The Data Mine The bas has a state ; get 1 the state ; sign of the



- Time of Day
- Sport Type
- Medal Session
- Session Duration

- Request Methods



Data-Driven Planning: Olympic Games Case Study

Coby Kirkland, Amel Vejzovic, Riley Ritter, Andrew Huang, Zach Kolano, Andrew Putlock, Michael Cruz

Alle H Links

Methodology

Given Venue Population Models for 2024 Olympic Games, our team preprocessed raw input data and constructed a database schema using PostgreSQL To visualize and communicate finding in the data, we developed an interactive data app using JavaScript, HTML, CSS, and Dash.

Our backend is a REST API built using FAST API, and we communicate data from the PostgreSQL database to our data app using standard HTTP

Due to some of the Venue Population Models being unpopulated, we used Python packages such as Matplotlib to visualize an in-depth seating analysis





Conclusion and Future Goals

Our team has worked hard to create a demand model to help better visualize Olympic Games planning population data. We have cleaned, transformed, and consolidated data for easier viewing. We connected our database to FASTAPI to create an organized interface to consolidate and visualize attendance data for Olympic Games. In the future, we hope to implement machine learning models to predict some of the currently unknown stakeholder populations.

Acknowledgements

We would like to thank RESEC, the IOC Knowledge Management team, and the Data Mine for providing us with this amazing opportunity. Thank you to Jan-Anders Mansson, Nzumbe Nyanduga, Fabio De Alcantara Machado and Nick Rosenorn for guiding us through this project.

The Data Mine Corporate Partners Symposium 2023