



College Hoops 2K24

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Table of Contents

I. **Dynamic Recruiting**

- Player Framework
- Player Profile
- Recruiting Specifics
- Transfer Portal

II. **Dynamic Scheduling/Atmosphere**

- Schedule Budget
- Atmosphere/Hype Rating

III. **Coaching and Training**

- Coaching Profile
- Coaching Carousel
- Game Planning
- Training

IV. **Presentation**

- Presentation Packages
- Bracketology
- Arena Atmosphere

Dynamic Recruiting

Recruiting will receive an overhaul based within the College Hoops 2K8 framework. The impact from recruiting will tie into other aspects of the Legacy Mode (Franchise). Standard or Dynamic Recruiting will be available to the user depending on what experience they would like. Standard recruiting will be vastly simplified while Dynamic/Custom Recruiting will increase the realism.

Player Framework


- Ability to recruit players from 9th Grade through 12th Grade and the addition of Prep School and JUCO recruiting. Dynamic recruiting will require the user to choose which types of players they would like to uncover on a monthly basis. This will be done in percentages of time spent and will allow the user to make decisions of uncovering players based upon what their team may potentially require. The user will have to not only recruit in the current year, but also for future years.
 - **The following players will be unlocked at all times with limited Attributes and information**
 - Top 25 Players from 9th Grade Class
 - Top 50 Players from 10th Grade Class
 - Top 100 Players from 11th Grade Class
 - Top 400 Players from 12th Grade Class
 - All Prep and JUCO Players
- All Players will have the following items in their Profile. Additional items can be unlocked by specifically recruiting players with Assistant/Head Coaches.
 - Measurables (Age, Height, Weight, Wingspan)
 - High School/Location
 - AAU Team (Some players will not be associated with AAU Team)
 - Statistics (Major Statistics)
 - Attribute Ranges (Specifics are uncovered via Recruiting)
 - Priorities as a Recruit (Specifics are uncovered via Recruiting)
 - Top Schools of Choice (Specifics are uncovered via Recruiting)
- Through Dynamic Recruiting, it will be impossible to discover all players from each class which will add realism. This forces the user to spend time finding players from regions, classes and positions that meet their teams needs. The user will need to prioritize time spent discovering players based upon the classes that require the most recruits. For example, if a program


only has one scholarship available for a class, player discovery may not be as important for that Graduating Class.

- Recruit creation will be based upon historical averages which will use recruiting classes from the past ten years to build. Historical data will take into consideration location, position, size, and ranking. This will allow recruiting classes in the future to stay accurate.
- Recruiting class and player chemistry will also be a new item available. If players from the same state or school commit to a program together, team chemistry will increase, and transfer likelihood will decrease. On the flip side, if players are recruited solely based on talent and egos get in the way, players may get upset and transfer or chemistry will be decreased.
- Booms and busts will happen in recruiting more often than in prior versions of the game. A recruits ranking will not always coincide with the players eventual talent. Player's ratings will also be tied to their performance in games and boosts will be made to their ratings as those performances get better or worse. Diamonds in the rough players will be hard to find and often tied to meeting their potential based upon being recruited to the correct type of program for the fit they are looking for. This will be covered in Recruiting Specifics.

Player Profile

- Player Profiles will play a large role in how recruits are viewed and how the user will make decisions for handing out Scholarships. A player profile will be unlocked through two pieces of the Dynamic Recruiting System. General information on a player will be unlocked once they are discovered and additional information will be unlocked with specific recruiting which will be included in Recruiting Specifics.
- When a player is Discovered or included in a class's rankings, the following information will be included. Recruiting profiles will be based upon 247 Sports Profile.
 - Prospect Info (Position, Height, Weight, HS, City, Class)
 - Player Rating (Star Rating, Natl Rank, Pos. Rank, State Rank)
 - Composite Ranking based upon 1-100 (100 = Top Recruit)
 - Crystal Ball Prediction (Shows Likely Choice and list of schools/Offeres)
 - Predictions will become more accurate as Class nears LOI window and will be more accurate based upon a user's recruiting effort.
 - Scouting report which will include NBA Comp. if available
 - Projection for NBA Draft and length of college career
 - Example shown below





