



Definition Document

MVProspect is a dynamic natural language processing video interview analysis application. It provides an efficient way of understanding mindset while maintaining a high degree of accuracy. MVProspect compares a prospect's mindset with current and former professional athletes in the same sport and position. MVProspect is an unbiased and unobtrusive means of gathering and comparing key mindset traits. It is used by college and professional sports organizations in all aspect of decision making, such as the draft, development planning, and progress monitoring.



MVProspect uses advanced natural language processing to understand all aspects of an athlete's mindset. With the evolution of language processing technologies in applications like Siri, Google and Alexa, we've become accustomed to our devices interpreting the words we use with "human-like" accuracy. In a recent press release, Spotify announced that "using speech recognition, future releases of Spotify will be able to play songs based on users' emotional state."

MVProspect has been proven to be more accurate than self-report assessments when the goal is to identifying how athletes are perceived by others.

MVProspect and self-report assessments can produce markedly different results for a variety of reasons. Some reasons include biases that are introduced when completing self-reports, and by the intrusive nature of gathering data using self-report assessment tools.

MVProspect is based on forty-seven traits that include The Big Five Personality Model, Social Dynamics, and Drives. The Big Five Personality Model includes five main categories of personality, each of which includes six underlying facets or traits. Social Dynamics measure how an athlete uses language to interact with others, and how their use of language reflects how they feel about themselves. Drives make it possible to understand what motivates an athlete's behavior. For instance, whether they are driven by the need for achievement and self-actualization, domination, recognition, reward, or risk avoidance.

A PRO SIM Score is a statistical measure of the extent to which the Mindset of a Prospect is linearly related to the mindset of a group of elite professional players. *Rogers K. H., Wood D., Furr R.M., 2017: Assessment of similarity and self-other agreement in dyadic relationships: A guide to best practices.*

PRO SIM Scores range from -1 to +1. Positive PRO SIM Scores indicate positive similarity between the mindset of a prospect and the mindset of a group of pro players. Negative PRO SIM Scores indicate a negative similarity (dissimilarity) between the mindset of a prospect and the mindset of a group of pro players.

A perfect positive PRO SIM Score of 1, or a perfect negative PRO SIM Score of -1 will never occur. Seeing a perfect PRO SIM Score is an alert to an error in the data. A PRO SIM Score of 0 indicates that neither a positive or negative mindset similarity exists between a prospect and pro players.

*The team that keeps winning is not the most talented
but the most hard working.*

~ Zoltan Andrejkovics

MVProspect Definitions

PERSONALITY	
Extraversion	The degree to which an athlete feels energized or uplifted when interacting with coaches, teammates, and fans.
Active	The degree to which an athlete needs to be active and engaged in all aspects of the game and with teammates.
Assertive	The degree to which an athlete is assertive and comfortable expressing their ideas related to the game and teammates.
Cheerful	The degree to which an athlete is upbeat, happy and cheerful related to the game and teammates.
Energetic	The degree to which an athlete is energized and enthusiastic about the game, teammates, and fans.
Friendly	The degree to which an athlete is friendly and positive when interacting with coaches, teammates, and fans.
Sociable	The degree to which an athlete seeks out and enjoys social situations beyond the game or with teammates.
Openness	The degree to which an athlete is open to new ideas or new experiences related to the game and teammates.
Adventurous	The degree to which an athlete enjoys challenges and seeks new adventures related to the game and teammates
Artistic	The degree to which an athlete thinks in creative and abstract ways related to the game, specifically in planning and practice.
Emotionally Aware	The degree to which an athlete is conscious of and connected with their feelings as it relates to the game and teammates.
Imaginative	The degree to which an athlete is imaginative and creative when faced with obstacles related to the game and teammates.
Intellectual	The degree to which an athlete is inclined toward intellectual or academic learning related to the game and teammates
Liberal / Challenge Authority	The degree to which an athlete is willing to challenge authority and try to impose ideological change related to the game, teammates, or the organization (try to change the culture)
Conscientiousness	The degree to which an athlete is reliable, organized, disciplined, and deliberate related to the game and teammates.

Ambitious	The degree to which an athlete is ambitious and driven by the desire for achievement in the sport.
Cautious	The degree to which an athlete is cautious, careful, and tentative related to the game and teammates.
Disciplined	The degree to which an athlete can follow routines and rules related to the game and teammates.
Dutiful	The degree to which an athlete understands the expectations of him related to a game and teammates; and the degree to which an athlete respects authority in an organization.
Organized	The degree to which an athlete is organized and orderly in the way they approach the game and teammates.
Self Assured	The degree to which an athlete is confident in themselves as it relates to the game and teammates.
Neuroticism	The degree to which an athlete expresses signs of anxiety, unhappiness or pessimism related to the game or teammates.
Aggressive	The degree to which an athlete is aggressive relating to aspects of the game and with teammates.
Anxiety Prone	The degree to which an athlete experiences and expresses anxiety related to the game and teammates.
Impulsive	The degree to which an athlete will act impulsively, with little to no thought for outcomes related to the game and teammates.
Melancholy	The degree to which an athlete experiences and expresses sadness or disappointment related to the game and teammates.
Self Conscious	The degree to which an athlete feels embarrassed or anxious about themselves related to the game or teammates.
Stress Prone	The degree to which an athlete experiences stress and is affected by it related to the game and teammates.
Agreeableness	The degree to which an athlete is inclined to please others, such as coaches, teammates, and fans.
Cooperative	The degree to which an athlete considers the needs of teammates, coaches and fans.
Empathetic	The degree to which an athlete can internalize the feelings of others related to all aspects of the game.
Genuine	The degree to which an athlete is open, genuine, and honest when reflecting on aspects of the game and teammates.

Generous	The degree to which an athlete enjoys spending their time and resources on activities related to the game and teammates.
Humble	The degree to which an athlete is humble and modest about their natural abilities related to the game and teammates.
Trusting	The degree to which an athlete trusts coaches, staff and teammates.
SOCIAL DYNAMICS	
Social	The degree to which an athlete is focused on social engagement and has an awareness of teammates and fans.
Affiliation	The degree to which an athlete is driven by their internal need for affiliation (association) with the game, team, or teammates.
Inward Focus	The degree to which an athlete is focused on themselves, their concerns and issues related to the game and teammates.
Outward Focus	The degree to which an athlete is focused on people other than themselves as it relates to the game or teammates.
Authentic	The degree to which an athlete's communication style is personal, honest and unguarded or closed, guarded and distanced as it relates to the game and teammates.
Negation	The degree to which an athlete is negating, refuting, or contradicting something being discussed related to the game or teammates.
Clout	The degree to which an athlete's communication reflects certainty and confidence related to the game and teammates.
DRIVES	
Affiliation	The degree to which an athlete is driven by their internal need for affiliation (association) with the game, team, or teammates.
Achievement	The degree to which an athlete is driven by an internal need for achievement and success related to the game and teammates.
Risk Seeking	The degree to which an athlete is focused on engaging in risky behaviors or activities related to the game.
Risk Aversion	The degree to which an athlete is focused on avoiding risk or avoiding taking chances related to the game or teammates.
Power	The degree to which an athlete is driven by an internal need for power or domination related to the game and teammates.
Reward	The degree to which an athlete is driven by an internal need for reward and recognition related to the game and teammates.