SERVE-ORIENTED TENNIS MATCH SIMULATOR

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ABSTRACT

This paper is an introductory report on the project described in the title above, which is an early foray into the notion that it is possible to dissect small elements of game play in sports and walk away with meaningful conclusions. This has implications not only at an academic level in that a positive outcome legitimises the use of similar processes in other sports, but also to the sport itself in that players and coaches alike can use the knowledge acquired in this project to know themselves (and their opponents) better. Additionally, a successful project is also an asset to the gambling industry - as in-play betting grows more popular, there is a bigger need to ensure that your automated pricing systems consider everything they possibly can to maximise winnings.
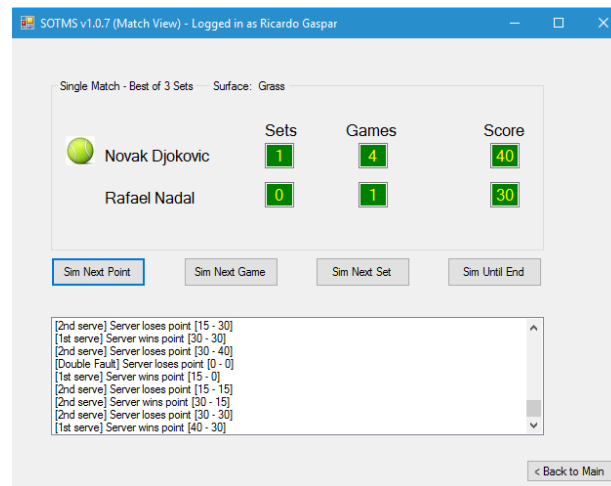
*Figure 1. **The simulator in action.***