



ESA DATA HUB

User Guide.



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Enhance your coaching with performance insights.

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The image shows a soccer player in the background, the ESA logo (Elite Skills Arena) at the top right, and a tablet displaying the ESA Data Hub interface in the foreground. The tablet screen shows a line graph titled 'MY PROGRESS' and a table titled 'MY SCORES' with various session details. The text 'INTRODUCING THE ESA DATA HUB' is overlaid at the bottom right of the tablet screen.

10:55 AM Mon Mar 14

ANALYSIS

REFRESH FILTERS

MY PROGRESS

FILTER SCORES BY LAST: 10 25 50 100

DATE TIME MODE SCORE MISSES PASS %

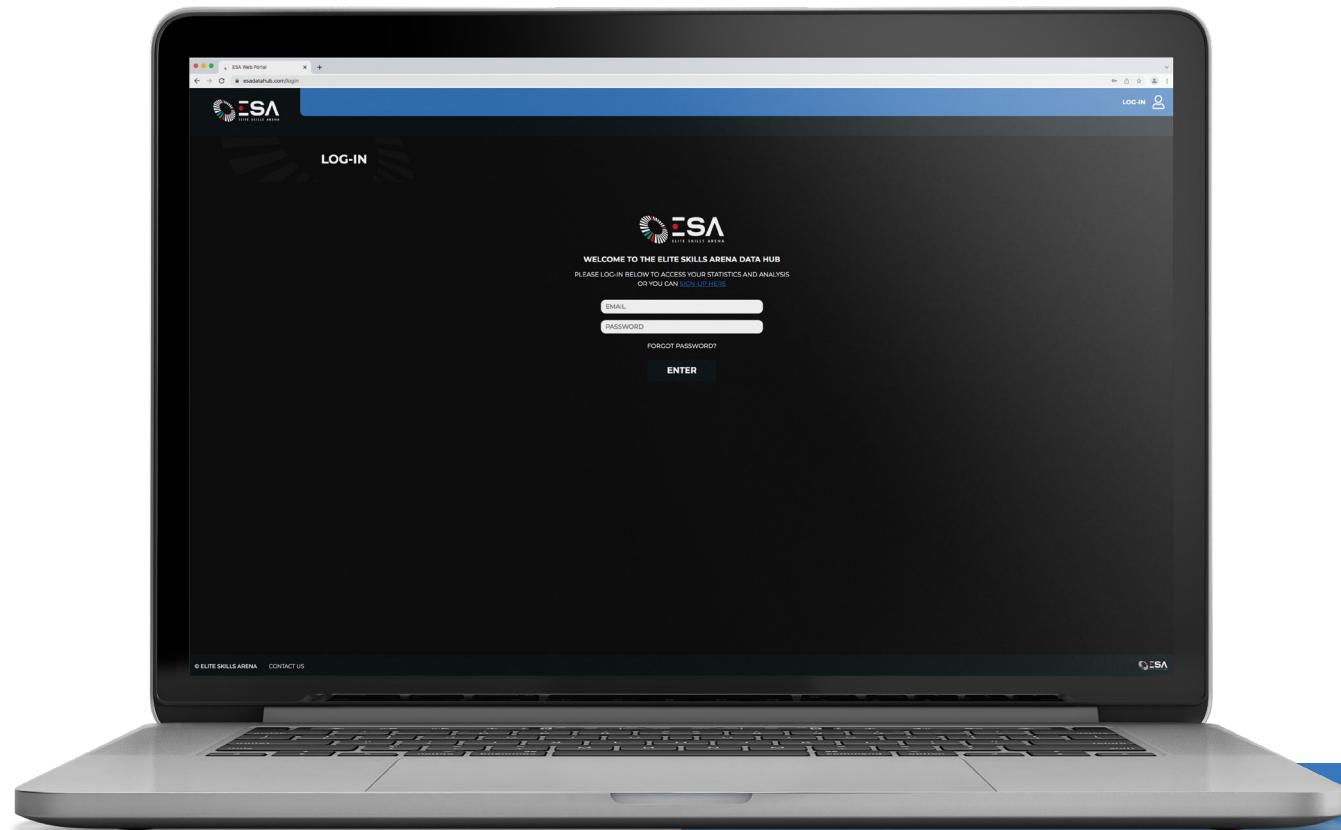
DATE	TIME	MODE	SCORE	MISSES	PASS %
29/11/2019	17:32	MAESTRO	41	5	76.19%
29/11/2019	17:30	MAESTRO	43	2	89.47%
29/11/2019	17:27	ARCHITECT	22	1	95.65%
29/11/2019	17:25	ARCHITECT	18	0	100%
29/11/2019	17:22	MAESTRO	34	0	100%
29/11/2019	17:21	MAESTRO	26	0	100%
29/11/2019	17:16	MAESTRO	50	4	81.82%
29/11/2019	17:12	MAESTRO	44	1	93.75%
29/11/2019	17:10	MAESTRO	39	2	88.24%
29/11/2019	17:09	MAESTRO	39	0	100%

SESSIONS: 42 HIGH SCORE: 50 AVERAGE SCORE: 26 AVERAGE MISSES: 2 TOTAL TIME: 35 MINUTES TOTAL PASSES: 762 PASS ACCURACY: 88.70%

INTRODUCING THE ESA DATA HUB

ESA DATA HUB INFORMATION.

03



The ESA Data Hub (<https://esadatahub.com>) is the new location where coaches and players can analyse their data and track their improvement.

Below is the home page which is displayed when you visit the website.

