# H@opInSight

Analyzing and Comparing Basketball
Shooting Performance through Visualization



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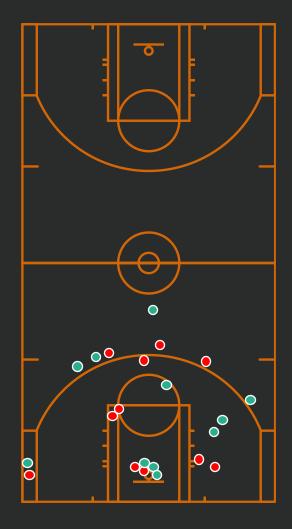
John T. Stasko john.stasko@cc.gatech.edu

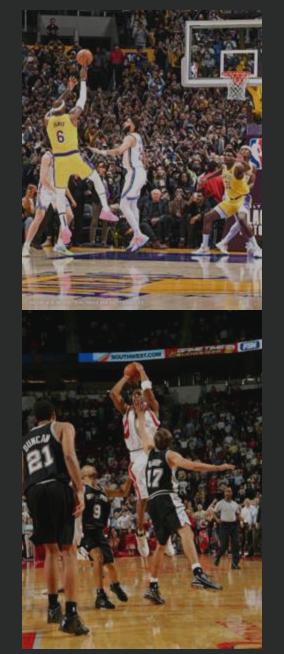


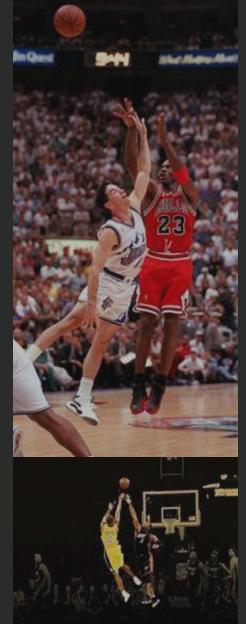




## Motivation



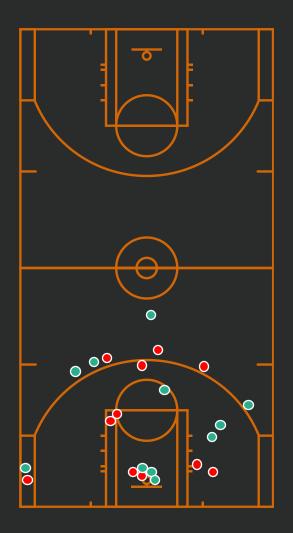




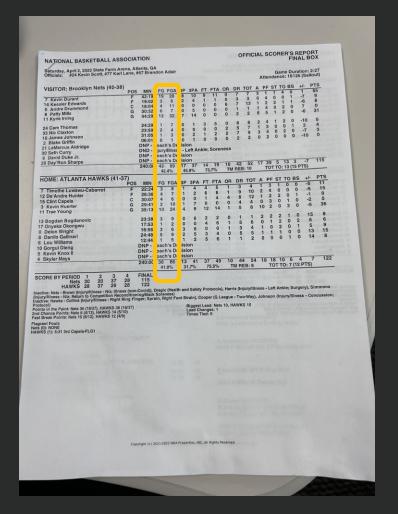




## Motivation



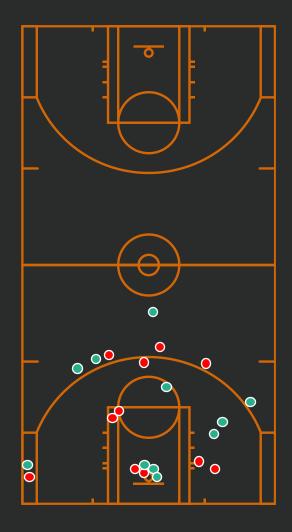
 $Field Goal \ Percentage(FG\%) = \frac{Field \ Goal \ Made \ (FG)}{Field \ Goal \ Attempts \ (FGA)}$ 

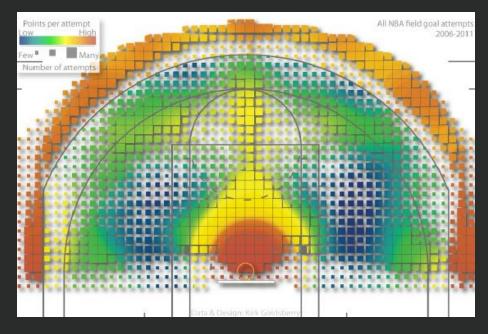






### Spatial Basketball Analytics



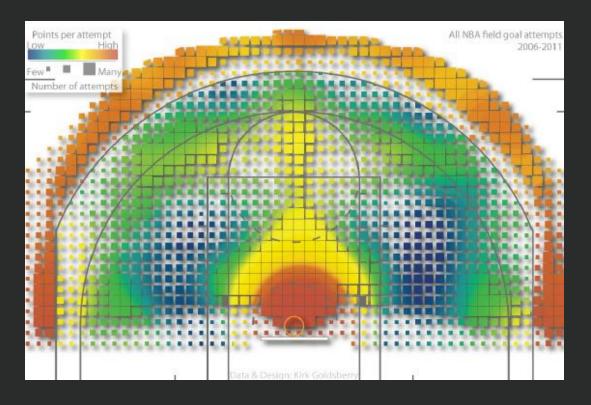


CourtVision: NBA Visual and Spatial Analytics (2012) **Kirk Goldsberry** 





### Spatial Basketball Analytics

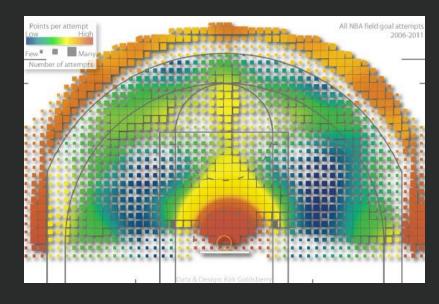


CourtVision: NBA Visual and Spatial Analytics (2012) **Kirk Goldsberry** 





#### Spatial Basketball Analytics



CourtVision: NBA Visual and Spatial Analytics (2012) **Kirk Goldsberry** 



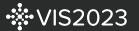
Shot charts are becoming more engaging





## COMPARISON!!





### **COMPARISON** metrics

#### Change in *frequency*



Where did a player/team take more or fewer shots?

