

Performance Analysis in Team games (ΑΠ-197επ)

Lecture 4

Manual Notation Systems

Why use manual systems?

- In today's world of advanced computer analysis systems, manual note-taking methods may seem outdated. However, they provide valuable information and are a great starting point for performance analysis.



Limitations of Computer Systems

- Acquisition costs
- Specialised hardware
- Accessibility
- No high analysis needs
- Lack of specialised personnel
- Acquisition of the software is not the only cost.



The Value of Manual Systems

- Manual vs handwritten
 - Computer vs paper
- Cost affordable
- Easy Implementation
- Easy to access
- Helps develop understanding of the analysis process
 - Identifies Important PI
- (-) Not combined with image. Lacks synchronisation capability.



Design of Manual Systems

- Not a simple process
- Demands of Analysis
- When is the information provided to the coach?
 - During the event
 - After the event
- Creating a test system
- Pilot Study
 - Validity
 - Analysis purpose
 - Redesign until fully functional
- Immediate feedback for the coach, who has inaccurate recall of events.

Types/Phases of Manual Systems

- 3 main types of Manual systems
 - Sequential
 - Frequency
 - Scatter
- Phases of Manual Systems
 - Input
 - Design of system
 - Gathering of data
 - Throughput
 - Generation of KPIs
 - Output
 - Presentation of Results/Conclusions

Input

- Determination of the Analysis goal
 - Type of data
 - Performance Indicators
- Before data collection
 - Operational definitions
 - Terminology
 - Reliability of Observation
 - Number of Observers
 - Single observer
 - Consistency and accuracy
 - Multiple (2+) observers
 - Common understanding of observed data
 - Video
 - Written description of operational definitions

Input (Sequential type)

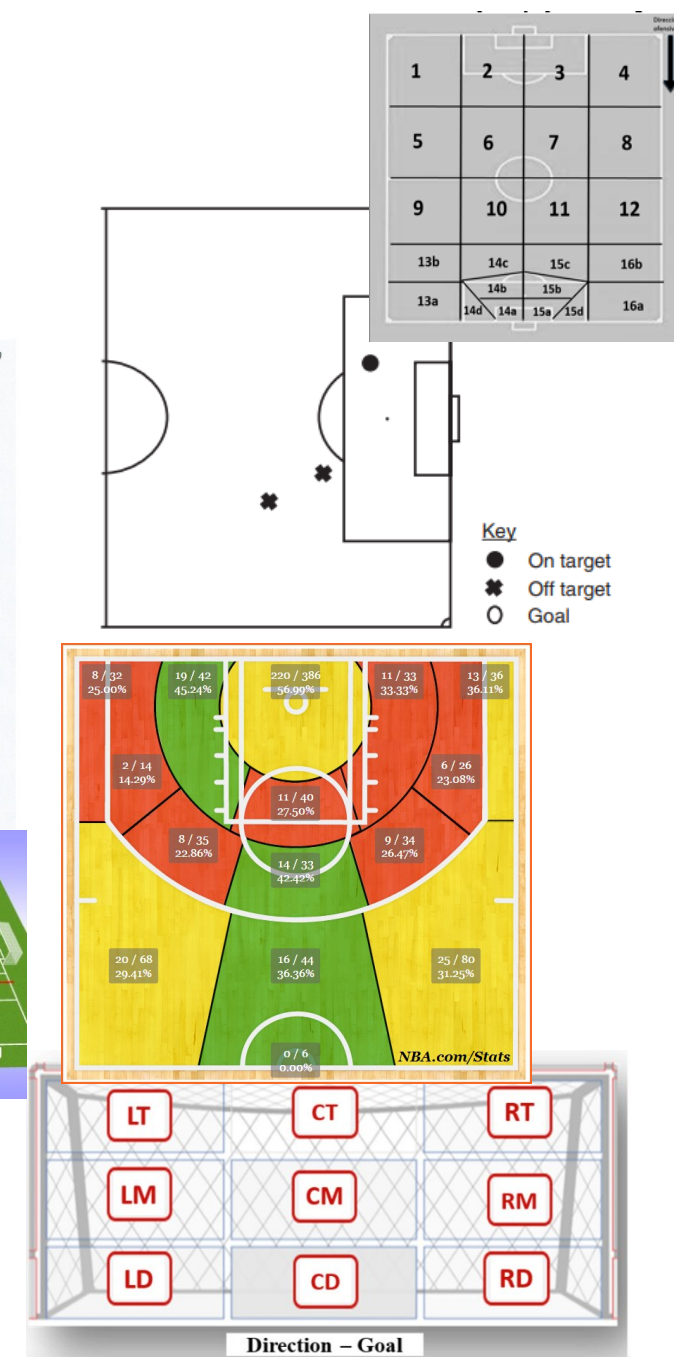
- Chronological order
 - [Guide](#)
 - Each entry can be described on several variables (4W+How+additional)
 - Avoiding or limiting incorrect entries
 - Data validation
 - Creation of a list
 - Creating constraints
 - [Spreadsheet](#)
 - Plenty of data, greater possibilities for identifying performance patterns (technical or tactical)
 - Managing the amount of information
 - Pivot tables (Throughput phase)

Input (Frequency type)

- Paper
 - Limitations
 - Without chronological order
 - New copy for every new part of the game
- Spreadsheet
 - Design
 - Use of Macros
 - Spreadsheet with Macros
- Compared to the Sequential type, the data recorded is less detailed.

Input (Scatter type)

- Mapping of the court
 - 1/1, 1/2, 1/3, crucial area, goal area στόχευσης
- -
 - Visualization, no data
 - Without Chronological order
 - New copy for every new part of the match
 - Small amount of information
 - Combine with sequentila or frequency type .
- +
 - During the match
 - Immediate feedback, decision making



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