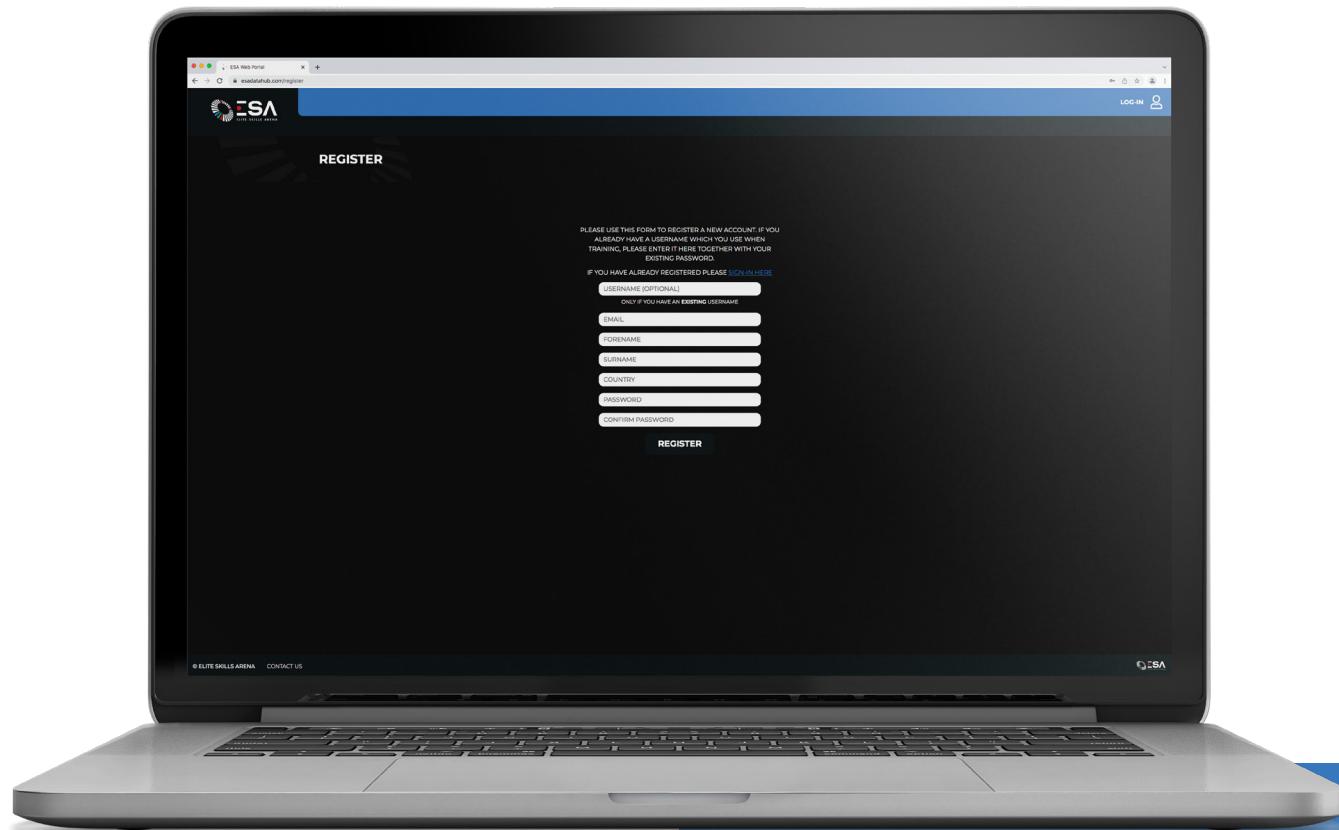


CREATING AN ACCOUNT.

04

Even if you already have an existing ESA username and password, you **MUST** create an account on the new data hub, by clicking sign up.

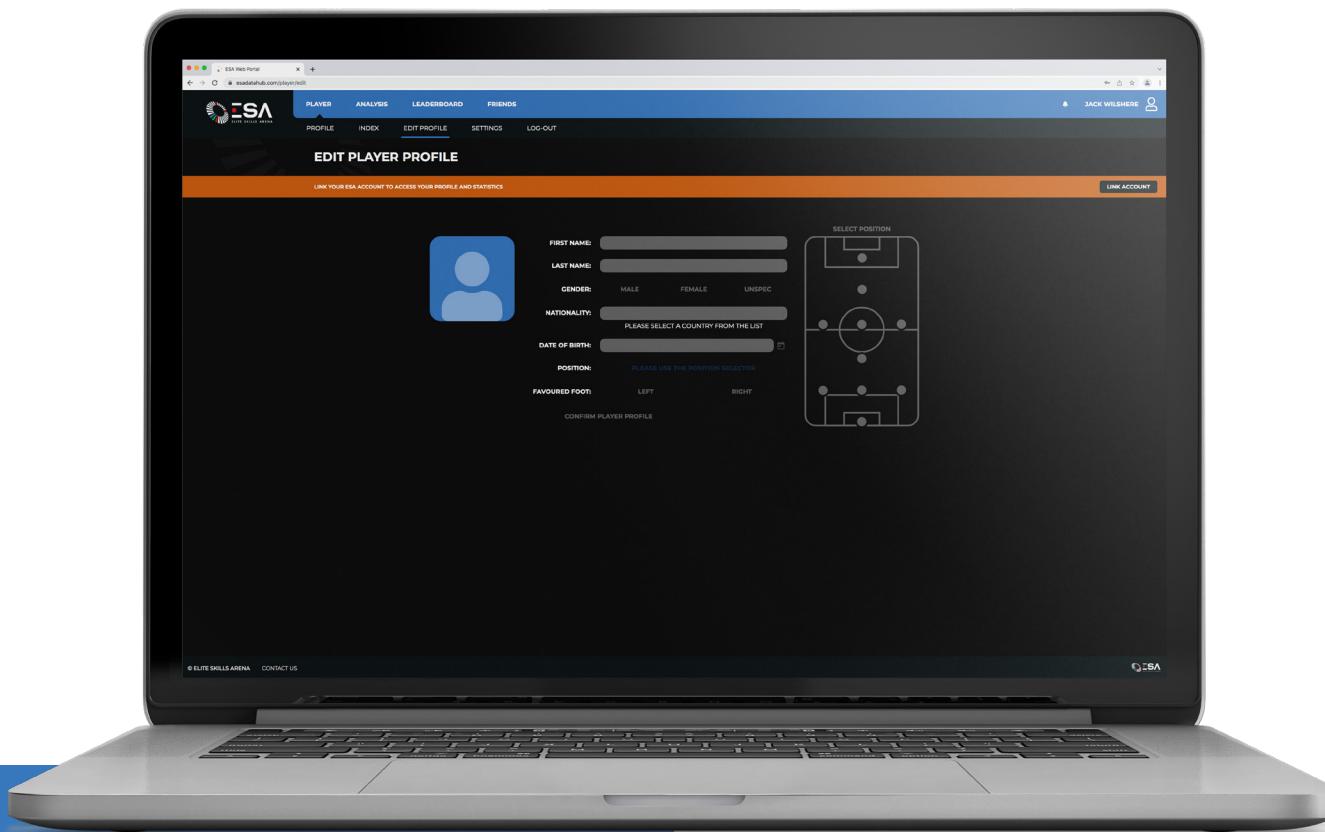
Below you can see the fields that must be inputted. If you do currently have an ESA username and password, these can be entered at this point, or after setting up an account. Fill in the appropriate fields and press 'register'. You should then receive an email asking you to activate your account, please check your junk mail if you do not receive within 10 minutes. Click activate, and your account will be ready to use. Visit the portal again, and use your credentials to log in.



LINK ESA ACCOUNT.

Once you log in for the first time, if you have not previously linked your ESA Account, an orange bar will appear requesting that you link it. Click link account, and type in your ESA login and password that you use for the equipment.

If you are a card/wristband system user, your username will generally be 3 letters followed by a number, and your password can be provided by the staff at the facility that you visit if you don't already know it. You can change your password at any time after sign up.