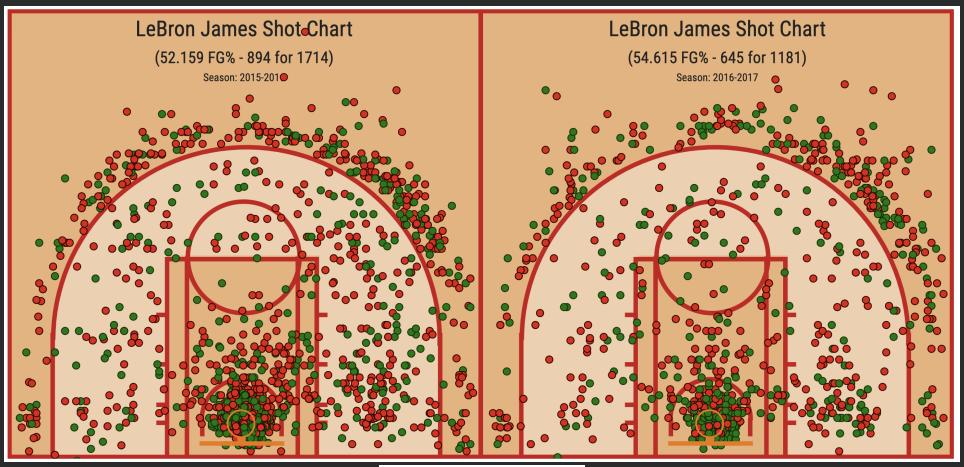
#### Change in *efficiency*



Was a player/team shooting better or worse from different locations?