Cason Wallace

Timeline

Prospect Info

POS	HEIGHT	WEIGHT
CG	6-4	185

HIGH SCHOOL
Richardson

CITY	CLASS
Richardson, TX	2022

Player Rating

247SPORTS COMPOSITE*

★★★★★ 0.9973

NATL.	CG	TX
6 History	2	1


247SPORTS

★★★★★ 99

NATL.	CG	TX
6	2	1

Crystal Ball® Predictions

NO LEAD EXPERTS



Kentucky
100%

6 MED

7 Predictions - Embed

- Once a player has been discovered more items can be discovered. The following items will be discovered depending on the type of recruiting that is done by the user. Items will be unlocked as they are chosen, and this will be covered in Recruiting Specifics.
 - Statistics (PPG, RPG, SPG, APG, Shooting %'s Etc.)
 - Attributes (Awareness, Shooting, Rebounding, Injury, Speed, Etc.)
 - Intangibles (Drive, Work Ethic, Clutch, Etc.)
 - Recruit Wants (Prox. To home, Academic Prestige, Program Prestige, Playing Time, Etc.)
 - Ideal System Fit (Offensive/Defensive)
- Recruiting will also include week to week fluid rankings based upon Verbal/LOI. Unlike before where the players could only commit during the small signing periods, players will have the ability to verbally commit at any time and be included in a school's recruiting class. With this being done, recruiting classes will be ranked similar to the view shown below.

2022 ▾
BASKETBALL ▾

The Chase for the Recruiting Champion powered by 247Sports Composite

Expand ▾

ALL	ACC	Big-12	Big-Ten	Pac-12	SEC	AAC	C-USA	MAC	M-West	A-10	A-East
Rank	Team	Total	5-stars	4-stars	3-stars	Avg	Points				
1 1	 Duke	4 Commits	3	1	0	99.30	69.81 ▾				
2 4	 Arkansas	5 Commits	2	3	0	97.55	68.54 ▾				

Recruiting Specifics

- The specifics of Recruiting have slightly changed and will hopefully become a skill that will allow users to be creative and wise in their decisions rather than always trying to obtain the highest ranked players regardless of their player profile.

- Users will be able to now organize their targets by Class rather than in one large Target List. This target list has also been expanded and will have no impact on a player's decision for school.
- As mentioned earlier, the user will have monthly and weekly tasks for recruiting that will also coincide with Annual Goals. The Annual Goal examples are shown below and do not necessarily be followed, but they will have an impact on the staffs (4 Assistants/1 HC) ratings for Recruiting moving forward. If annual goals are met or exceeded, the recruiting ratings of coaches will be increased. The same will happen in the opposite direction.
 - Sign a player Ranked inside the Top 100 of his class
 - Sign a PF/Center with a height greater than 6' 10"
 - Sign a player from the School's home state
 - Sign a player with a rating higher than 75
- Monthly tasks will be based upon a percentage meter that will allow the user to customize their discovery of players exclusively. This will have NO impact on Weekly tasks done by the coaching staff. Types of discovery efforts can be used in the following way.
 - Class
 - Position
 - State/Region
- As the monthly tasks are done, players will now become available with icons showing they are new. These players will have profiles become available as show in the Player Profile Section. The number of players found on a monthly basis is TBD. This may vary on months of the year. This will make the user choose their efforts based upon the importance of a class and the available scholarships.
- Weekly tasks will be done with the exception of a freeze period during the summer TBD. (May not be necessary) Weekly tasks will be based upon an hour's scheme which will give 25 hours per assistant coach (100 Total) and 20 hours per HC. Assistant coaches and HC's rating as recruiter will have an impact on the effectiveness of what is done. This total of 120 hours per week will be used to recruit players in several ways. The following items will be available to the user and will cost the hours shown. The location of a player will NOT have an impact on the hours of task. This chart also shows which types of items will be unlocked. These items are WIP.

