



Major League Baseball (MLB) Attendance

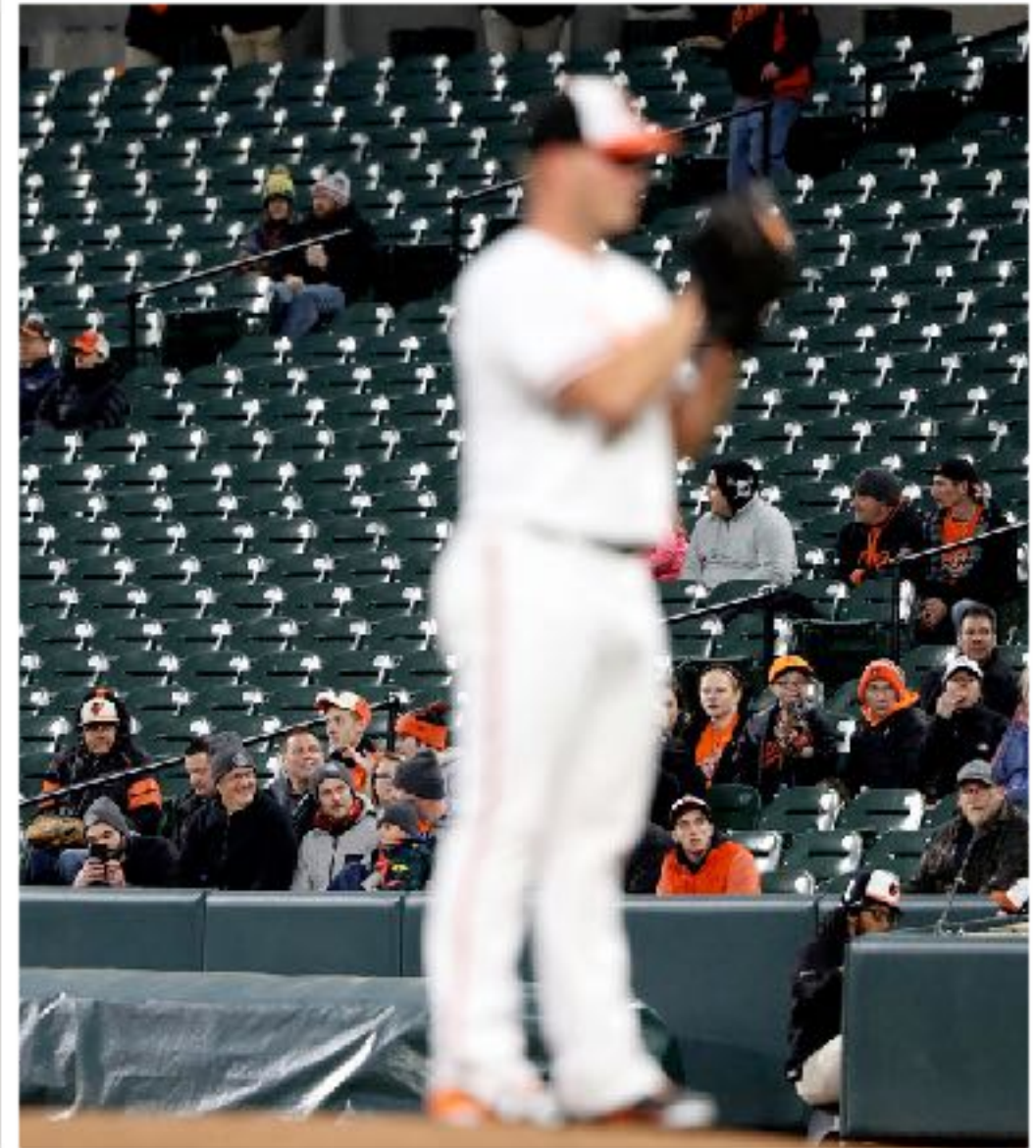
Leveraging data science to
create a critical product for
MLB Organizations

Background & Context

- ❖ MLB features 30 teams — 29 in the United States across all major cities, and 1 in Toronto, Canada.
- ❖ MLB consist of 2 leagues — American and National with 3 divisions each
- ❖ Eclipsed \$10B in total annual revenue in 2017, behind only the National Football League (NFL).
- ❖ First World Series was held in 1903. Baseball has been a mainstay throughout American history and is considered by many to be our “national pastime”.