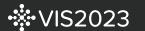


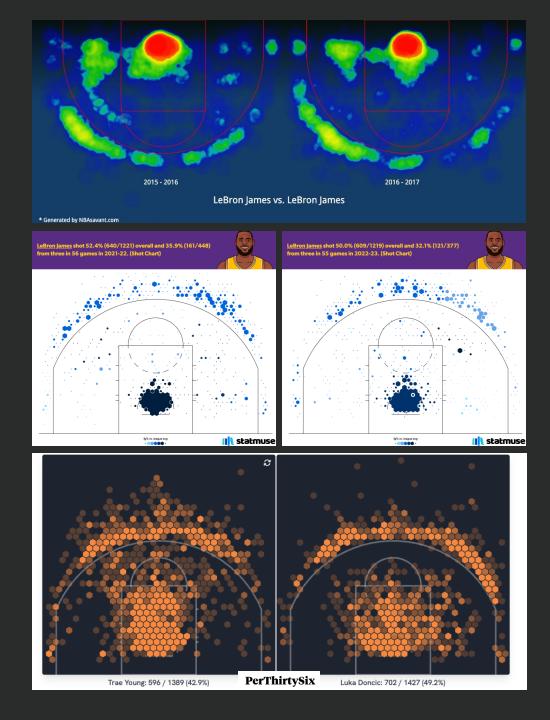
## Compare these shot charts



NBAsavant.com





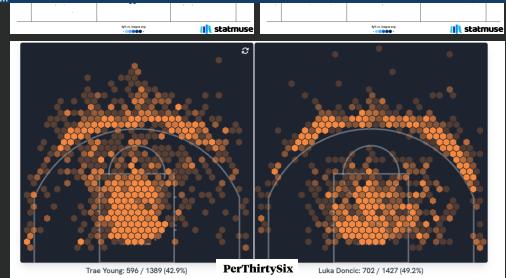




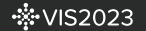


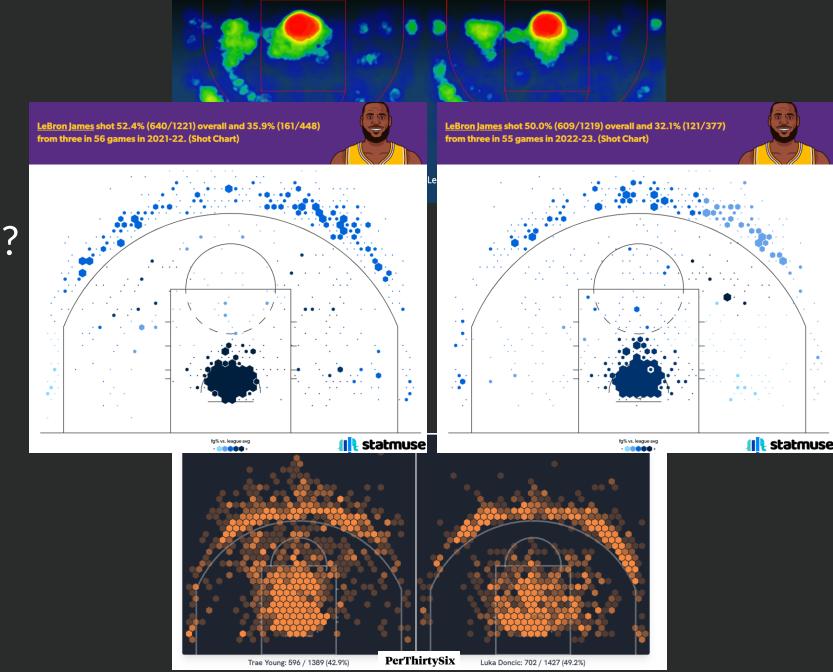


\* Generated by NBAsavant.com

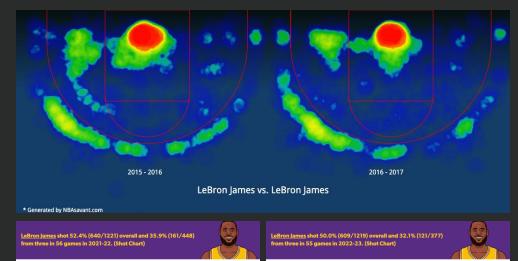


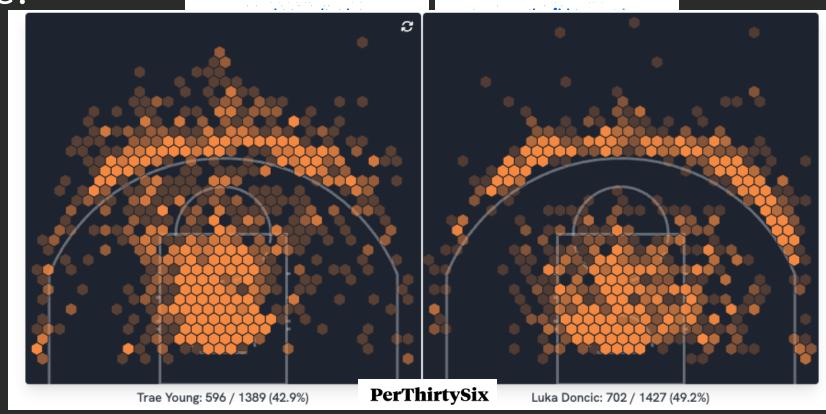






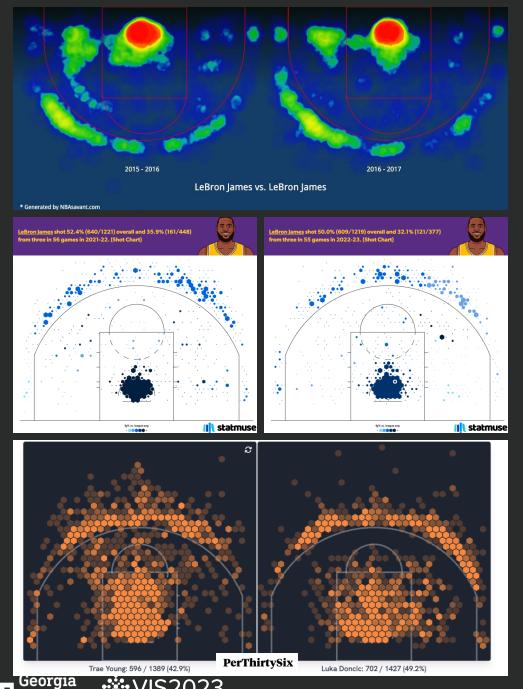








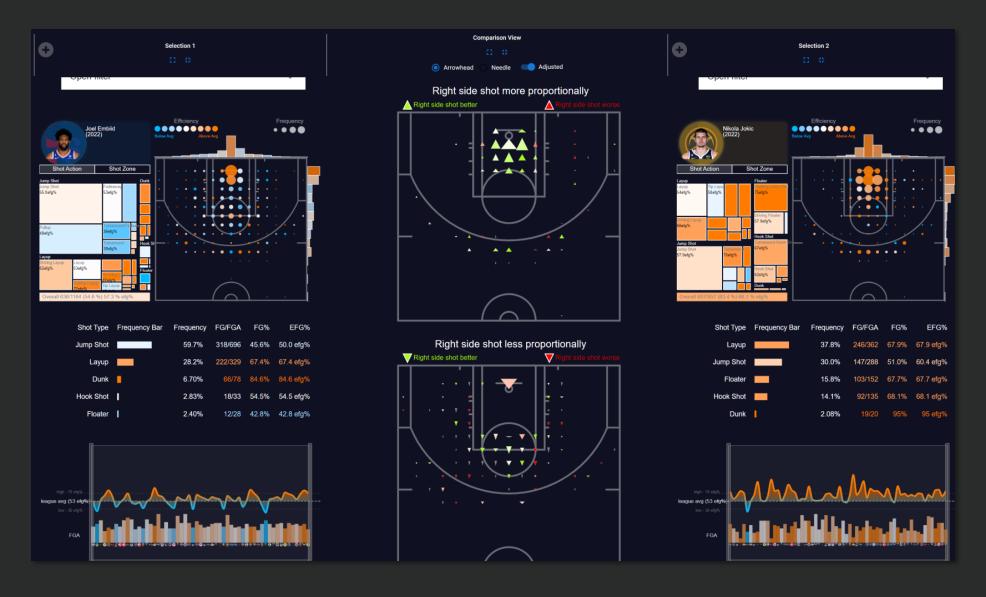






this you?