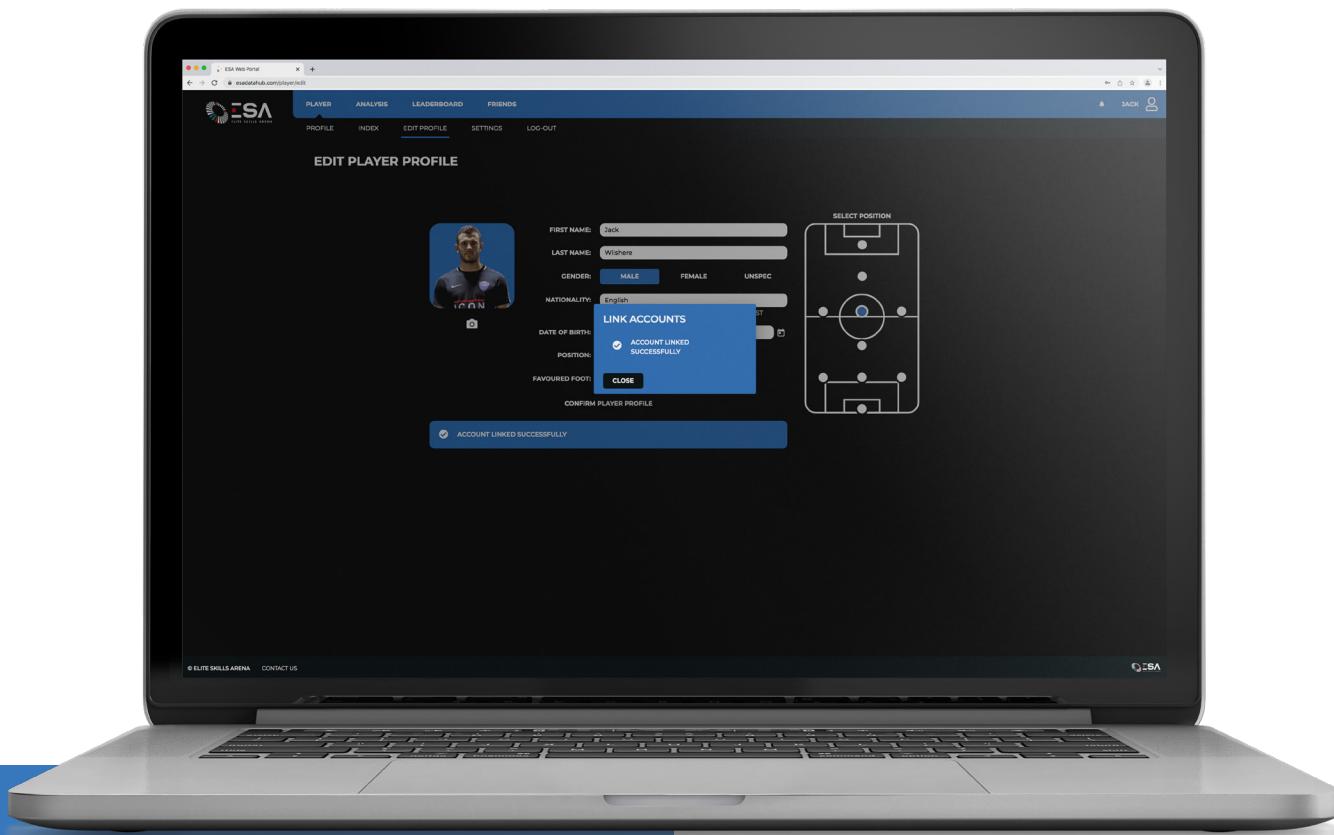


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LINK ESA ACCOUNT.

Account linked successfully as below.



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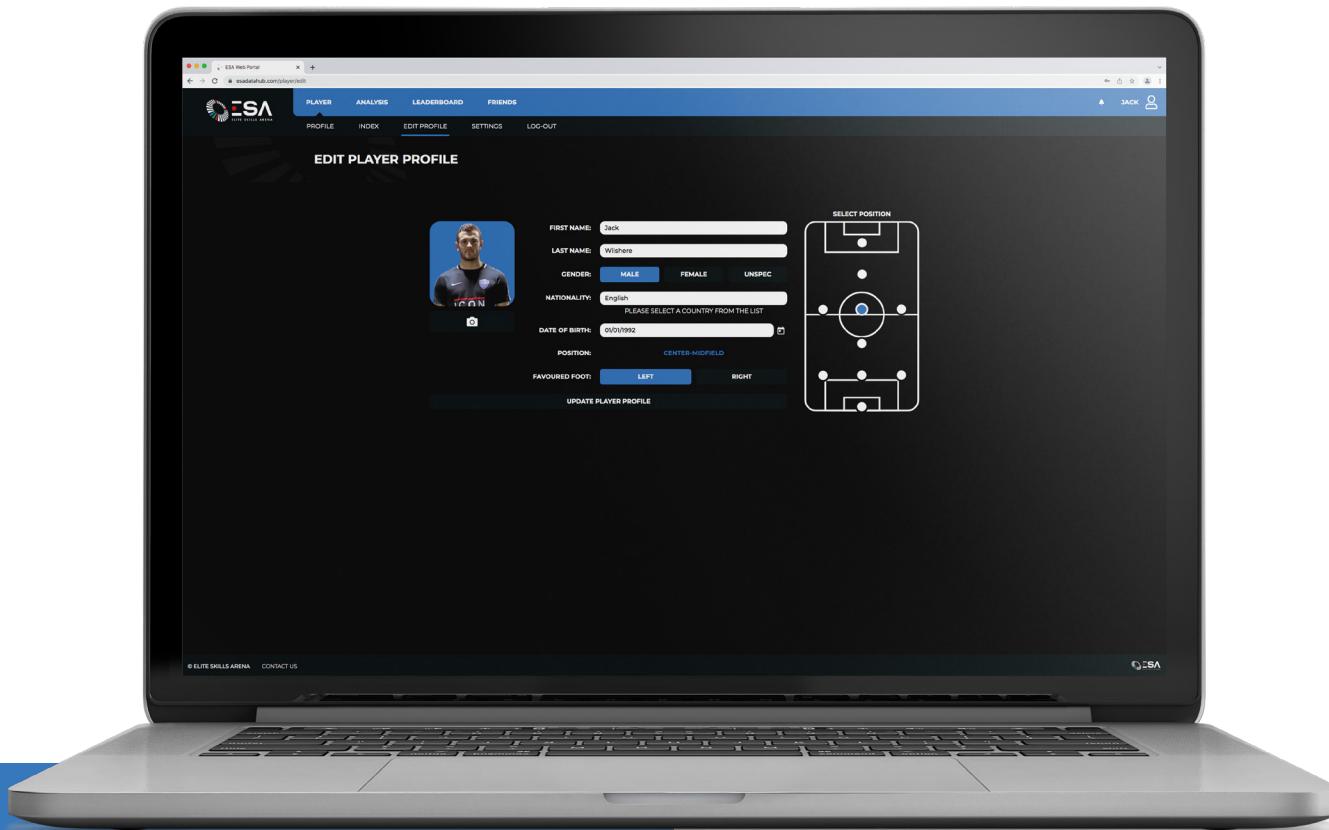


EDIT PLAYER PROFILE.

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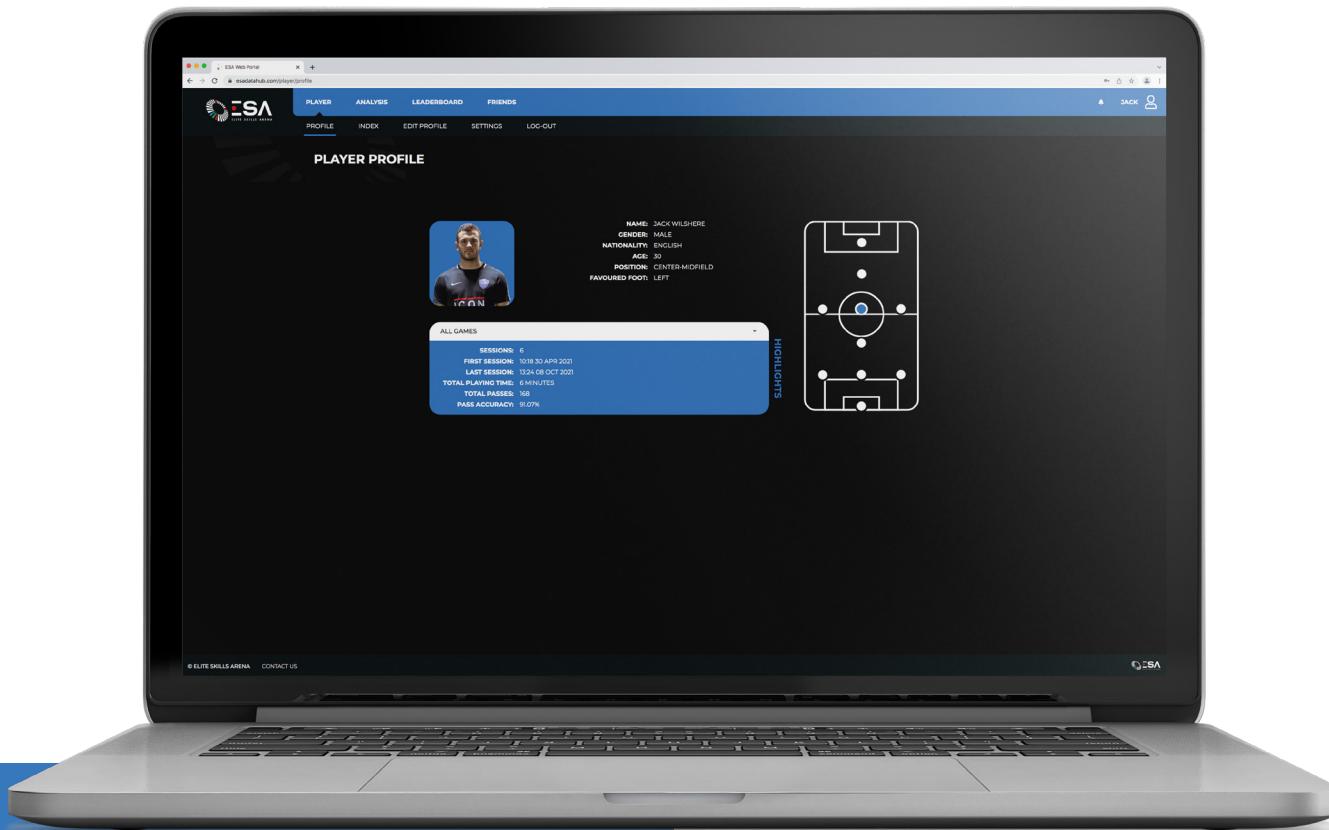
Once your account is linked, you can edit your profile, you do not have to add any of the other details if you don't wish, they are used for the local and global leaderboards to separate players by age, gender, nationality, position on field and preferred foot.