Task	Hours	Discovery (Order of Disc.)
Watch game film	5	Attributes/Statistics
Phone Call with Coach	2	Intangibles/Recruit Wants
Phone Call with Player	2	Recruit wants/Intangibles
Texting with Coach	1	Intangibles/Recruit Wants
Texting with Player	1	Recruit wants/Intangibles

Meeting with Coach	5	Intangibles/Wants/Att.
Meeting with Player	5	Recruit wants/Intangibles/Att.
Invite Player to Game (Must be home)	5	Recruit Wants
Meeting with Player & Family	5	Recruit Wants/Intangibles
Read Local/National Articles	2	Statistics/Attributes
Attend Player Practice	10	Attributes
Meet with HS Athletic Director	5	Intangibles
Attend Player Game	10	Attributes/Statistics

- Offering players, a Scholarship can occur at any point during the Recruiting Process with the ability for a player to Verbally Commit at any time. If a player Verbally commits, the coaching staff of yours and others can still recruit the player with the same hours.
- Scholarships are NOT limited to the amount your school has for a specific class, however once the total Verbal's/LOI's reaches the total amount, recruits will understand this and make changes to their potential choosing of schools.
- Recruiting of players will also allow the user to begin pitching at any time. Pitching a recruit will follow the same hours structure as a part of the 120 allotted hours per week. This pitching will be more important as a player gets closer to deciding where they want to attend. Pitches made to a player will also have an impact on their feeling about a program. If a player is pitched for something they do not want, they are likely to feel worse about attending a school. Pitches can be made in four forms and will be strongest based on time spent.
 - 10 Hours – Meeting in Person with Coach/Family/Player
 - 5 Hours – Meeting in Person
 - 2 Hours – Meeting on Phone
 - 1 Hour – Text Messaging
- Below are some pitches that can be made.
 - Academic Prestige (Based upon US News)
 - Prox. To Home (Based upon Region/State)
 - Program Prestige (Based upon 10 Star System for Program Success)
 - Playing Time (Ability to play more minutes upon arrival)
 - Pro Potential (Ability to get drafted)
 - Fun of School (Location/Weather/Enjoyment Level)
 - Coach (Coach Prestige)
 - Former Teammates (Pitch player on former teammates on team)

	<ul style="list-style-type: none"> o Offensive/Defensive System (Fits player Profile) • A players recruitment pitch is also something that will need to be monitored if they commit. If a player was specific to wanting something out of his commitment and it is not delivered, it increases their chance of transferring. • Players depending on skill will be inclined to consider the NBA G League or other professional leagues rather than entering college. • Showcase games can be scouted at different times of the year. Ideally this will include the ability to play or watch the game. <ul style="list-style-type: none"> o McDonald's All-American Game o State Championship Games o AAU Title Games • Recruiting to your coaches' style and system will also be a point of emphasis. In addition to finding players that fit a specific system. These systems will be highlighted in an education document that also shows strengths/weaknesses and prototype players. (Ideal system fits shown in Player Profile) If a player is recruited and played in his ideal system, the player will likely be given an attribute boost. For example, a 7' Center with good defensive skills will fit a Syracuse 2-3 Zone defense much better than Virginia's man-to-man ball pressure defense and thus allow the player to have a higher rating if they commit to Syracuse instead of Virginia.
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Transfer Portal

	<ul style="list-style-type: none"> • A new component in College Basketball is the Transfer Portal which has now become a staple. The Transfer Portal will be rehauled and a two-week window after the National Championship in April. • If a player is considering transferring from the user's program, they will be required to pitch the player, but depending on the circumstances, the player may decide to transfer anyway. All transfer rules will be considered such as transferring within conference and the now ability to not sit out a year. • A Coach will have the ability to offer a transfer a spot on the team if the school has availability for a scholarship. The same pitch system will be used to recruit the player to your program; however, no recruiting of the player will be done. Their player profile will be unlocked and their stats available.
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Dynamic Scheduling/Atmosphere

Scheduling has a massive impact on a college program. Whether it is the ability to build a tournament resume, impress recruits or raise money for the program, Scheduling needs to be a well thought out item. Dynamic Scheduling will integrate all of these items and make the college season process never feel stale by creating Atmospheres of College Basketball that are ever evolving.