#### HoopInSight Interface



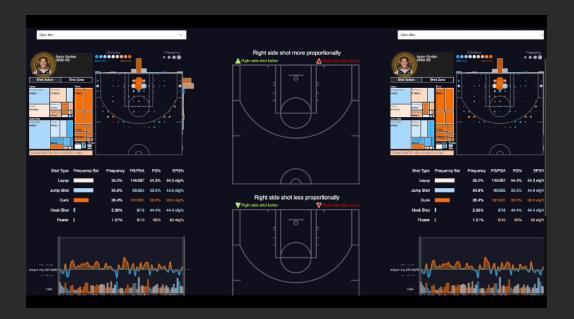


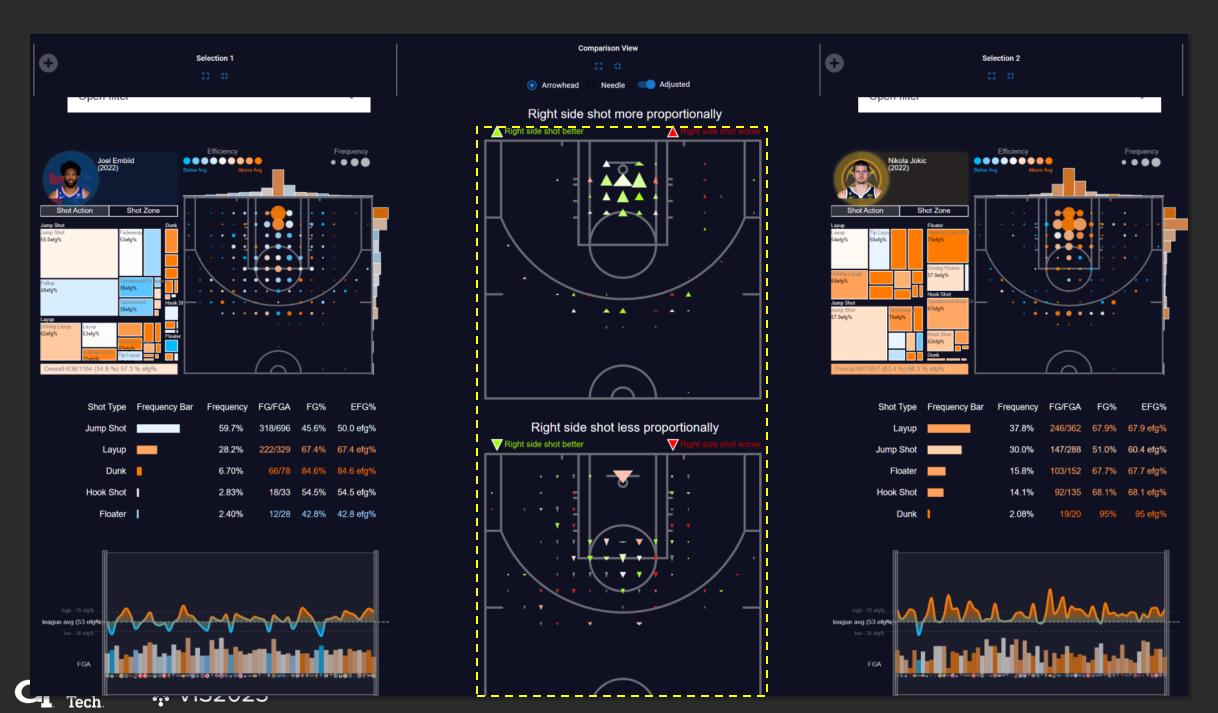




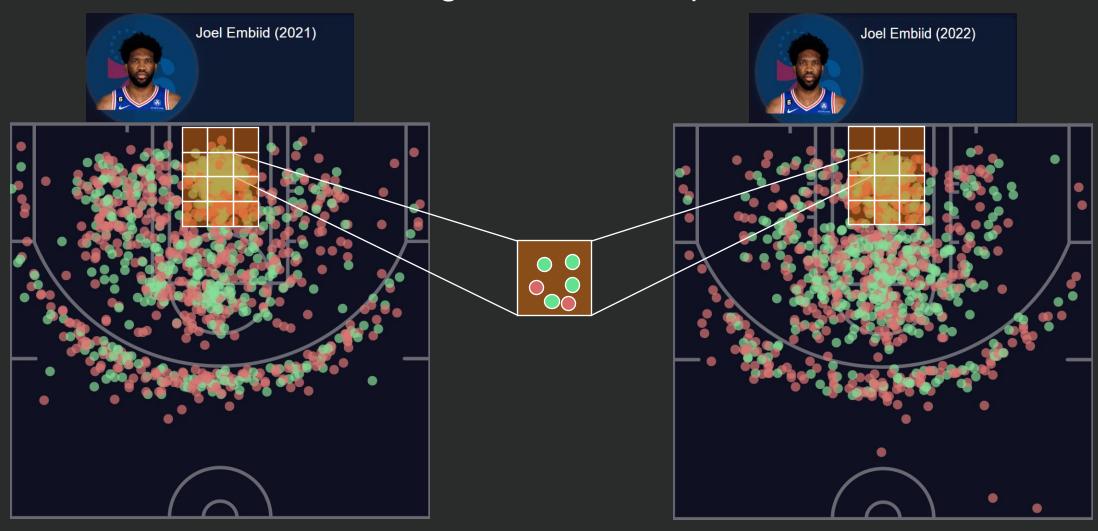




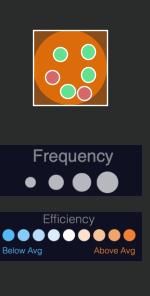




### Design Visual Technique

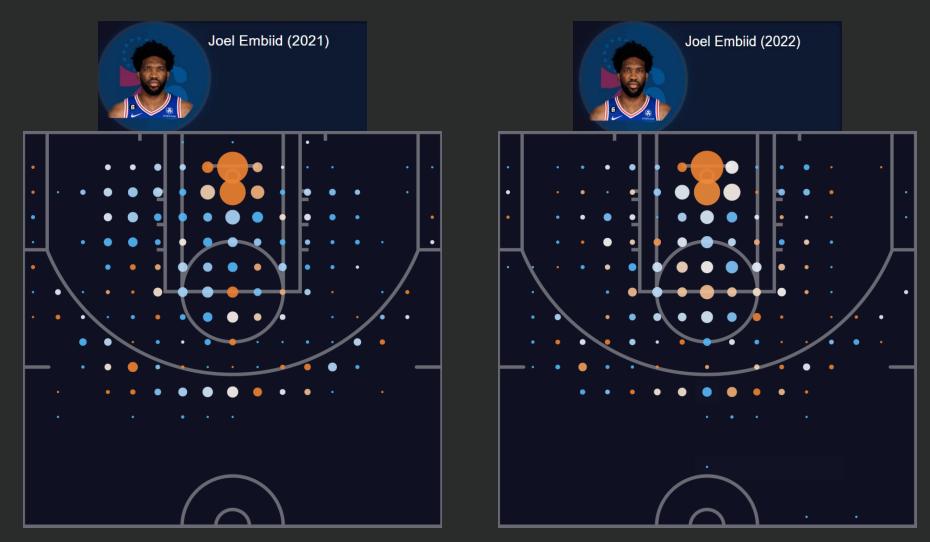


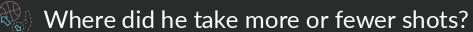












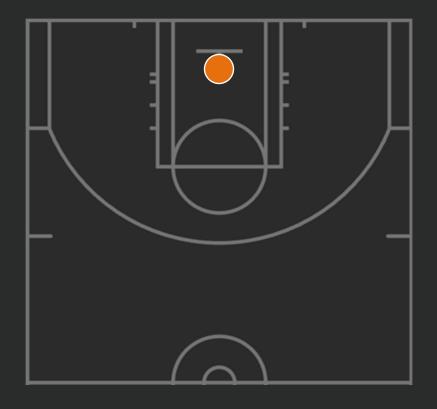
Was he shooting better or worse from different locations?

