



SDSU
presents
a thesis defense for
Master of Science
degree in
Computer Science

Thursday,
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2:00pm
GMCS 418

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Evolution of Cricket and Comparison to Baseball

Abstract

Cricket is an international sport, defined as bat and ball game, played between two teams of 11 players each on a grassy field. Cricket is very well developed in many countries and these countries are categorized as Full Members, Associate Members and Affiliate Members. Each country is governed by its own Cricket Association and the International Cricket Council (ICC) is the international governing body of cricket.

This thesis seeks to bring together the history of cricket that examines the dispersion of cricket in the British Empire, its appropriation by the colonies and the subsequent commercialization of the sport in countries all over the world.

This tool is a geographic tool that shows how cricket as a sport, which survived as children's game for centuries during Norman times, was increasingly taken up by adults around the beginning of the 17th century. This tool brings together the history of cricket, by country, and discusses how and why cricket, which was a popular game during the 18th century lost ground in the United States and how and why baseball came to be known as national pastime in the United States. This tool locates each country based on the member group it belongs to in International Cricket.

This tool is developed in JAVA as the programming language and utilizes Map Objects Java Edition (MOJO), provided by ESRI. ArcMap, a GIS component was used to create the shapefiles and easily incorporate various features of GIS into this application.

Thesis Committee

Carl Eckberg, Thesis Chair, Department of Computer Science
Joseph Lewis, Department of Computer Science
Gangaram Singh, College of Business Administration