the variables influencing match results
- The capacity to make wise wagering choices.
- gaining an advantage over rivals in fantasy cricket leagues
- A research and analysis tool for T20 cricket trends **What an Enthusiast for Cricket Says**

    and Does:

- Expresses Frustration: When the system is not intuitive or when predictions are off.

- For Clarity: requests an explanation of the methodology used to create the predictions.
- Participates in the App: Data is matched, predictions are investigated, and the outcomes are compared with the inputs.

What an Enthusiast for Cricket Feels and Thinks:

- Wants Accuracy: Making accurate predictions is crucial for better decision-making.
- Curiosity: a desire to comprehend the prediction algorithms.
- Trust Issues: Doubt about the accuracy of forecasts made by AI.

Implications for T20 Totalitarian:

Design and Development:

- User-Friendly Interface: To make data interpretation easier, create a UI that is both aesthetically pleasing and intuitive.
- Algorithm Transparency: Give users tooltips or explanations to help them grasp prediction techniques.
- Put Accuracy First: Make constant improvements to the ML model to achieve greater prediction accuracy.
- Teaching Materials: Provide users with tutorials or guides to improve their comprehension of prediction models and statistical analysis.

Interaction and Assistance:

- Feedback Loop: Put in place a system that allows users to offer comments and recommendations.
- Customer service: Make sure the system is responsive so that questions and issues from users can be quickly resolved.
- Community Engagement: Create a forum where users can talk about forecasts in order to build credibility and trust.

Conclusion:

In conclusion, creating a successful T20 Totalitarian application requires an understanding of the viewpoint of the cricket enthusiast. By keeping in mind their requirements regarding precision, openness, and ease of use, the system has the potential to develop into a useful resource for cricket fans looking for trustworthy match predictions. In order to better satisfy the needs and expectations of users, the T20 Totalitarian application has been developed and improved with guidance from this documentation, which offers a thorough understanding of the user persona's viewpoint.

EMPATHY MAP LINK:

https://app.mural.co/t/t20scorepredictor7475/m/t20scorepredictor7475/1699294293672/0a6a7ed5645b2680ba72e8047401ed535c5ad0bd?sender=uec387c216f7633ae4f459268

EMPATHY MAP:

WHO are we empathizing with?
Who is the person we want to understand?
What is the situation they are in?
What is their role in the situation?

Cricket Lovers who watch the Cricket matches enthusiastically with lots of excitement

Analyzing the cricket match without any precise tactics and performances the affect the prediction the most

Carefully considering all the insights which affect the game play the most and studying the past instances

GOAL

Look for quality information that can be used to analyze the conditions accurately

What do they need to DO?
What do they need to do differently?
What job(s) do they want or need to get done?
What decision(s) do they need to make?
How will we know they were successful?

Following trusted applications and other platforms that handle the insights perfectly can provide the results

What do they HEAR?
What are they hearing others say?
What are they hearing from friends?
What are they hearing from colleagues?
What are they hearing second-hand?

Hear about the current score match venues strengths and weaknesses of a team and individuals involved in the team.

Listen to the match experts, former cricketers who are involved in discussions about the performances of the teams

Discussion about the Experience of the Individuals who are involved in the game and results of past games

What do they THINK and FEEL?

PAINS
What are their fears, frustrations, and anxieties?

As Cricket is an Unpredictable game we may not get the results in some rare scenarios

It is exceedingly harder to predict the score accurately before a match starts

Uncommon technical errors in some cases can provide wrong predictions and decrease the reliability of the model

GAINS
What are their wants, needs, hopes, and dreams?

Precise Predictions acquired by analyzing large amount of data and statistics

Frequent monitoring of technical platforms that provide accurate insights can impact their decision upon particular situations

Audience can use the webapps or other platforms which use machine learning algorithms to give accurate predictions instead of making rough predictions

What other thoughts and feelings might influence their behavior?

Weather Conditions and DLS methods can impact the pitch conditions and scoring rate of a team as they change the teams change their game plans to the situations

New players sometimes might turn into game changers and surprise the predictions

Witnessing the live performance of the teams

Noticing Unusual scoring rates of the teams according to the conditions

Noticing Rough predictions without proper analysis of the current situation

What do they SEE?
What do they see in the marketplace?
What do they see in their immediate environment?
What do they see others saying and doing?
What are they watching and reading?

What do they SAY?
What have we heard them say?
What can we imagine them saying?

Cheering the players to perform well and meet their Expectations

Commenting and complementing on the performance of a player

Setting expectations on the performance commenting for the best possible ways a player can do to stand out

What do they DO?
What do they do today?
What behavior have we observed?
What can we imagine them doing?

Investigate the performance of the team and collect exciting statistics about their favorite team by browsing internet.

Remembering the past performances of the team. Rating the individual performances