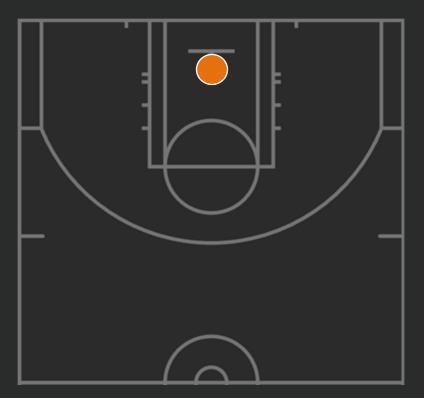




50/80 = 63% shots made







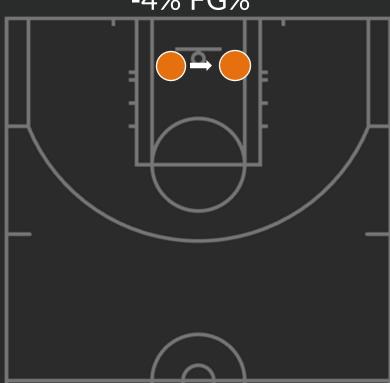
Hypothetical statistics Assume both sides took the same number of shots overall 2022 season

50/80 = 63% shots made



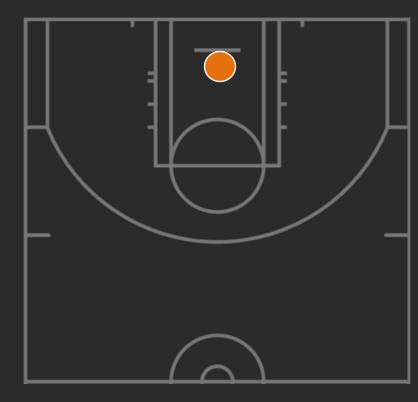
Differences

+10 FGA -4% FG%



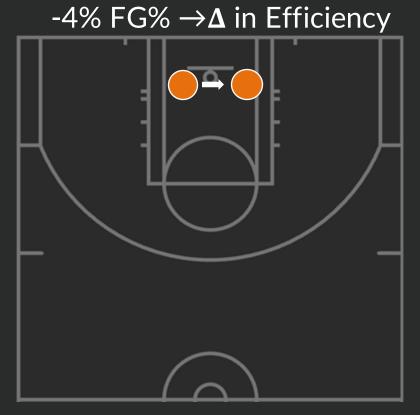
2023 season

53/90 = 59% shots made



Differences

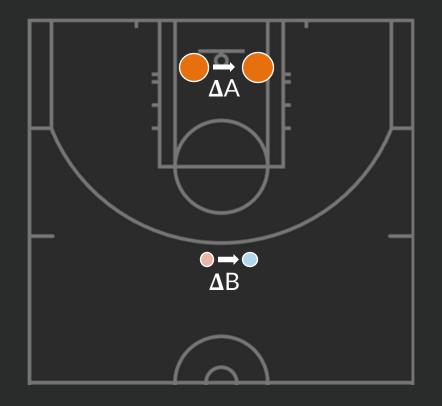
+10 FGA  $\rightarrow \Delta$  in Frequency





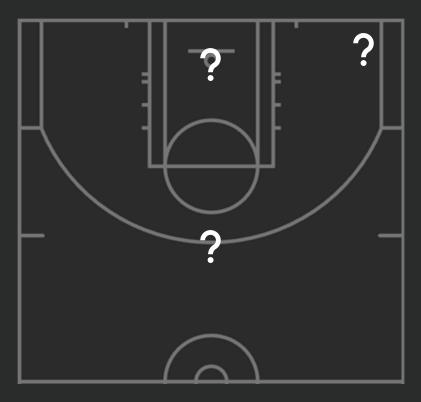
Values to show for each location

- 1. Δ in Frequency
- 2. Δ in Efficiency
- 3. Overall Frequency





### Design Comparison Visual Technique

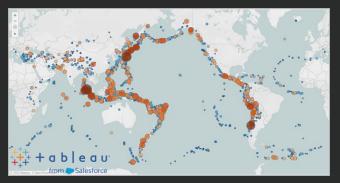


#### Goals:

• Visualize three variables in a geospatial context



1 variable



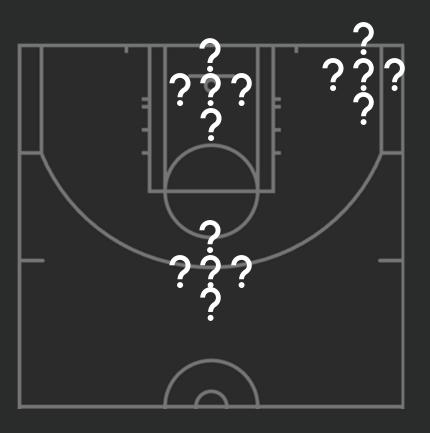
2 variables







#### Design Comparison Visual Technique

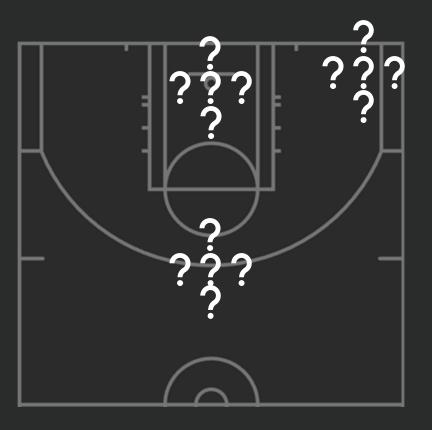


#### Goals:

- Visualize multiple variables in a geospatial context
- Strike a balance between individual cell interpretability and group pattern

