Overview

- Analyzing the Individual **Performance** based on the GPS data

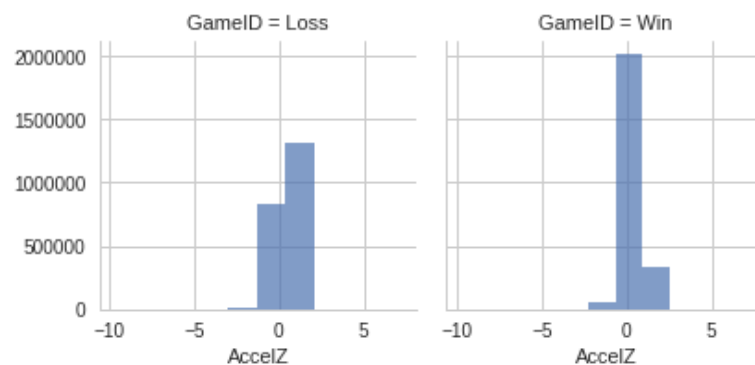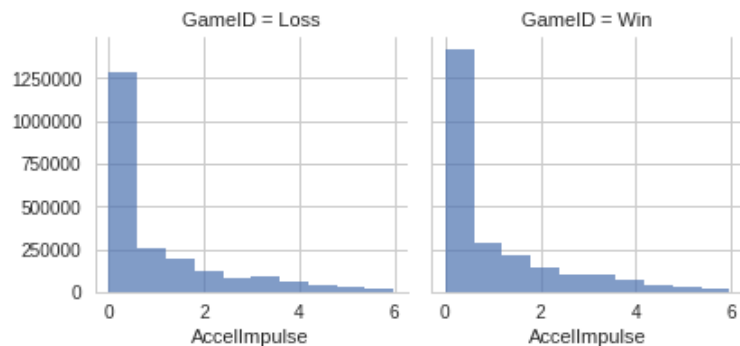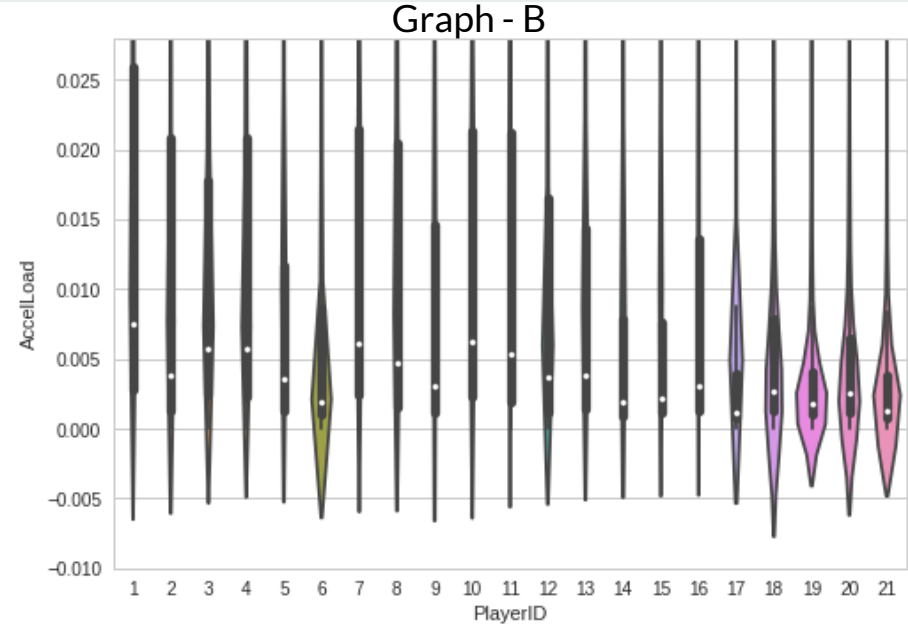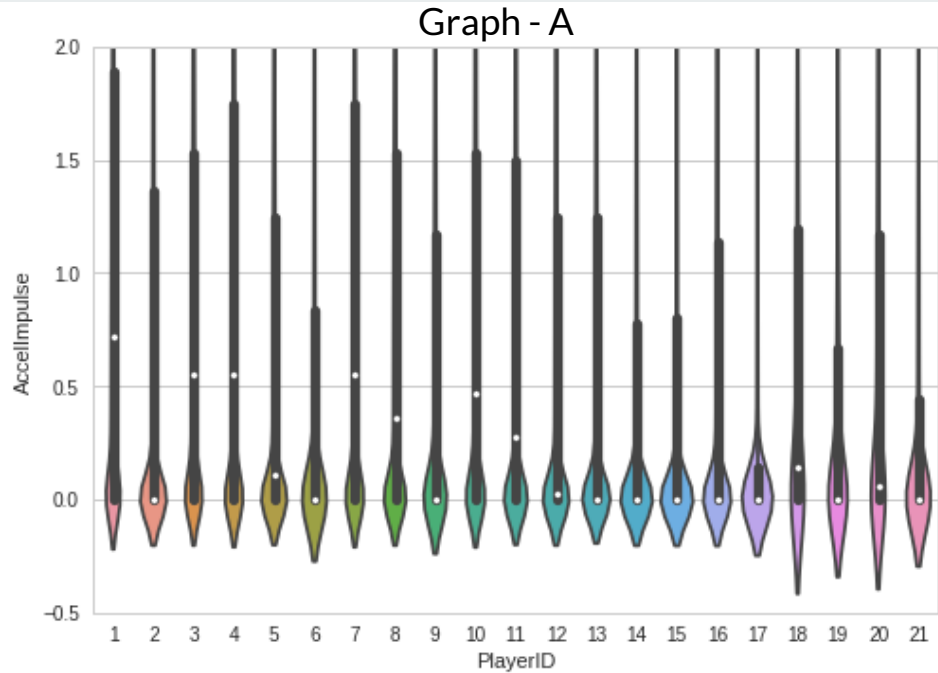- Assessing their Behavioral Answers on **the Athletes' Wellbeing**