Schedule Budget

- Depending on a Program's Prestige, scheduling can very often viewed from several different directions. Small conference schools must consider buy games, while large conference schools must balance their schedule with games that help their tournament resume. Balancing these items will be imperative in College Hoops 2k24 and be done with a "Budget" System. This Budget System will be met via the goals you set for your team.
- Unlike in prior versions, games between two teams must be agreed upon. A point system will be given to your schedule and will have an impact on several items listed below. The grade will be based upon the Goals you set for your programs Schedule which will then have an impact on your recruiting, player morale and tournament resume. You will be asked to weigh the importance (100% Total) in the following ways before selecting your schedule. This will only pertain to the Out of Conference Schedule.
 - Compete in Pay Games (Home games against teams with a rating -10 from your current ranking at the time of the scheduling) – **Helps tournament resume/reduces wear on players due to travel/Hurts fan morale**
 - Limit Travel (Non-Conference total travel of Less than 3,000 roundtrip miles. Closer to Zero will increase grade) – **Helps reduce on players due to travel/Potentially hurts recruiting**
 - Compete in Buy Games (Road games against teams with a rating +10 from your current ranking at the time of the scheduling) – **Helps Strength of Schedule/Potentially helps recruiting/hurts player wear due to travel/Hurts fan morale**
 - National Exposure Games (Play in top 10 ranked tournament, play top 25 teams, play game to be shown on National TV) – **Helps Strength of Schedule/Helps Recruiting/Potentially hurts player wear due to travel/Helps fan morale**
 - Play a Rival (Compete at home/away with designated Rival) – **Helps Recruiting/Helps fan morale**
- Once these percentages have been chosen, a schedule will be made using the calendar and tournament selection screen. As you choose dates and games to be played, other programs will accept/decline/rebut. For example, if Providence College asks to play a

	<p>home game against Duke, Duke may accept, reject, or rebut with a home/neutral game of their own. Their own goals will have an impact on the odds of a game being set up. This process will also include the ability to set up two-year series with teams which could include a "Home/Home" or "Home/Neutral". Neutral sites will be chosen by the initiating program. As the schedule is being completed, the grade will change and once completed be given a Final Grade.</p> <ul style="list-style-type: none"> • Games played at Home/Away/Neutral will be treated correctly for the tournament resume and Quad 1/2/3 Standards. • Game times will not be scheduled by the user, but this is something to be considered in the future. • Conference Scheduling will be done by the CPU and work specifically to each conference's settings. • National Exposure games will be determined at the time of scheduling and be shown during the process. • Miles traveled will be done in a straight-line formula from both school's location or the neutral site location. Timing and amount of travel will have an impact on the team's stamina and injury rating. This will require a balance during the scheduling process.
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Atmosphere/Hype Rating

- New to College Hoops 2k24 is Hype Rating which will be given to each game played and allow for a Dynamic Atmosphere which is specific to every college game in the country. This hype rating will have an impact on attendance for the game, recruiting, composure of players and energy of the arena. The Hype Rating will be given an amount from (0 Min -10 Max) and will have the following characteristics based upon the chart below.
 - 7-10 Sellout Crowd (Closer to 10 craziest atmosphere)
 - Every level below will lose ~10% Capacity and atmosphere
- An Example match-up is shown with an OOC game between #3 Duke @ Michigan.