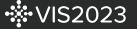


#### Design Comparison Visual Technique

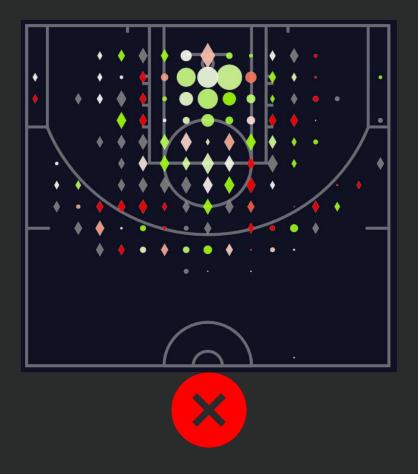


#### Goals:

- Visualize multiple variables in a geospatial context
- Strike a balance between individual cell interpretability and group pattern
- Support pre-attentive processing of the most important domain insights



### One single view designs







### One single view designs



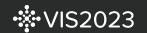




### Two sub-views designs





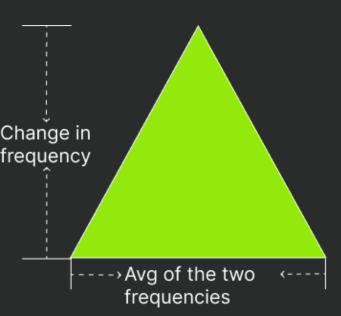


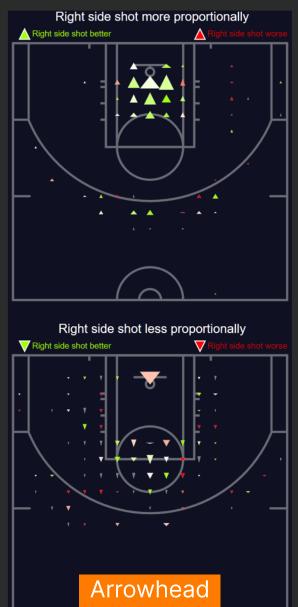
### Two sub-views designs



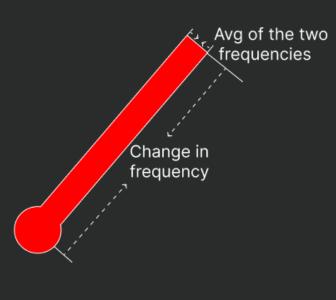










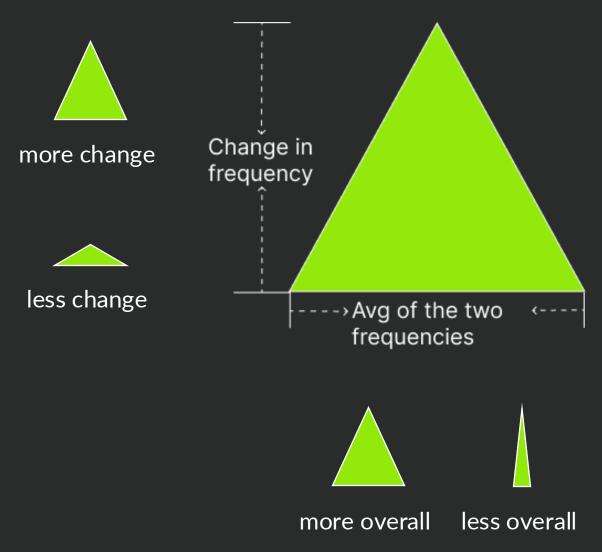


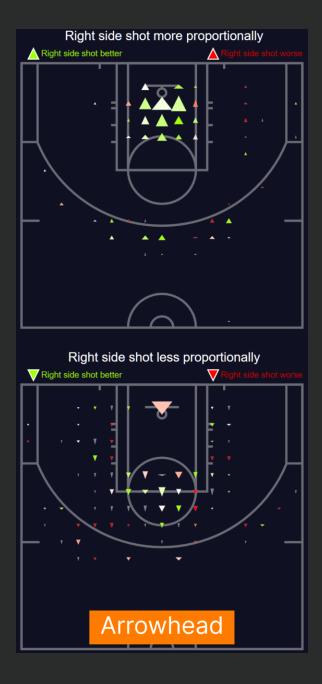




Two chosen designs

### **Arrowhead Encoding**

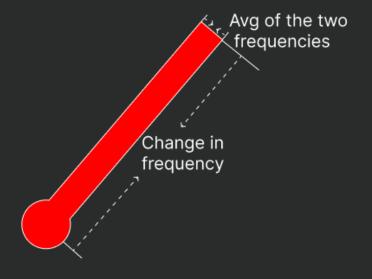








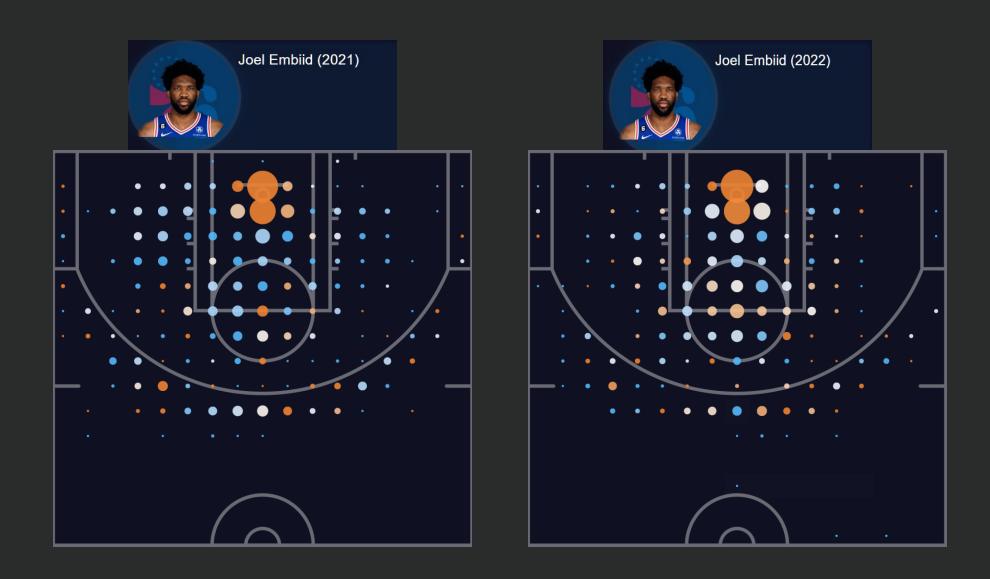
### Needle Encoding





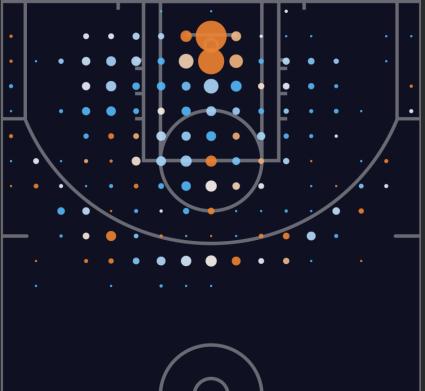












#### Right side shot more proportionally



#### Right side shot less proportionally

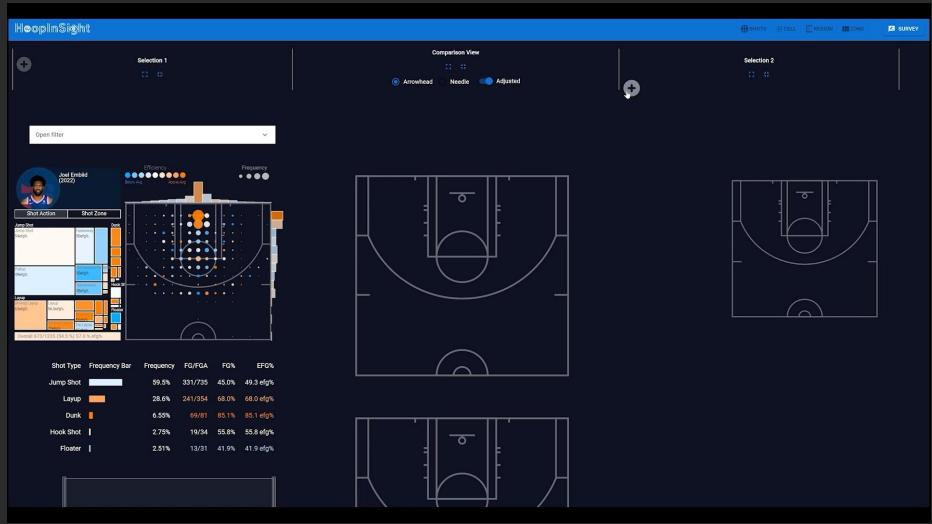








