





Analysing the Analysis

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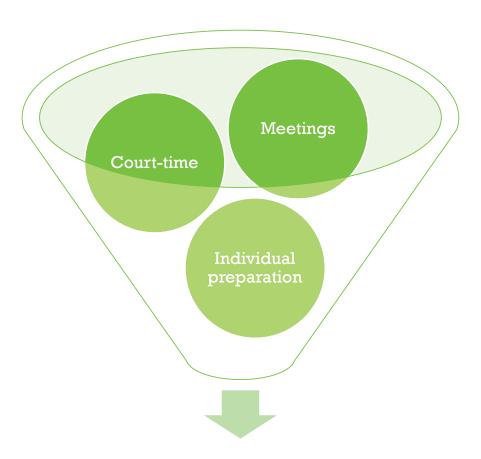


Pre Campaign

Pre-Learning Materials and Approaches

How do we prepare players for a campaign..?

Tension between player load and time learning



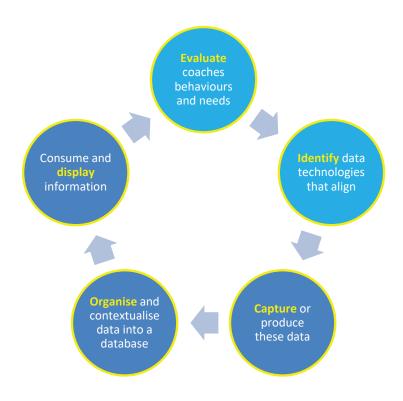
Execution of Strategy

20hrs - causal or coincidence



Managing data and creating information is important..

Frameworks for "large-data"

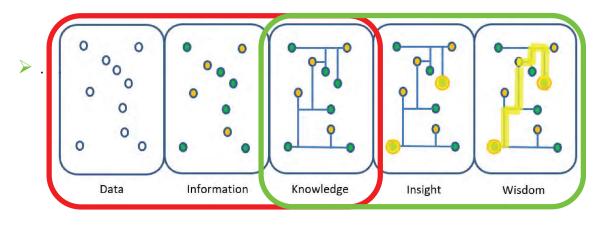




Data to wisdom?

The coach and S&C/analyst interface

Figure. A visualisation of the continuum from data to wisdom, adapted from (Kaushik, 2016).