Hype	Hype Points	Notes	Example Match-up
Top 25 Team	0-4	Each Top 25 team receives a point for the game. Any top 10 team receives additional 1 point bonus. Based on AP Ranking.	Duke – 2.5 Michigan – 0
Program Prestige	0-4	Each program prestige point equals 0.2 of a point towards hype	Duke – 2 (10 Stars) Michigan – 1.8 (9 stars)
Competitive match-up	-2-2	Closeness of matchup based upon Team Ratings will determine points. If teams are	Total - 1 (Michigan 82 OVR, Duke 87 OVR) 5 pt. difference

		equally matched, they will receive max of 1 point and lose .2 points for each point not matched	
Closeness of schools	1	Bonus received for schools within 100 miles of each other	No Bonus
Rivalry Game	2	Bonus for all rivalry games. Each school will have three designated rivals	No Bonus
National Exposure Game	1.5	Bonus for games designated as National Exposure Games	Total – 1.5 (Game Nationally Televised on 2k National)
Buy Game (OOC)	-1	Penalty for games designated as Buy Games in Pre-Season	N/A
Conference Games	2	Bonus for conference games	N/A
TOTALS	-3/15	N/A	8.8 Total

- In this example you will see the #3 Duke @ Michigan game has received an 8.8 Hype Score. Due to this the game will be sold out and a crazy atmosphere. Another example with #15 UConn hosting Bryant University is shown below.

Hype	Hype Points	Notes	Example Match-up
Top 25 Team	0-4	Each Top 25 team receives a point for the game. Any top 10 team receives additional 1 point bonus. Based on AP Ranking	UConn – 2.0 Bryant – 0
Program Prestige	0-4	Each program prestige point equals 0.2 of a point towards hype	UConn – 1.8 (9 Stars) Bryant – 0.4 (2 stars)
Competitive match-up	-2-2	Closeness of matchup based upon Team Ratings will determine points. If teams are equally matched, they will receive max of 1 point and lose .2 points for each point not matched	Total - -2 (Bryant 74 OVR, UConn 84 OVR) 10 pt. difference
Closeness of schools	1	Bonus received for schools within 100 miles of each other	Total - 1
Rivalry Game	2	Bonus for all rivalry games. Each school will have three designated rivals	No Bonus
National Exposure Game	1.5	Bonus for games designated as National Exposure Games	Total – 1.5 (Game Nationally Televised on 2k Sports)
Buy Game (OOC)	-1	Penalty for games designated as Buy Games in Pre-Season	Total – -1
Conference Games	2	Bonus for conference games	N/A
TOTALS	-3/15	N/A	1.7 Total

- In this example you will see the #15 UConn v. Bryant University game is given a 1.7 Hype Score and will likely lead to a 50-60% capacity crowd at Gampel Pavilion. These hype scores will not only have an impact on the players, but the atmosphere

of each game, helping create a realistic environment for college games at a large scale.

- Hype totals will be shown prior to games and be apart of the schedule. Each program will be given three boosts per year, which will allow a home game to be given a 3.0-point bonus prior to playing. If an unranked team hosts a top 25 program, an automatic 2 pt. bonus will be given to the Hype total up to a total of 7 for the total Hype.
- Hype totals will be something Recruits will look at when looking at your program and this will have an impact on your program prestige. Your Programs Profile will show a Hype Value which will be average of your programs hype totals from each game.
- Conference tournament Hype scores will be given a bonus based upon the round of the tournament.
 - First Round (Non-Quarters) – 1 Pt.
 - Quarterfinals – 2 pts.
 - Semi-Finals – 3 Pts.
 - Finals – 4 Pts.
- NCAA Tournament Games will receive the following Hype bonuses
 - First Four – 1 Pt.
 - Second Round – 1 Pt.
 - Third Round – 2 Pt.
 - Sweet Sixteen – 3 Pt.
 - Elite Eight – 4 Pt.
 - Final Four/National Championship – Max Points

Coaching and Training

Coaching and Training will be an integral part of College Hoops 2K24. In the sections below, items will be explained for both and their impacts on players, coaches and ultimately the performance on the court. Training and coaching features will have the ability to be set to manual or auto to help the user shape the best experience.

Coaching Profile

- Similar to a player profile, a Coaching Profile will be important to match with players training, rotations and recruiting. Coaches will have the following ratings and styles which will determine their profile.

