

Seminar
Visualizing Spatial Sports Data
Course Syllabus, Version 2.0
Last Updated: **September 3,, 2021**

Who: Professor Kirk Goldsberry

What: As computation and technology continue to dominate trends in almost every industry, sports are by no means immune. In this short course we examine one key area within sports analytics: data visualization. Specifically, we focus on the ability of visualization to help audiences understand key concepts uncovered by analytical processes.

This seminar explores how to use data visualization and thematic cartography to elevate the analyses of sports performance. We will focus on player tracking data from the NBA throughout the seminar to help explore, discover, and communicate new findings about elite athletes.

When: Class meets – October 11 to October - Time TK Place TK

Office Hours: By appointment only, request via Canvas.

Required Texts: *Articles, (Tversky, Brewer, etc.)*

Course Evaluation: Students will be evaluated based upon a 2,000 word report and 3 graphics embedded within it. The goal is to complement a cohesive analytical narrative with a set of visuals to elevate the communicative power of the overall document. Special emphasis will be placed on the graphics in the evaluation since we are focusing on visualization concepts throughout the seminar. The final paper is due on **December 23, 2021**.

Month	Date	Topic	Assignment Due
October	11	Course Intro Assignment 1: Basic Data Analyses, Superset Trends, Key Averages, Fluency In Baselines Paper Intro: Who is the best and worst 3-point shooter in pro basketball?	-
	12	Basic concepts in visualizing spatial data Assignment 2: Research Questions, Paper Outline	Reading Slocum, Ch. 5 Superset
	13	Writing Graphics The Integration Does Animation Facilitate Learning? Assignment 3: Superset Graphics, Individual Shooter(s) Graphic	Research Questions, Paper Outline Reading Tversky
	14	Text and Labeling on Graphics Assignment 4: Paper, 4 Slides	1. Superset Graphics - key takeaways 2. Individual Shooters graphics
	15	to be defined	