You can also add a profile photo!



PLAYER PROFILE.

The Profile page displays some top-level information about the individual players' usage of the products. Here you can see total games played on the equipment, as well as using the drop down to look at specific training modes.

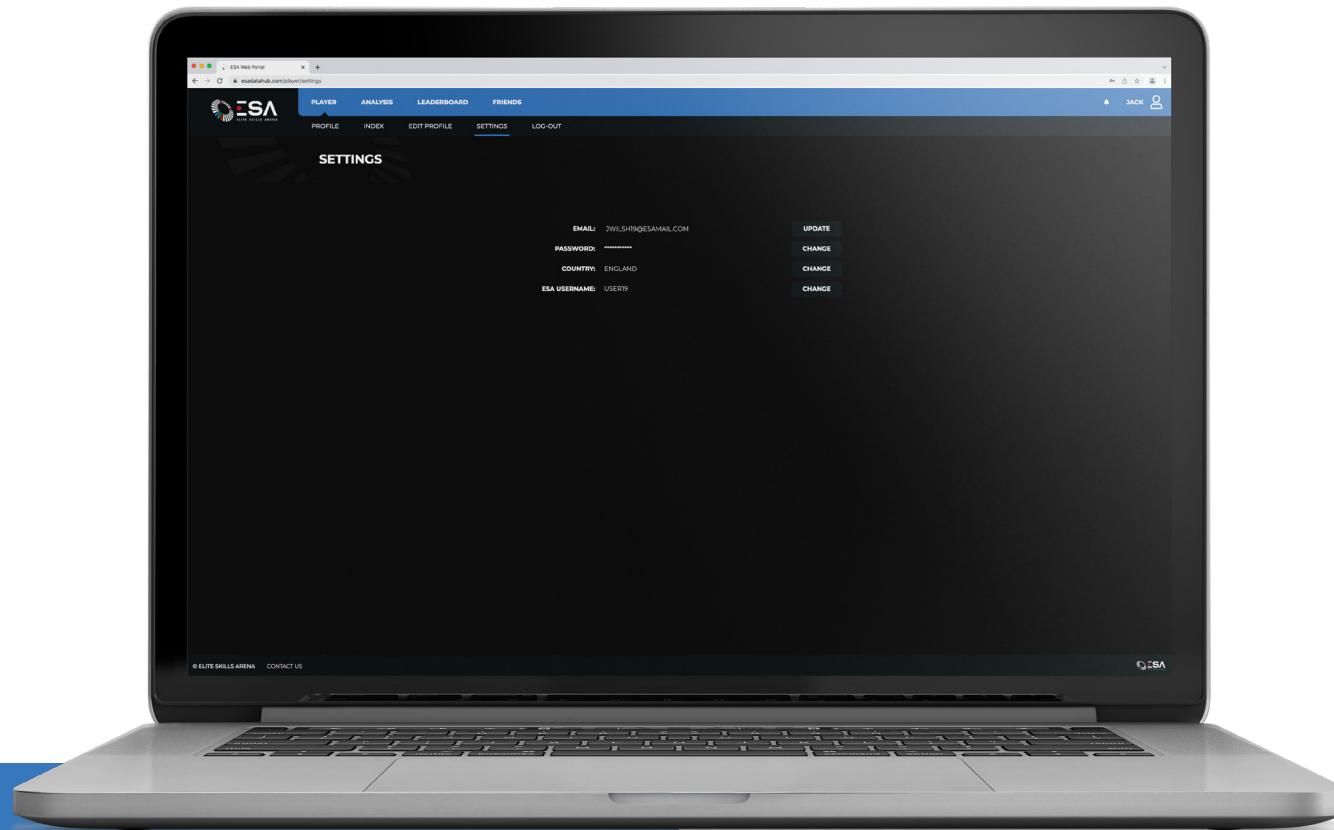


PLAYER SETTINGS.

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On the settings page, you have the option to change the email address & password linked with your account. **Changing your password for the esadatahub.com page also changes your password for logging into and using the equipment.**

Do not change your ESA username, unless you want to link to a different account. If you want to change your ESA username please either contact the facility manager or Elite Skills Arena directly.



PLAYER INDEX.

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The ESA Index provides each player with scores out of 100 on a range of attributes as well as an overall score. Players can improve their Index values by scoring higher on the exercises on the different ESA Products.

The Index is a complex algorithm based on the 2.5 million plus games on the ESA products from around the world, it calculates maximum scores based on the age of the player on certain exercises on certain machines. The attributes in the Index combine scores from different exercises on the products to create average scores. For example, playing Vision in the ICON 6M counts towards your Vision score, and playing Maestro on the ICON Fast Feet counts towards your Passing Score.



Some attributes such as Acceleration and Stamina, are currently only accessible when using the Sprint Lane or Wireless Circuit, but new exercises are being created for the other products to allow even more customers to access these Index Scores.