	<ul style="list-style-type: none"> ○ Offense (Motion, Zone, Specific, Set, Patterned, Transition/Press) ○ Defense (Man, Zone, Match-up, Press) ○ Intensity (Level of Intensity impacts training and player boosts) ○ Charisma (Ability to recruit and get most from a Player) ○ Recruiting (Ability to recruit) <ul style="list-style-type: none"> ● Coaching attributes will change as players and the team have success. A Coach will have the ability to change their style of offense, defense or intensity, but it will impact their ratings and potentially recruits who have committed or about to. ● Each coach will have ratings specific to all of the types of Offenses and Defenses. This will allow coaches to consider game planning against their strengths depending on the type of team they are playing. For example, if a coach runs a zone defense against a pressing offense because it's their strength they may still struggle because the game plan could be executed better by the other team. Adjustments can be made during a game as well and depending on the players who play, changes to their attributes can be made. ● Assistant Coaches can be hired and signed on yearly or multi-year contract with specializations in the profiles above. Chemistry between coaches can be relevant and specialization in certain skillsets will be helpful to players.
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Coaching Carousel

	<ul style="list-style-type: none"> ● The Coaching Carousel is back in College Hoops 2k24, but things are different than they were in the past. The Coaching Carousel will take place during the two weeks before the transfer portal. Schools who are looking for a new coach will go ahead and begin by engaging another coach's interest. Once the interest is gauged, you will have the ability to interview for a role by answering a series of questions. If the School finds a match, you will or won't be offered a contract. If the user coach is currently in a contract, the school offering will have to buy the other school out for their contract. A coach who is looking for a new job or has an expired contract, does have the ability to contact other schools with openings, but they will be limited to three inquiries. If they reject the interest, you will have to sit in the carousel. ● If a Coach leaves a program, they will also have the ability to convince their assistant coaches and recruits of choice to come with them. During that pitching process, players and coaches will give their answers on whether they will follow the user coach.
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Game Planning

- Before each game, a game plan will be made. The game plan can be tailored to the Scouting Report that is also available for each team. This includes items shown below.
 - Team Tempo (Pace of play/Possessions)
 - Style of Offense/Defense
 - Key Players
 - Team Statistics
- Game Planning will include the ability to do several things to help prepare for a team. Once a Scouting report has been studied, the user will have the ability to game plan with the following items.
 - Points of Emphasis (Defense/Offense/Rebounding Etc.)
 - Lockdown of Player (Ability to double a player or sway defense towards a player)
 - Lockdown of Ability (Ability to deny a team of their strength)
 - Preparation (Film Study, Free throws, Shooting Drills, Etc. inclusive of normal training which will be discussed)
 - Minutes per Player (Manage player injuries and energy levels with goals on playing time)
- Once a game has begun, the user will have the ability to make changes to the game plan during timeouts and half time. These changes will not be as effective as game planning for them; however, this will have an impact on a team's ability to deal with another team.

Training

- Training players in College Hoops 2k24 will be very important. Recruits will have the ability to change both their physical traits and their playing abilities once they have been trained. The first job of the user will be to choose the Team Trainings and the intensity around them. The following options will be available at the Team Level and Player Level. Players will be given 10 hours per week to train which can be split at any percentage with a specific intensity, while Redshirted Players will have 20 hours.
 - **Intensity (1-10 Scale)**
 - Offense, Defense, Rebounding, Stealing, Blocking Etc.
 - Conditioning/Weightlifting
 - Film Work (Helps with awareness)

	<ul style="list-style-type: none"> ○ Rest (Helps with injury/awareness/energy level) • Players who train in certain ways will have the ability to not only become better from an attribute standard, but also for their physical attributes which will be affected on the court. A player can not only naturally grow in height during college (Small Percentage), but also lose or gain weight based upon their trainings. A 6'10" 275 Lb. player with conditioning and weightlifting being where their training is used, may end up losing weight and becoming more athletic over time. The same opposite can happen with a 6' 180 Lb. guard who adds weight and becomes a more physical player. This will also have an impact on their ability to train more efficiently in the future.
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Presentation