Which features determines a winning team?
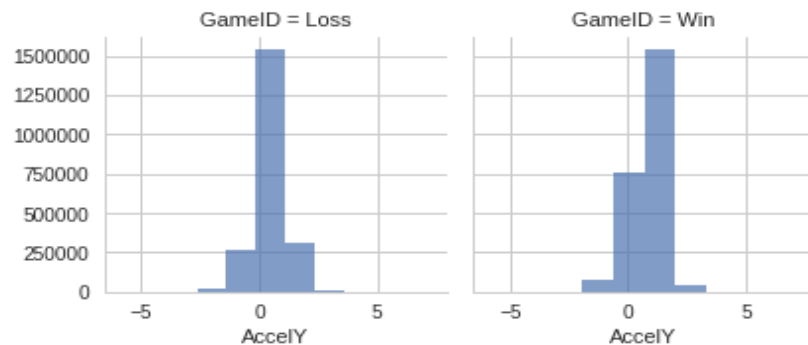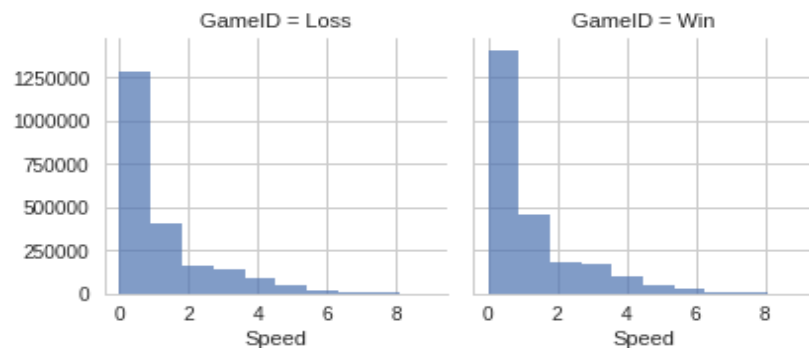
Assessing the Individual Performances


Graph - A

Graph - B

Interpretation: We compare the middle _Whit Circle_ in each shape that indicates the mean of performance

       :The Width of the Shape represent their Distributions

Graph _A: AccelImpulse (Absolute Value of Change in Speed)
Garph_B: AccelLoad (Load detected by accelarmetor -*Tackling Power**)

Heatmap of Wellness Indicator (Mornitoring Score) using Naives Bayes Model
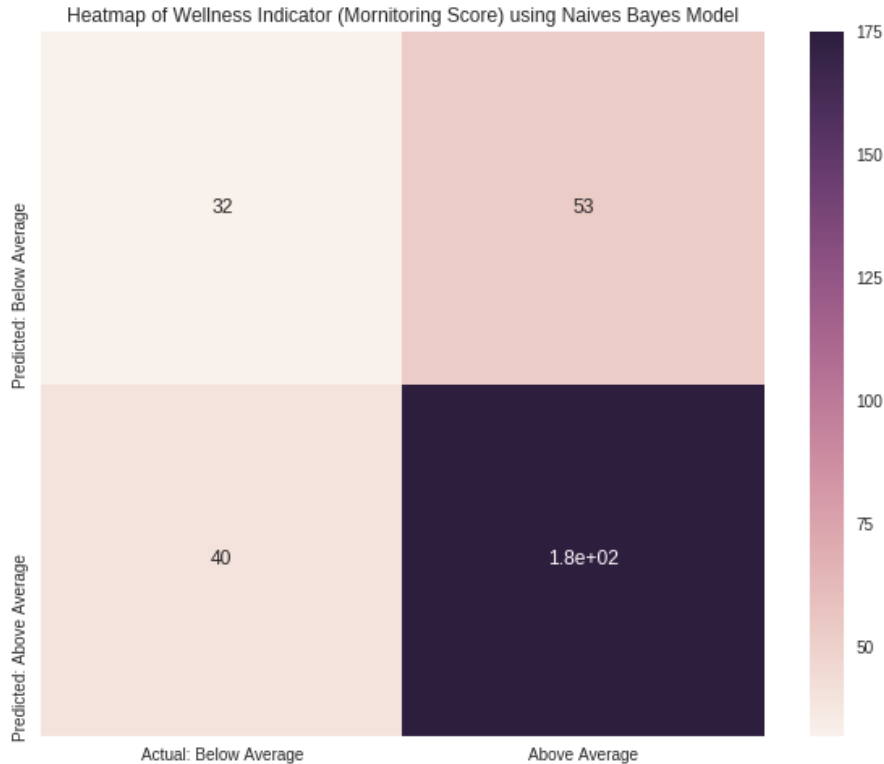
- **Target:** Monitoring Score (Perceptions on Sleep,Soreness, Fatigue, Desire, Irritability,)

- **Features:** 'Pain', 'Illness', 'Menstruation', 'Nutrition','Nutrition Adjustment'
  (from RPE and Wellness data)

- > 20 (the average of 5 indicators)

- Above average: The Player is Ready!!

- Use Naive Bayes Classifier

	Below	Above Average
Num case	85	215
Precision	0.44	0.77
Recall	0.38	0.81
F1	0.41	0.79

Conclusion

- **Extra training for their defense team (to improve AccelZ and AccelY scores)**

- **Keep their positivity on their wellness assessment but acknowledge other important variables such as Skills in determining the success of their team**

- **Provide Individualized Trainings based on their Speed and Tackling skills based on the Violin Plots**