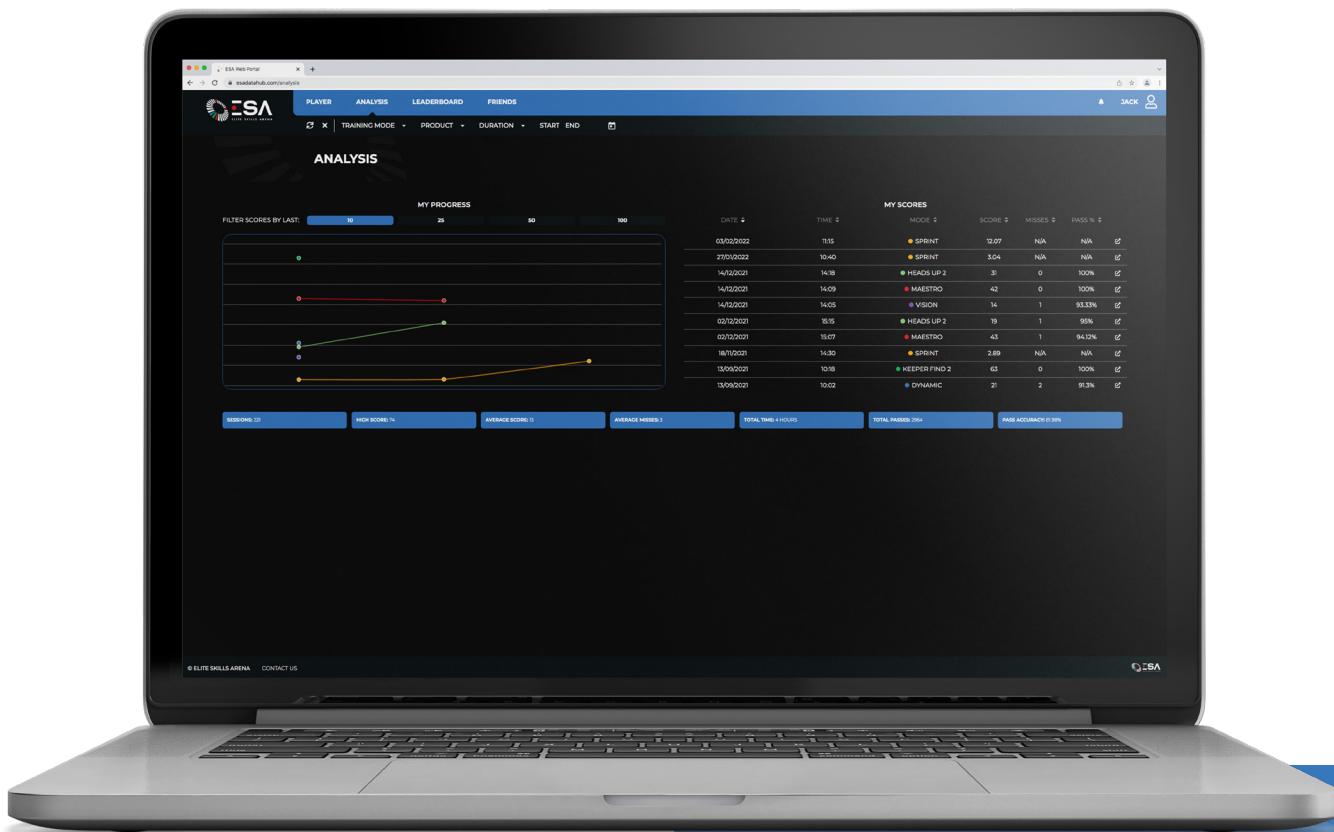


ANALYSIS.

Clicking on analysis at the top of the page, will allow the coach/player to take a more in depth look at their performance over time. Filter the results by selecting a training mode, product, duration or time period to refine results. The analysis graph and highlight data at the bottom of the page will automatically update as you filter the fields.

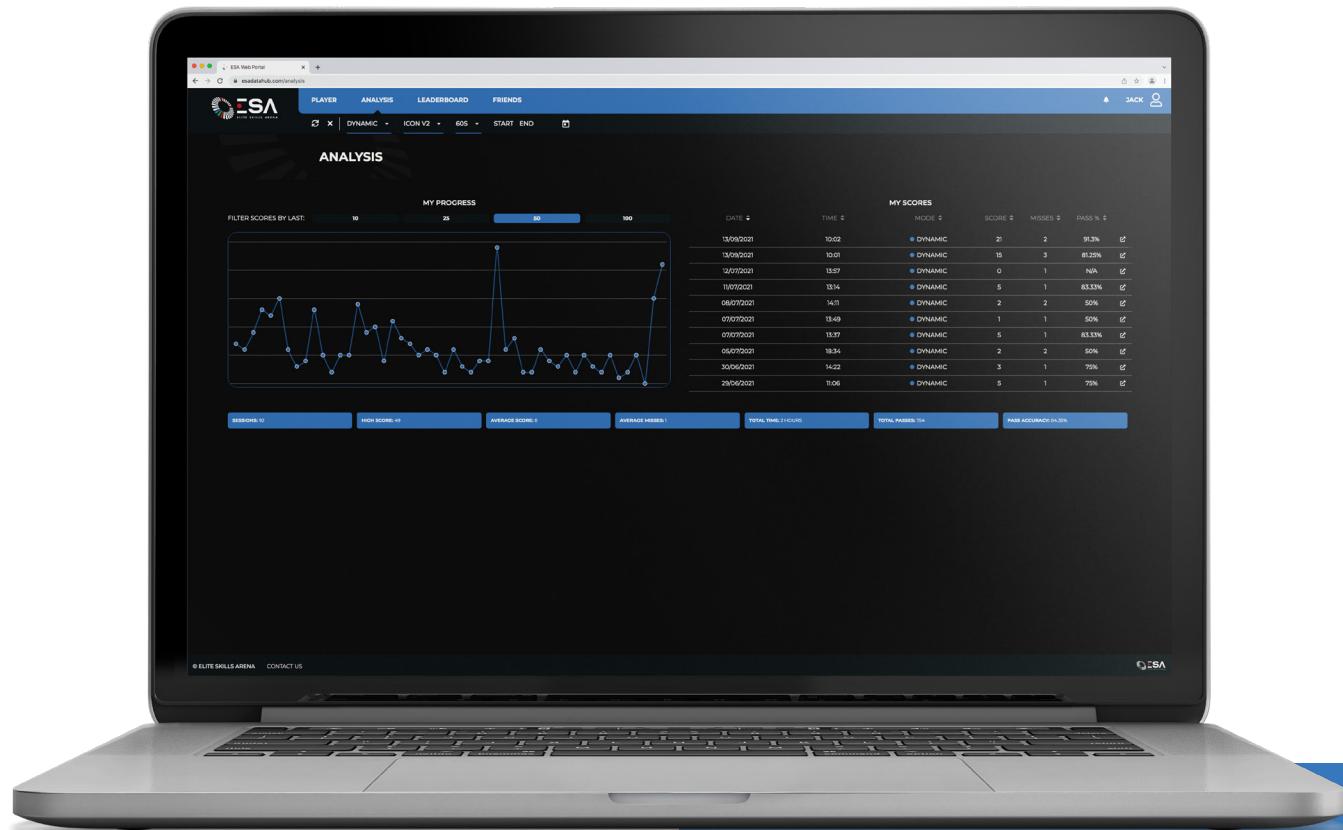
You can further filter the graph by selecting how many scores you wish to show on the graph. Hovering over a game on the graph display the date and time it was played (UTC/BST).

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FILTERED ANALYSIS.