Current Trends

- ❖ Overall MLB attendance for 2017 represents the third consecutive season of decline and the lowest mark since 2002.
- ❖ Viewership average age increased from 52 to 57 between 2000-2016. Other major sports (NFL & NBA) retain a lower age and rate of increase in the same timeframe.



Key Question

How do teams supply their pricing departments (ticketing, labor, supplier relations, concessions) with recommendations for revenue optimization?



Implementation

- ❖ Used data from baseball-reference.com:
 - ❖ Source game record data for each team for both the 2016 and 2017 seasons
 - ❖ Total of 60 individual pages sources
- ❖ Used data from vividseats.com:
 - ❖ Source average ticket price per team for 2016 and 2017
- ❖ Manually found stadium capacity for each team

Features

Raw Data	Engineered Features
Date	Attendance to Capacity Ratio
Team	Attendance Category
Attendance	Early Season Indicator
Home or Away	Mid-Season Indicator
Opponent	Post-Season Indicator
Win/Loss	Hot Streak (3+ consecutive wins)
Runs Scored	Average Revenue
Runs Against	Day
Division Rank	Month
Games Back in Division	Year
Winning Pitcher	Weekday/Weekend
Losing Pitcher	
Time of Game	
Day/Night	
Streak	
Win Percentage	
Average Ticket Price	
Stadium Capacity	