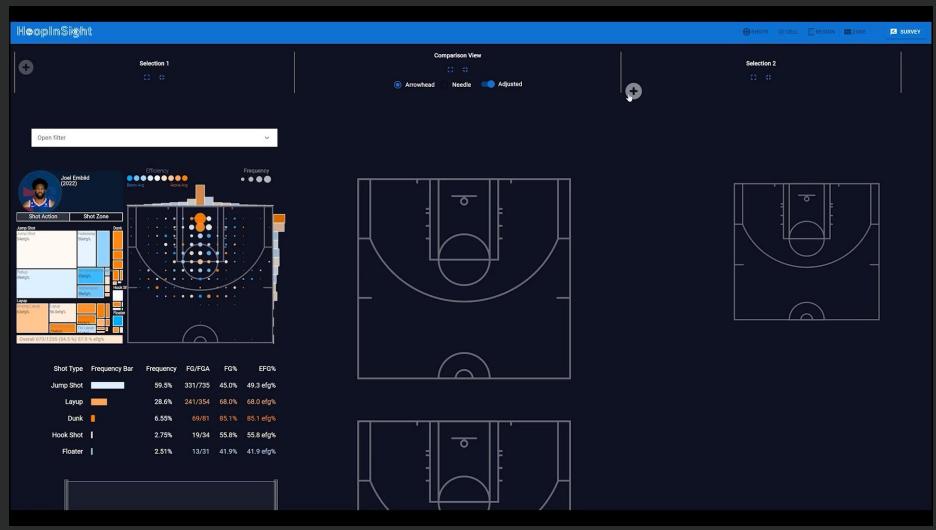
Different Entity Selection





Different Entity Selection

**Temporal Filtering** 

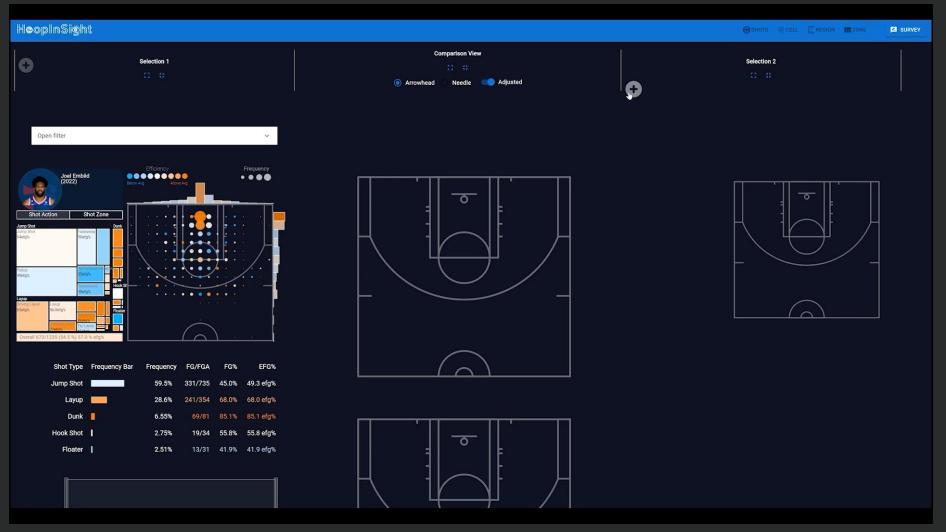






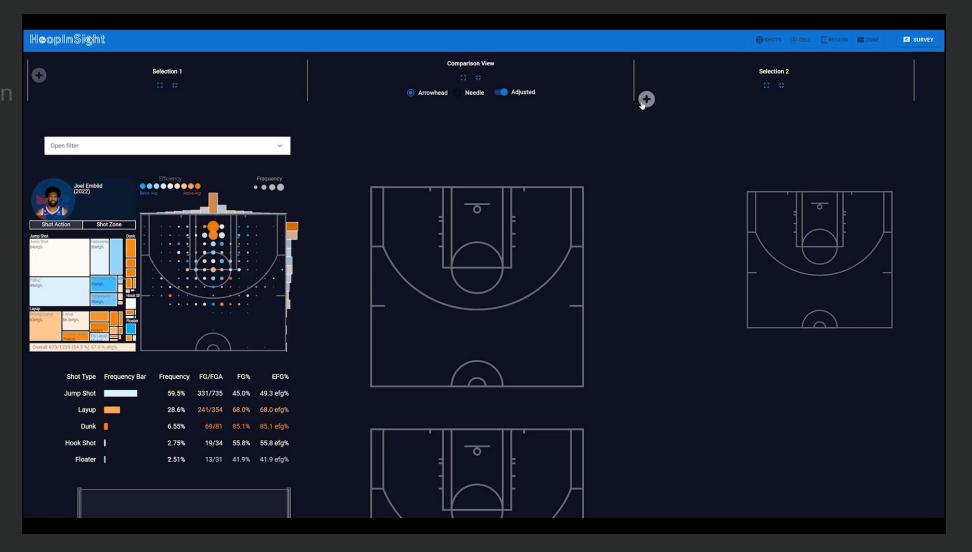
Different Entity Selection Temporal Filtering

Categorical Filtering





Different Entity Selection
Temporal Filtering
Categorical Filtering
Freehand Selection

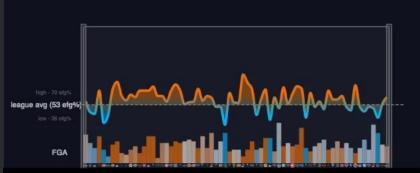




Open filter



Shot Type	Frequency Bar	Frequency	FG/FGA	FG%	EFG%
Layup		35.0%	145/267	54.3%	54.3 efg%
Jump Shot		34.8%	89/265	33.5%	44.9 efg%
Dunk		26.4%	181/201	90.0%	90.0 efg%
Hook Shot	I	2.36%	8/18	44.4%	44.4 efg%
Floater	1	1.31%	6/10	60%	60 efg%



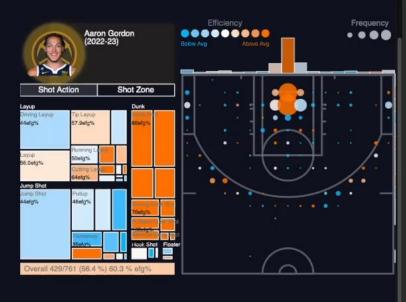
#### Right side shot more proportionally



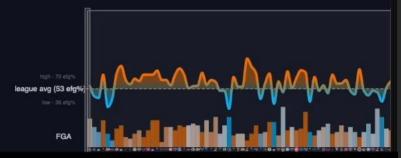
#### Right side shot less proportionally

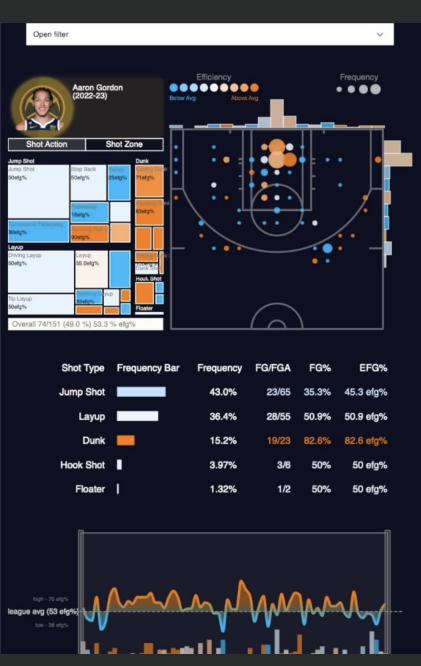


Open filter



Shot Type	Frequency bar	Frequency	FG/FGA	ru%	ErG
Layup		35.0%	145/267	54.3%	54.3 efg9
Jump Shot		34.8%	89/265	33.5%	44.9 efg <sup>9</sup>
Dunk		26.4%	181/201	90.0%	90.0 efg <sup>9</sup>
Hook Shot	I	2.36%	8/18	44.4%	44.4 efg <sup>9</sup>
Floater	1	1.31%	6/10	60%	60 efg <sup>o</sup>





#### Right side shot more proportionally



#### Right side shot less proportionally





Shot Type Frequency Bar Frequency FG/FGA

Open filter

Layup		34.7%	117/212	55.1%	55.1 efg%
Jump Shot		32.7%	66/200	33%	44.7 efg%
Dunk		29.1%	162/178	91.0%	91.0 efg%
Hook Shot	1	1.96%	5/12	41.6%	41.6 efg%
Floater	1	1.31%	5/8	62.5%	62.5 efg%





## **Reflection and Discussion**

• Design Considerations for Spatial Comparison



## Reflection and Discussion

- Design Considerations for Spatial Comparison
- Scalability and Transferability



### **Reflection and Discussion**

- Design Considerations for Spatial Comparison
- Scalability and Transferability
- Designing as Domain Experts (DaDE)

#### Benefits

- More manageable process
- Focusing on novel solutions
- Synergy of domain knowledge and visualization expertise

#### Pitfalls

- Narrow domain perspectives
- Prioritizing experts over casual users
- Task/data explosion





# Thank you!



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Paper