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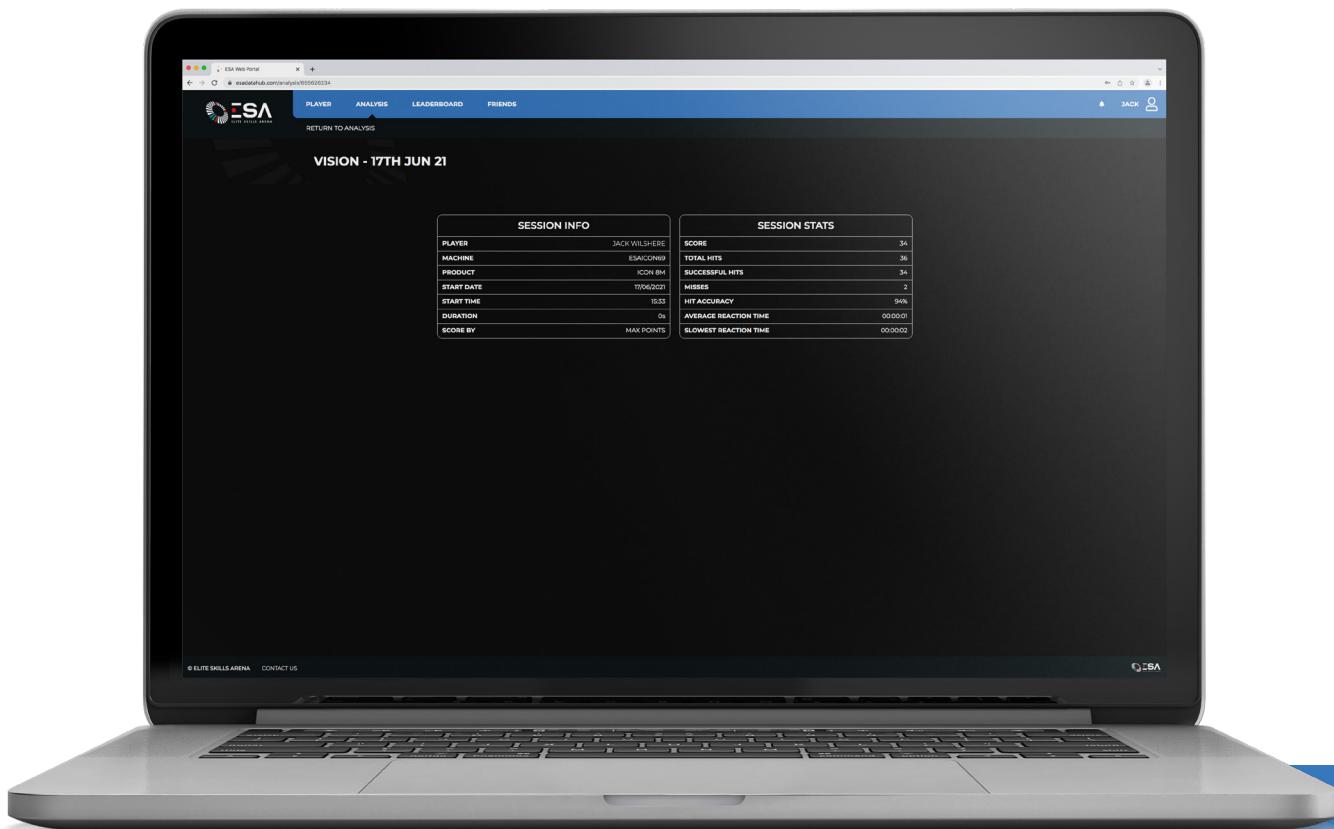


Below you can see data filtered for this player for the Dynamic training mode, on the ICON V2, for 60 seconds.



SESSION ANALYSIS.

On the Analysis page, you can also click into any individual game, and view specific information about that exercise (Session Info & Session Stats). These include average and slowest reaction times. Click on an individual score on a graph or in the table below to open this page or highlight the score.



COACH'S ANALYSIS.

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The screenshot shows a laptop displaying the ESA Data Hub Analysis page. At the top, there are tabs for PLAYER, ANALYSIS, LEADERBOARD, and FRIENDS. The ANALYSIS tab is selected, showing a sub-menu for 'ESA COACH' and 'JACK WILSHERE'. Below this, the main content area has a title 'ANALYSIS' and a section titled 'MY PROGRESS' with a line graph. The graph tracks progress over time, with data points at 10, 25, 50, and 100 units. The graph shows a general downward trend with some fluctuations. Below the graph are several performance metrics: SESSIONS: 24, HIGH SCORE: 34, AVERAGE SCORE: 24, AVERAGE MISSES: 1, TOTAL TIME: 24 MINUTES, TOTAL PASSES: 75, and PASS ACCURACY: 60.7%. To the right of the graph is a table titled 'MY SCORES' showing a list of scores from 11/1/2020 at 15:32 to 15:20. The table includes columns for DATE, TIME, MODE, SCORE, MISSES, and PASS %. The data is as follows:

DATE	TIME	MODE	SCORE	MISSES	PASS %
11/1/2020	15:32	PASS FIND 3	13	7	65%
11/1/2020	15:31	PASS FIND 3	26	5	89.66%
11/1/2020	15:29	PASS FIND 3	35	12	74.47%
11/1/2020	15:28	PASS FIND 3	20	6	76.92%
11/1/2020	15:27	PASS FIND 3	20	13	60.61%
11/1/2020	15:25	PASS FIND 3	20	11	64.52%
11/1/2020	15:24	PASS FIND 3	27	6	81.82%
11/1/2020	15:22	PASS FIND 3	29	3	90.63%
11/1/2020	15:21	PASS FIND 3	29	9	76.32%
11/1/2020	15:20	PASS FIND 3	34	0	100%

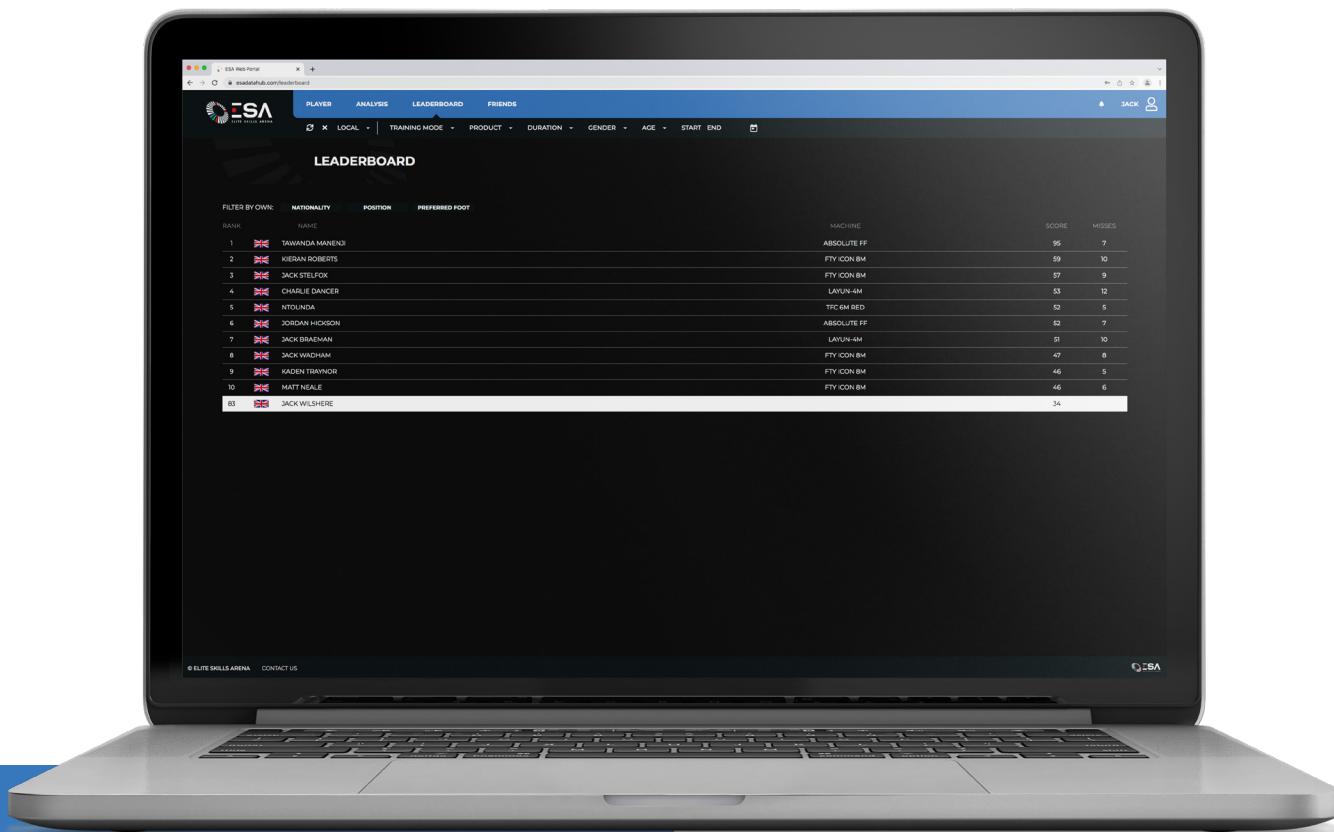
Logging in as a coach provides an additional field on the analysis page, which is where the coach can select each of the individual players assigned to them and analyse their data individually.