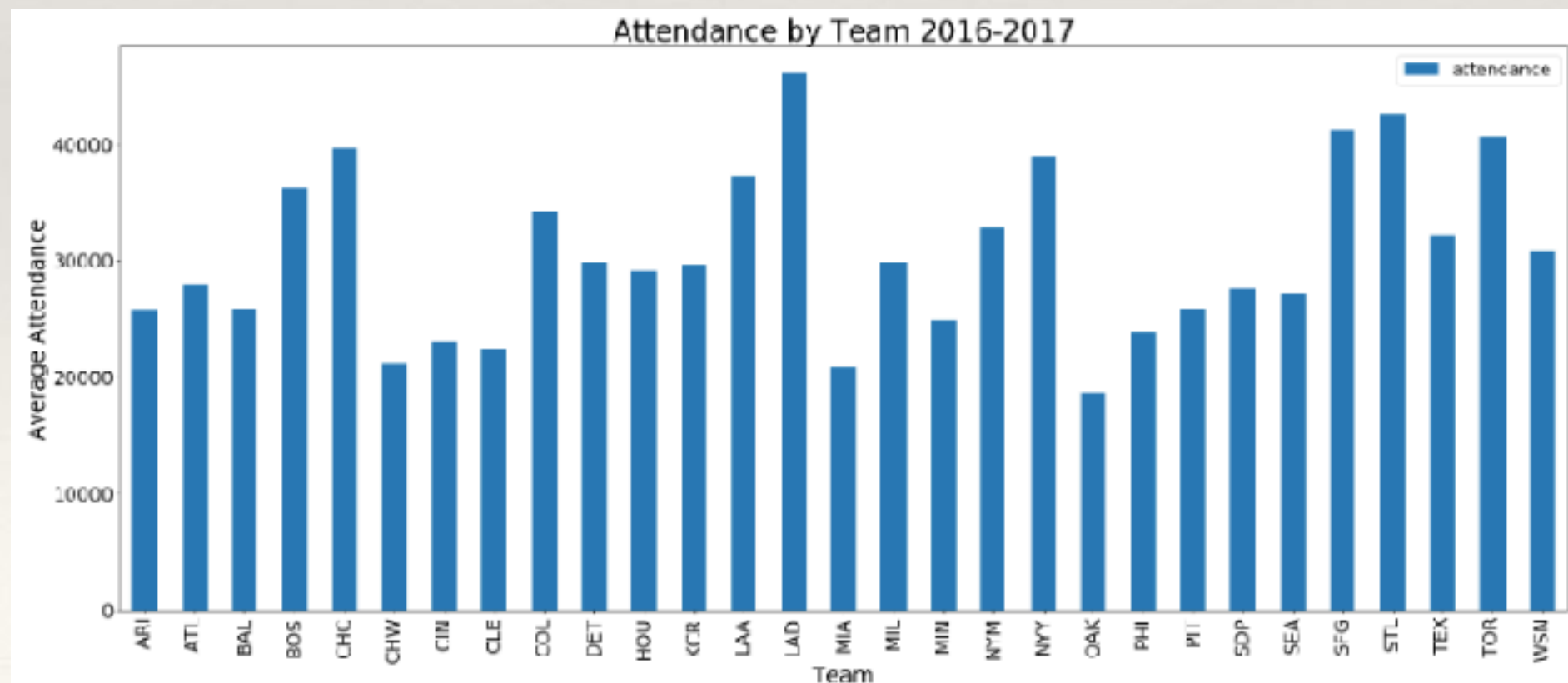
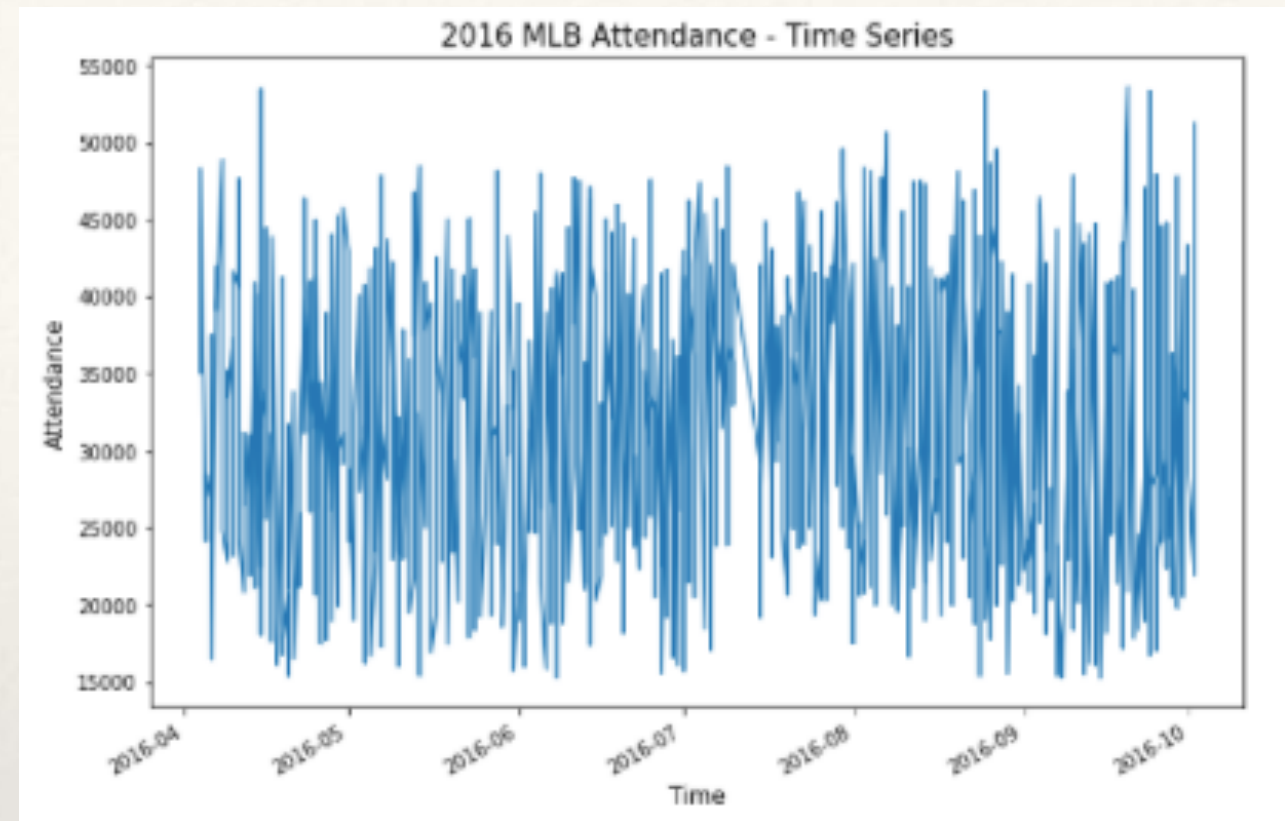
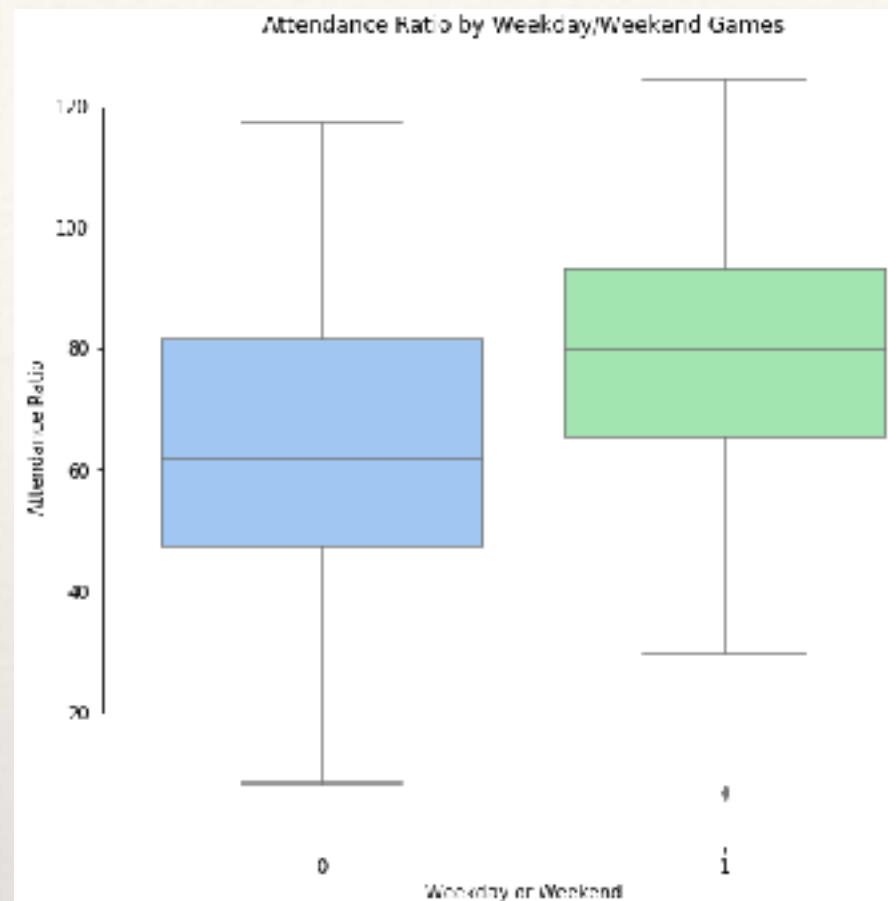
- All raw columns required a significant amount of cleaning / reengineering from web scraping
 - Splitting / stripping strings
 - Type conversion
 - Binary conversion
 - Label encoders (categoricals)
 - Functions to extract compatible data from 'Games Back in Division', 'Time of Game, and 'Streak'

