

## **SA 613: Machine Learning in Sport**

### **[Health, Exercise Sci & Recreation Mgmt](#)**

The elements of sport are interwoven with vast amount of data that requires advanced analytic techniques to untangle the mystery behind machinery and intelligence in the field of sport. Machine learning, a subset of artificial intelligence, refers to the algorithms that improve automatically through learned experience based on training data to predict decisions without being explicitly programmed to do so. This course will provide an overview of how machine learning can be used to improve and predict sport outcomes.

3 Credits

### **Instruction Type(s)**

- Lecture: Lecture for SA 613

### **Subject Areas**

- [Parks, Recreation and Leisure Facilities Management](#)