In example below, the coach is looking at the data for 'Jack Wilshere', and can select other users, including themselves from that drop-down menu.



LEADERBOARD.

Clicking on the leaderboard page, will auto-generate a local leaderboard on the game Vision. Please use the filters at the top of the page to view local and global leaderboards for specific training modes on specific products. As mentioned previously, you can also filter leaderboard by age, gender, nationality, position and preferred foot. Global leaderboards will only show organisations that have opted into the global leaderboard system.

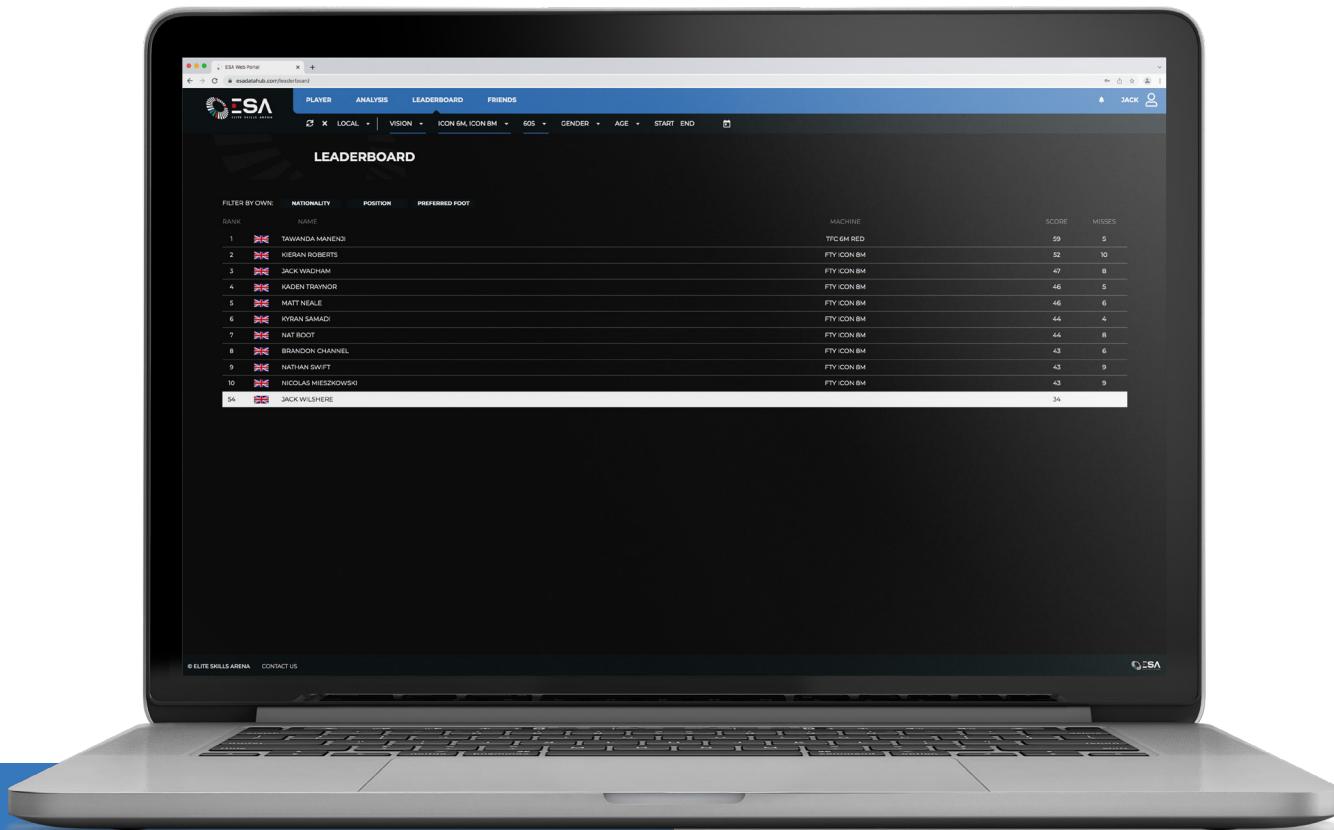


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FILTERED LEADERBOARD.

Below you can see a local leaderboard for the training mode Vision, on the ICON 6M & ICON 8M, with duration 60 seconds. At the bottom you can also view where you as an individual rank in the leaderboard.

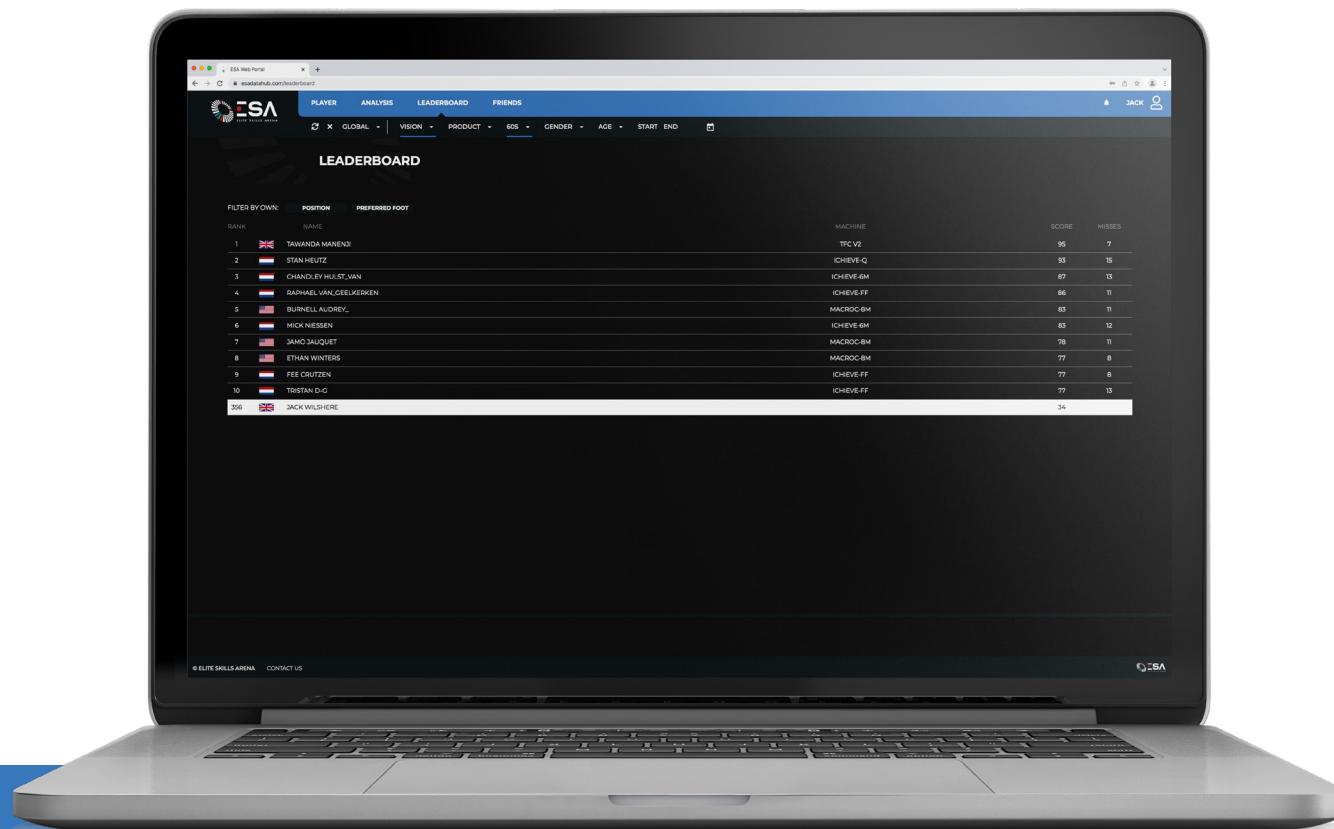


GLOBAL LEADERBOARD.

