Project Plan
Voting Paradoxes in the Real World
Fall 2024

Faculty Mentor: A.J. Hildebrand
Project Leader: Haoru Li
IGL Scholars: Daniel Flores, David Opoku-Ware, Chengxun Ren

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1 Project Goals

- Learn the basics of the mathematical theory of voting and voting paradoxes.

- Collect, process, and clean ballot data for college football and basketball AP Top 25 rankings and MLB MVP votes.

- Write Python code that detects occurrences of different voting paradoxes within the collected data.

- Analyze our results to draw overarching conclusions about the occurrence of voting paradoxes in a real-world setting.

2 Responsibilities

- Initially, all team members will collaborate on this project.

- At a later stage, the team may be split into subgroups, with each subgroup focusing on a different aspect of the project.

3 Meeting Times

- **Full Group Meetings:** Saturdays, 2:30 PM - 4:00 PM
  Backup: Fridays, 4 PM - 5:30 PM

- **Subgroup Meetings:** Thursdays, 4 PM - 6 PM