

Performance Analysis in Team games (ΑΠ-197επ)

Lecture 5

Manual Notation Systems II

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

Throughput (Sequential type)

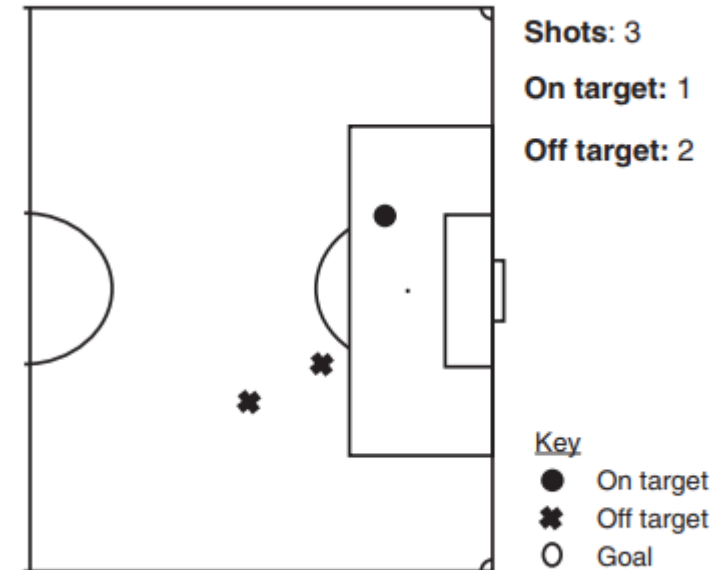
- Normalise data
- Preparation to present data
 - Pivot tables
 - [Football](#)
 - [Volleyball](#)
 - [Handball](#)
- Generation of Performance Indicators (Combination of two or more variables)
 - Examples

Throughput (Frequency type)

- Total per Pui
 - Subtotals
 - [Frequencies with updated graphs](#)
- Generation of Performance Indicators (Combination of two or more variables)
 - Examples

Throughput (Scatter type)

- Less to no Editing
- PI
- $\text{Attempt on target} / \text{Total attempts} = (1/3) * 100 = 33\%$
 - Inside the box 100% (1/1)
 - Outside the box 0% (0/2)



Output

- Performance Indictors
- Valuable info to coaches and players
- Paper of presentation ([dashboard](#)) or presentation ([.pptx](#)) Σκοπός: WITTW
- Principles for presentation
 - Invisibility (clear design)
 - Scale (Font size to highlight the most important info)
 - Alignment (use of tables with a few rows and columns when is appropriate)
 - Repetition (Repeat the presentation and format of results to emphasise a common theme)
 - Contrast (Use colour and shape to highlight contrasting results, RAG)
 - Proximity (positioning of information and the importance of keeping elements that belong together, together.)
 - Intuitive (An element in the dashboard should suggest its function without further description)
 - Simplicity (keep it simple)

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