S&C or Performance Analyst

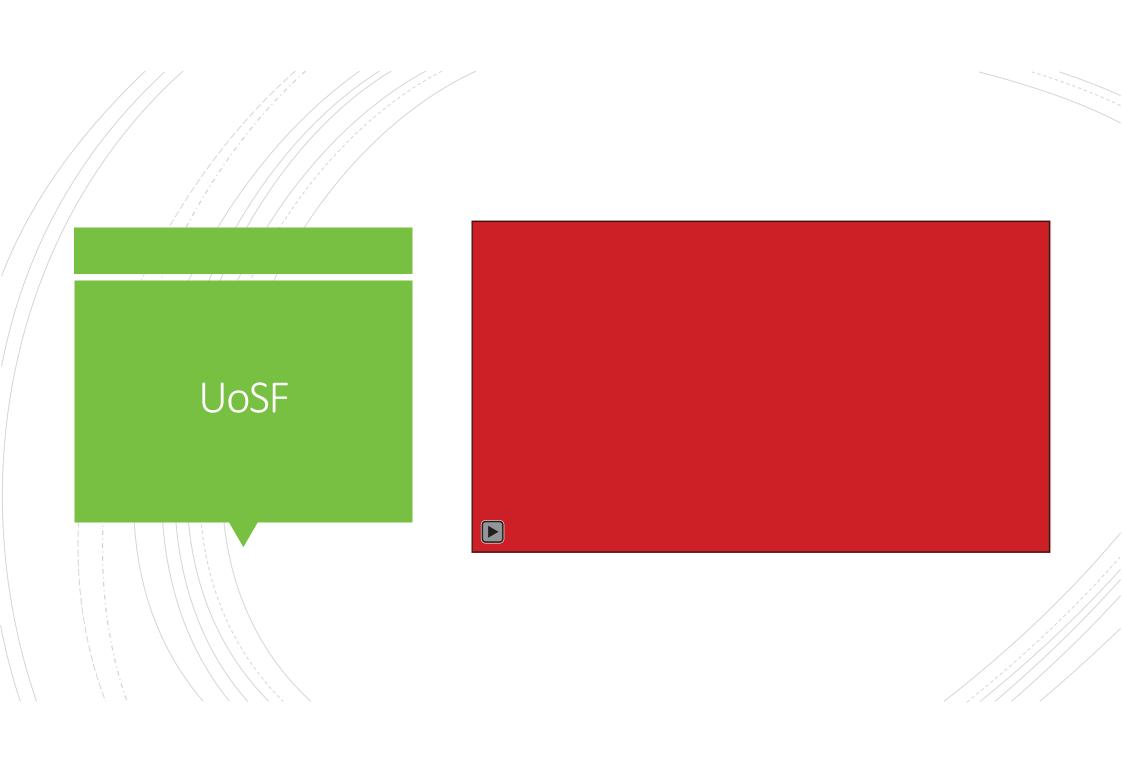
Coaches







Doing something different





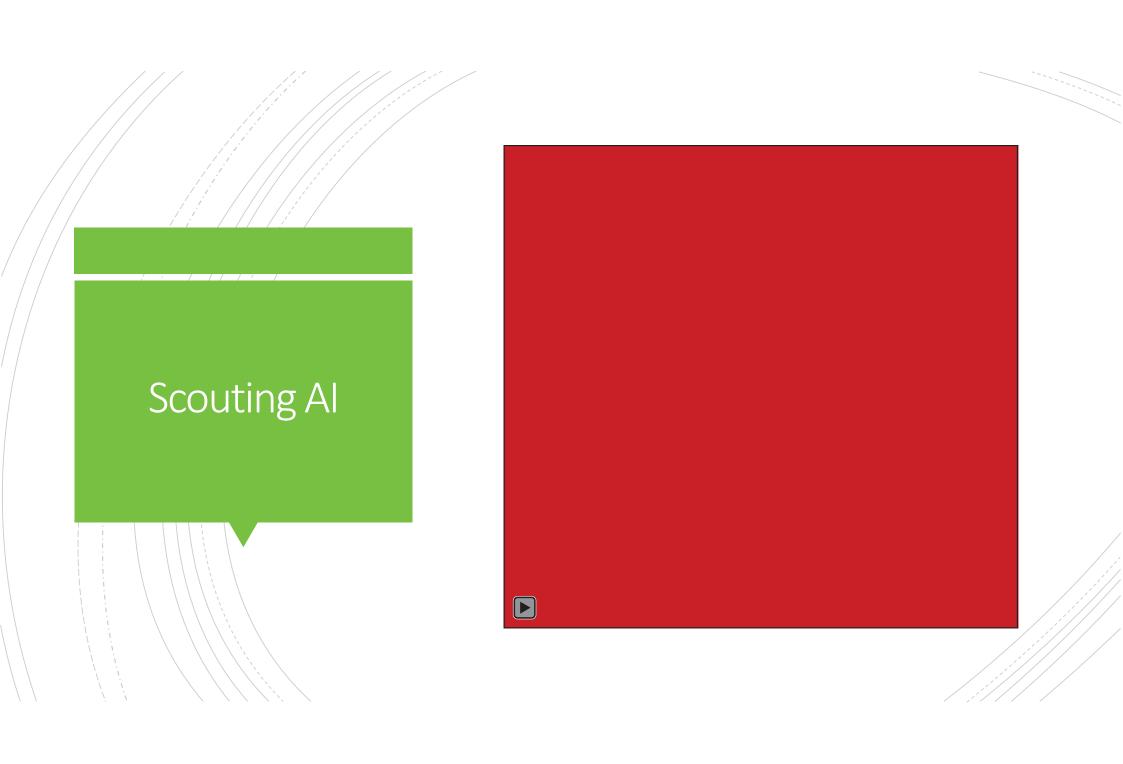




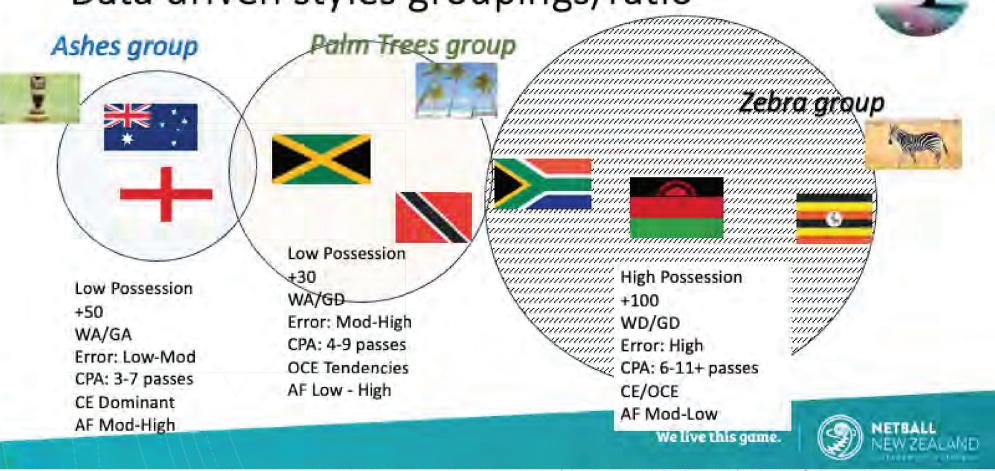
Camp Pre Tournament

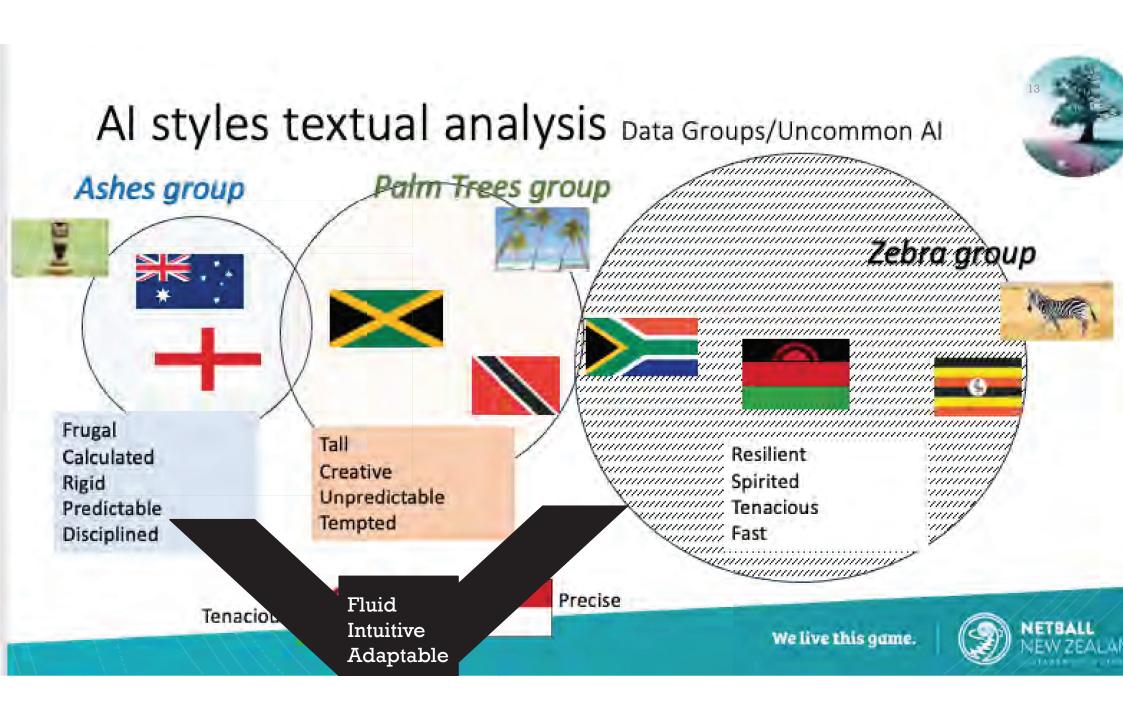
Materials and Approaches





Data driven styles groupings/ratio







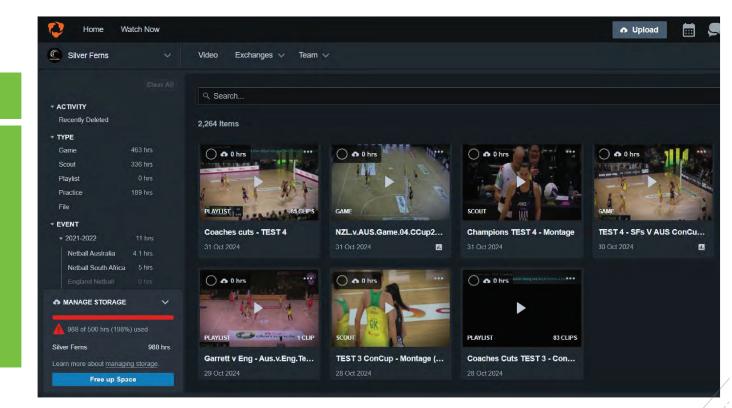




In-Tournament

Materials and Approaches

How players consume video is important



Online web-based video sharing



How players consume video is important

VR 360-degree video headsets









How players consume video is important

Pulling emotion into video reflections:

Montages



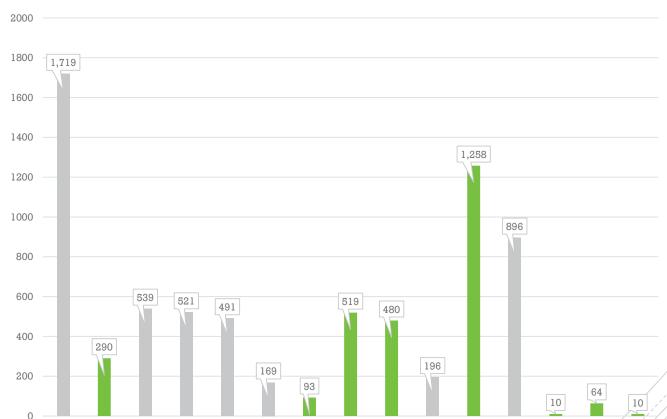




Hudl.com video viewing data – Silver Ferns team

Dates: 1/8/24 to 30/10/24

How players consume video is important









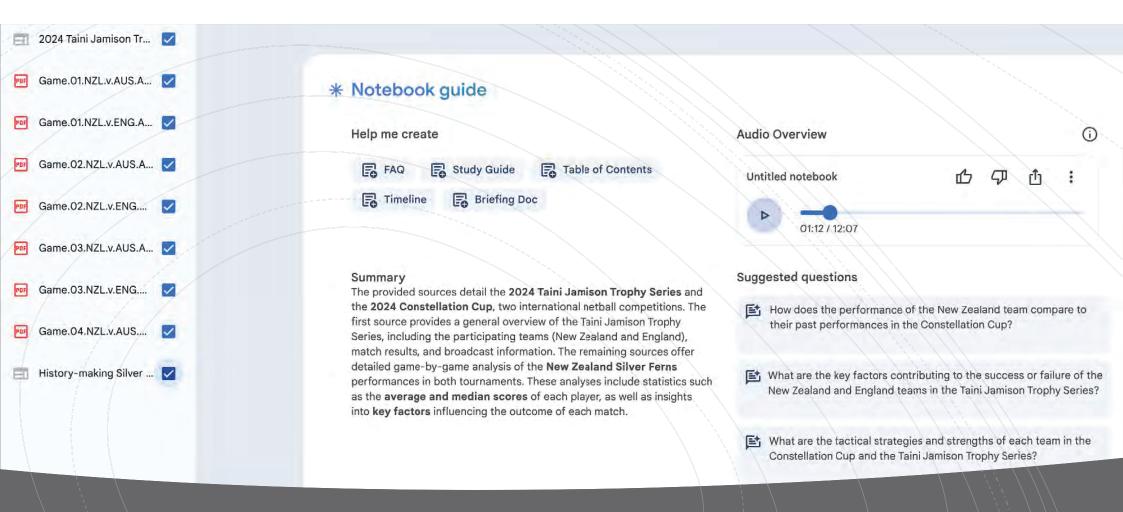
Post-Tournament

Materials and Approaches





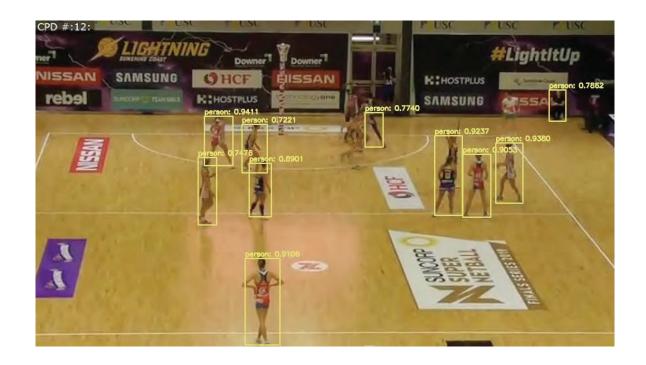




Notebook LM

USING CV in Sport

Yolo, Pose, SAM2 and ComfyUI



USING CV in Sport

Yolo, Pose, SAM2 and ComfyUI







- Pre tournament work in data and analysis lead to low intournament 'changes' in tactics, approaches and outcomes
- AI huge in assisting and streamlining processes
- New tech used pre/post with low distraction and high outcomes
- AI used as a tool not a wizard and was heavily trained by the expert, not used to be the expert