Proposed Product - Recommendation Engine

Recommendation Engine Components

Component	Priority	Measure	Benefits
Attendance Category	Primary	<ul style="list-style-type: none">• Capacity Less than 50%• Capacity Between 50 and 75%• Capacity Between 75 and 100%• Capacity Greater than 100%	<ul style="list-style-type: none">• Ticket prices could be more strategically established based on expected attendance category (based on stadium section)• Savings on labor and supplier relations as only what is required can be planned based on how many people are expected
Weekday vs. Weekend Game	Secondary	Weekday — Mon, Tues, Wed, Thurs Weekend — Fri, Sat, Sun	<ul style="list-style-type: none">• Promotions and special events could be better planned• Further supports ticketing department
Day vs. Night Game	Secondary	Day — afternoon start time Night — evening start time	<ul style="list-style-type: none">• Promotions and special events could be better planned• Further supports ticketing department
Time Series Analysis	Tertiary	AIC, P-values, Log Likelihood	<ul style="list-style-type: none">• Being able to predict actual attendance value for a game within a certain confidence interval would allow for an even more precise measure than an attendance category

Quick Glimpse Into Exploration



Methodology

- ❖ Supervised Learning Techniques (Classification)
 - ❖ KNN, Random Forest, Gradient Boosting, Logistic Regression, Ridge Logistic Regression
- ❖ Unsupervised Techniques (Clustering)
 - ❖ KMeans
- ❖ Time Series Techniques
 - ❖ PACF, ARIMA Modeling

Results

Supervised Learning (Variety of Techniques)						
Prediction	Baseline	Best Model	Training Accuracy	Test Accuracy (Cross-Val)	Baseline vs. Test Difference	Observations
Attendance Category	42%	Ridge Logistic Regression	73%	71%	Increase of 29%	Slight overfitting; Ran in 1.27 seconds
Weekday/Weekend	50%	Random Forest	100%	65%	Increase of 15%	Slight overfitting; Ran in 7.95 seconds
Day/Night	66%	Random Forest	100%	80%	Increase of 14%	Slight overfitting; Ran in 6.16 seconds

Unsupervised Learning (KMeans)			
Prediction	# Clusters	Clusters Representative (Y/N)	Observations
Attendance Category	3	Yes	Elbow curve suggested 3 clusters, as opposed to the 4 attendance categories. Hard time identifying > 100%
Weekday/Weekend	3	No	Not enough data to accurately cluster
Day/Night	3	No	Not enough data to accurately cluster

Time Series Analysis (PACF, ARIMA)						
Prediction	PACF Outliers	ARIMA Order	AIC	Log Likelihood	P-Value	Observations
2016 Season	Minimal	1, 1, 1	21005.985	-10498.992	Const 0.645 AR 0.451 MA 0.00	N/A
2017 Season	Minimal	0, 1, 1	21000	-10497.247	Const 0.838 MA 0.00	N/A

Future Work & Limitations

- ❖ Additional data sources
 - ❖ Team by team, game by game, ticket price information (down to the section)
 - ❖ Weather-related data
 - ❖ 10-20 years worth of attendance / game record data for each team
 - ❖ Find other ways to measure games where attendance is greater than capacity
- ❖ Pilot with one team for upcoming season
 - ❖ See how this information enables pricing departments and compare revenue statistics to previous season
 - ❖ Use parametric / non-parametric tests to see if populations are truly different

References

- ❖ <https://www.forbes.com/sites/maurybrown/2017/11/22/mlb-sets-record-for-revenues-in-2017-increasing-more-than-500-million-since-2015/#382b8dd37880>
- ❖ <https://www.history.com/this-day-in-history/national-league-of-baseball-is-founded>
- ❖ <https://www.forbes.com/sites/maurybrown/2017/10/02/final-2017-mlb-attendance-dips-below-73-million-for-first-time-since-2002/#4e350469326f>
- ❖ <https://www.marketwatch.com/story/the-sports-with-the-oldest-and-youngest-tv-audiences-2017-06-30>