	<i>The one item NCAA Basketball 10 arguably had better than College Hoops 2K8 was its presentation package. The introduction of ESPN and CBS really helped make each game feel unique, especially during the NCAA Tournament. College Hoops 2k24 will do some of the same and it will use a combination of some of the items already discussed.</i>
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Presentation Packages

	<ul style="list-style-type: none"> • Similar to the NBA Series, College Hoops 2k24 will take on multiple broadcast teams and graphic packages specific to the network being used. The following breakdown will be established. 			
	Network Name	Network Mock	Types of Games	Days
	2K National	CBS/FOX/ABC	National Exposure, Hype Games >7.0, Conference Title Games, NCAA Tournament Games excl. First Four	Saturday/Sunday Games (Game of the Week)
	2K Sports Network	ESPN/FS1/CBS Sports Network	National Exposure, Hype Games >5.0, Conference Tournament Games, First Four Games, Conference Games with Hype >5.0	All Days
	Visual Concepts Network	ESPN+/FS2/Regional Networks	Hype Games <5.0, Non-Conference Buy Games	All Days

- Each of these Networks will have a specific Broadcast and Graphic package which will allow each game and portion of the season an opportunity to feel fresh. In addition to this, each of these broadcasts will use the Hype Rating to help with commentary during the games.

- Games will be determined on which presentation package they will receive after the Schedule has been completed as the calendar officially flips into the new season. The user will then be able to see their schedule and what networks their games will be on prior to the season beginning. One thing that can potentially change during the season is the ability to be apart of the “Game of the Week” which will be determined entering a week. This will be the game with the highest Hype Rating and will automatically be placed on 2K National regardless of what day of the week.

Bracketology

- The term “Bracketology” has grown extremely popular over the past few decades in college basketball. From Joe Lunardi to Jerry Palm to so many others, Bracketology has become a term everyone is familiar with. College Hoops 2K8 did an excellent job with Bracketology and also with the selection of teams into the tournament. This however will be updated in College Hoops 2k24.
- Each network mentioned above (2k National, 2K Sports Network, Visual Concepts Network) will each have their own fictional Bracketologist who will release a new tournament watch each month through January and each week after leading into the NCAA Tournament. This will allow the user to see differing opinions and track their progress through the season. The Bracket will include the entire field slated as well as the traditional other shows below.
 - Top Overall Seed
 - First team out
 - Last team in
 - Last four byes
 - Last Four in
 - First Four out
 - Next Four out
- In addition to Bracketology, College Hoops 2k24 will also include a revamped Selection Show hosted on 2K National during Selection Sunday.
- Teams will be selected in similar fashion to the revamped system that now uses a Quadrant system for wins. Kenpom will also be established as well as other Ranking Systems to help establish the field correctly.
- The addition of the NIT and CBI tournaments will also be available for teams eligible.

Arena Atmosphere

- There is nothing better than a college atmosphere for sporting events and College Hoops 2K24 will look to capture that. Arena Sizes, Hype Rating

and Student Sections will all help determine the atmosphere for games which will be dynamic.

- With 351 Division 1 College Basketball programs, the push to include all arenas will be difficult. In addition to school's primary arena, secondary arenas are available to use as neutral sites or for alternate home sites during the scheduling process. An example of this would be St. John's ability to host games on Campus or at the Madison Square Garden. In addition to those NBA arenas that are used as alternates, tournament site venues will also be included for use during neutral sites.
- Within arenas, College Hoops 2K24 will also focus on Student Sections, placement, and impact on games. Student Sections will be appropriately sized and placed in each arena. These student sections will impact noise in the arenas and rattle opposing players who are close to them on the floor.
- Neutral site games will have a balanced atmosphere, however the team with the higher prestige and closer fanbase will be given the slight advantage with regards to noise level and player abilities. For example, if Duke were to play Kentucky in a neutral site game, the prestige would offset, but if the game were to be played in Charlotte (Close to Duke), you'd expect to see more Duke fans and ultimately a crowd rooting harder for Duke. (Mileage as the crow flies)
- Another item specific to the college atmosphere is bands. Schools bands will be back and play their schools cheer as well as other band tracks.