*(200 characters)*

Title (*In progress*): Spicing up Spikeball: Quantifying Entertainment Value for the Sport of Roundnet

*(1550 characters) Abstract with input*

Abstract (*In progress*): Roundnet is a new sport that has been growing in popularity since 2007 when Spikeball, a Roundnet equipment company, was founded. As the sport continues to grow, Spikeball is considering rule changes to increase the sport’s viewability. This research team designed a survey consisting of multiple videos of Roundnet gameplay and questions about the sport’s aspects and understandability to isolate and determine which factors of the game are associated with increased viewability and audience engagement. The primary metrics are respondent’s ranking, from 1 to 10, on the excitement of the point and the understandability of the clip. With these scores as a response variable, we intend to create a viewability metric that provides Roundnet with quantifiable entertainment scores. We will use multiple regression to look for factors that significantly influence the scores, to create this viewability metric. Beyond this, we intend to provide a quantitative, objective opinion based on some of the questions and theories currently circulating the Roundnet community on how to grow the game. To tackle this, we will use T-tests to see which metrics are associated with our response score. With this metric and these questions answered, the research team would then be able to test potential rule changes and see which adjustments would increase the entertainment value of the sport. These rule changes would help Roundnet establish itself as a distinguished sport and would lead to its breakthrough into the professional world.

Current Abstract

Roundnet is a new sport that has been growing in popularity since 2007 when Spikeball, a Roundnet equipment company, was founded. As the sport continues to grow, Spikeball is considering rule changes to increase the sport’s viewability. The research team created a survey consisting of multiple videos of Roundnet gameplay and questions about the sport’s aspects and understandability to isolate and determine which factors of the game increase viewability and audience engagement. The primary metric we are looking at and measuring is a respondent’s ranking from 1 to 10 on the excitement of the point and the understandability of the clip. With these scores as a response variable, we hope to create a viewability metric by the end of the quarter that can give Roundnet quantifiable entertainment scores. To create this score, we will use multiple regression to look for factors that significantly influence the scores. Beyond this, we also hope to provide a quantitative, objective opinion based on some of the questions and theories currently circulating the Roundnet community on how to grow the game. To tackle this, we would use T-tests to see which metrics are correlated with our response score. With this metric and these questions answered, the research team would then be able to test potential rule changes and see which adjustments would increase the entertainment value of the sport. These rule changes would help Roundnet establish itself as a distinguished sport and would lead to its breakthrough into the professional world.

Roundnet is a new sport that has been growing in popularity since 2007 when Spikeball, a Roundnet equipment company, was founded. Spikeball is considering rule changes to increase the sport’s viewability. This research team designed a survey consisting of multiple videos of Roundnet gameplay and questions about the sport’s aspects and understandability to isolate and determine which factors of the game are associated with increased viewability and audience engagement. We released the survey to several people and received 249 responses that measured each respondent’s ranking on the excitement of the point and the understandability of the clip. With these scores as a response variable, we intend to create a viewability metric that provides Roundnet with quantifiable entertainment scores. We will use multiple regression to look for factors that significantly influence the scores to create this viewability metric. Beyond this, we intend to provide a quantitative, objective opinion based on some of the questions and theories currently circulating the Roundnet community on how to grow the game. To tackle this, we will use T-tests to see which metrics are associated with our response score. With this metric and these questions answered, the research team would then be able to test potential rule changes and see which adjustments would increase the entertainment value of the sport. These rule changes would help Roundnet establish itself as a distinguished sport and would lead to its breakthrough into the professional world.