

**DECISION SUPPORT SYSTEM FOR DETERMINING THE MAIN
BASKETBALL TEAM USING THE MULTI-ATTRIBUTE UTILITY THEORY
METHOD**

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ABSTRACT

Sports are physical activities performed with specific movements that can enhance human fitness. Besides being a hobby, many people also work in the field of sports. People of all ages can enjoy sports because there are many branches of games, one of which is basketball. Basketball is a team game aimed at putting the ball into the opponent's basket, played by five players on the court with seven substitute players and one coach. The rapid development of basketball can be seen from the numerous competitions held for various age groups. Basketball competitions require team cooperation to achieve victory, with the coach playing a crucial role in preparing the best player lineup for each position. Coaches often face difficulties in determining the best position for athletes because selections are often made based on observation alone without accurate data. Some coaches have recorded training data, but this method takes time and has low accuracy. Coaches need to understand the strengths and weaknesses of each player based on the training results. Currently, information technology is developing rapidly and can assist in the field of sports. Based on this description, this research aims to create a "Basketball Main Team Decision Support System." The MAUT method is used because of its simplicity and ability to assign weighted values to each criterion, making it easier for decision-makers.

Keywords: *Basketball, Main team, Multi Attribute utility Theory*