# Michigan State Men's Basketball
## Spartan Basketball Player Timer

NCAA Division I basketball is very competitive. Although it may not be apparent to the casual observer, every detail of each game is carefully planned and scripted.

One aspect of a game plan is that of playing times. For each player, the coaches determine target times for how long he can play at a stretch, how long he needs to rest before playing again, and the total amount of time he should play in a game.

Working with Coach Tom Izzo, we developed a software system called the Spartan Basketball Player Timer, which is used by the basketball staff on the bench during the game.
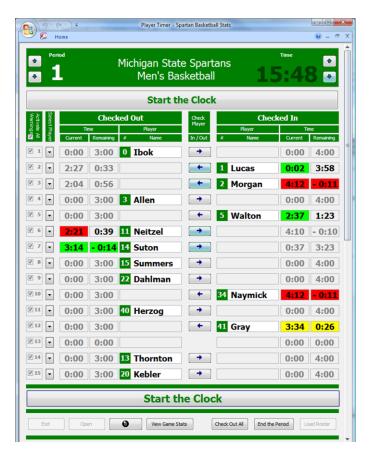
When a player enters the game, his playing time is displayed with a solid green background. When his target playing time goes under two minutes, it is displayed in yellow. When the time goes below zero, it is displayed in red.

The color coding of times provide visual cues that can be seen by the coaches at a distance. If there are many yellow or red boxes, the coaches begin to plan substitutions.

A game summary for all the players can be displayed at any time whether the game clock is running or stopped.

Our software runs on a Microsoft Windows Tablet PC about the size of a traditional clipboard only slightly thicker. With no keyboard, all input is done by pressing buttons with a pen.

Spartan Basketball Player Time is written in Visual Basic. The underlying database is Microsoft Access.

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Name
City, State

Name
City, State

Name
City, State

Name
City, State

Insert the team picture here.

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