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MIS 2502

7 December 2020

NoSQL in Sports

 For many sports fan, the sports we see today have changed drastically over time. Professional athletes today arguably are in the best condition we’ve ever seen athletes, as these sports competitively grow every year due to better training practices and advanced analysis into improving their game. The same can be said about databases. The typical database has become multifunctional, translating data in computational ways that wasn’t possible in the pen and paper era. The number of database management systems has grown as well, with systems like amazonDynamoDB and mongoDB providing different ways of storing this data to help turn into information. With the growth of these two areas happening parallel to each other over the years, the connections they have helped in their own respective growth.

 Many professional teams are monitoring players in different ways, and this brings in large amount of data to understand their body in order to improve performance. The majority of this data is unstructured. For example, a heart monitor that tracks the activity of a player is considering unstructured since it being part of the Internet of Things, which all comes in as unstructured. Another example is the AI technology that teams use now to track in-game statistics, including Amazon’s Advanced Gen Stats, which have been incorporated in many sports broadcasts like the NFL and MLB to what they say will create new stats and improve player health and safety, creating a better experience for fans, players, and teams—all in real time. This is just two examples of how the sports science world has had breakthroughs in this type of data.

The use of mongoDB could help with storing this data, as the data will vary from document to document and can work with changes in data structure. This connects to the NoSQL work done in mongoDB, where the data is accessible and has great analyzation power. Many companies associated with sports are using mongoDB, like Electronic Arts, who is responsible for sports games like the FIFA and Madden NFL franchises. It is important to see how this data storage will continue to grow as the data itself is growing.

Works Cited

“NFL.” *Amazon*, Dorling Kindersley, 2000, aws.amazon.com/nfl/.