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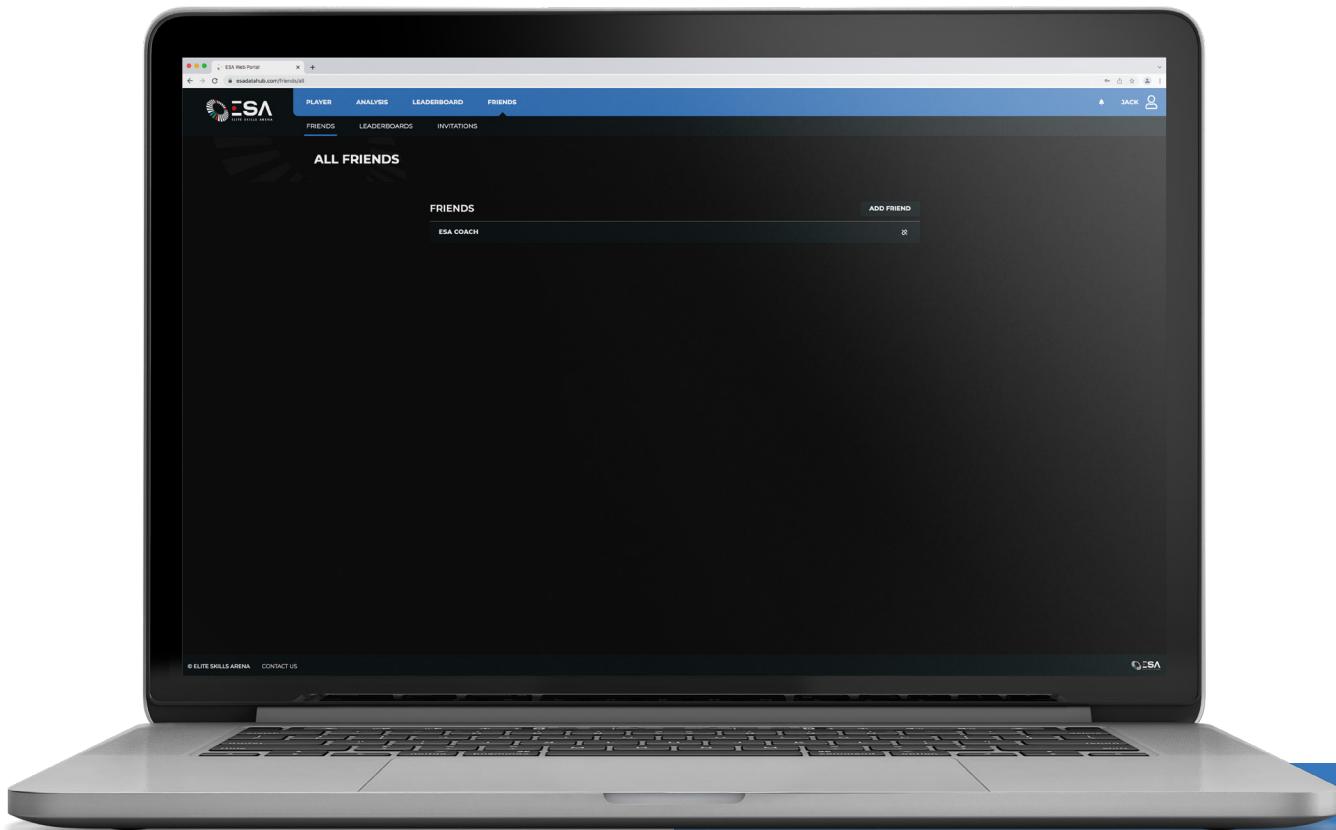
You can also view global leaderboards, which include all players signed up from around the globe.

Below shows a leaderboard for the training mode *Vision*, with duration 60 seconds. Again at the bottom you can see where you as an individual rank on the leaderboard.



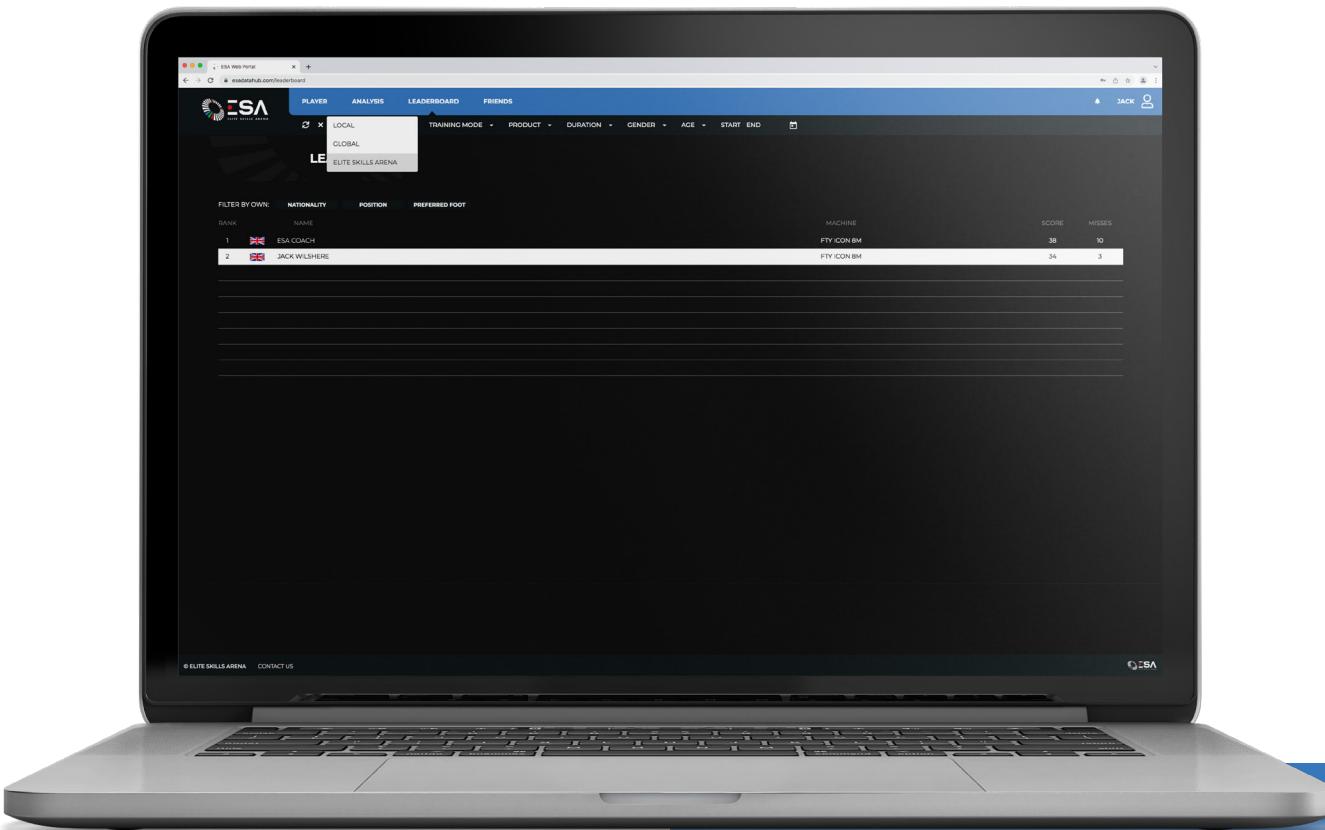
FRIENDS.

Within the friends section, you can add your teammates to challenge them on private leaderboards. To add a friend, simply click 'Add Friend' as below and type in your friends email address to send them an invite. Accept/Reject friend requests in the invitations section.



FRIENDS LEADERBOARD.

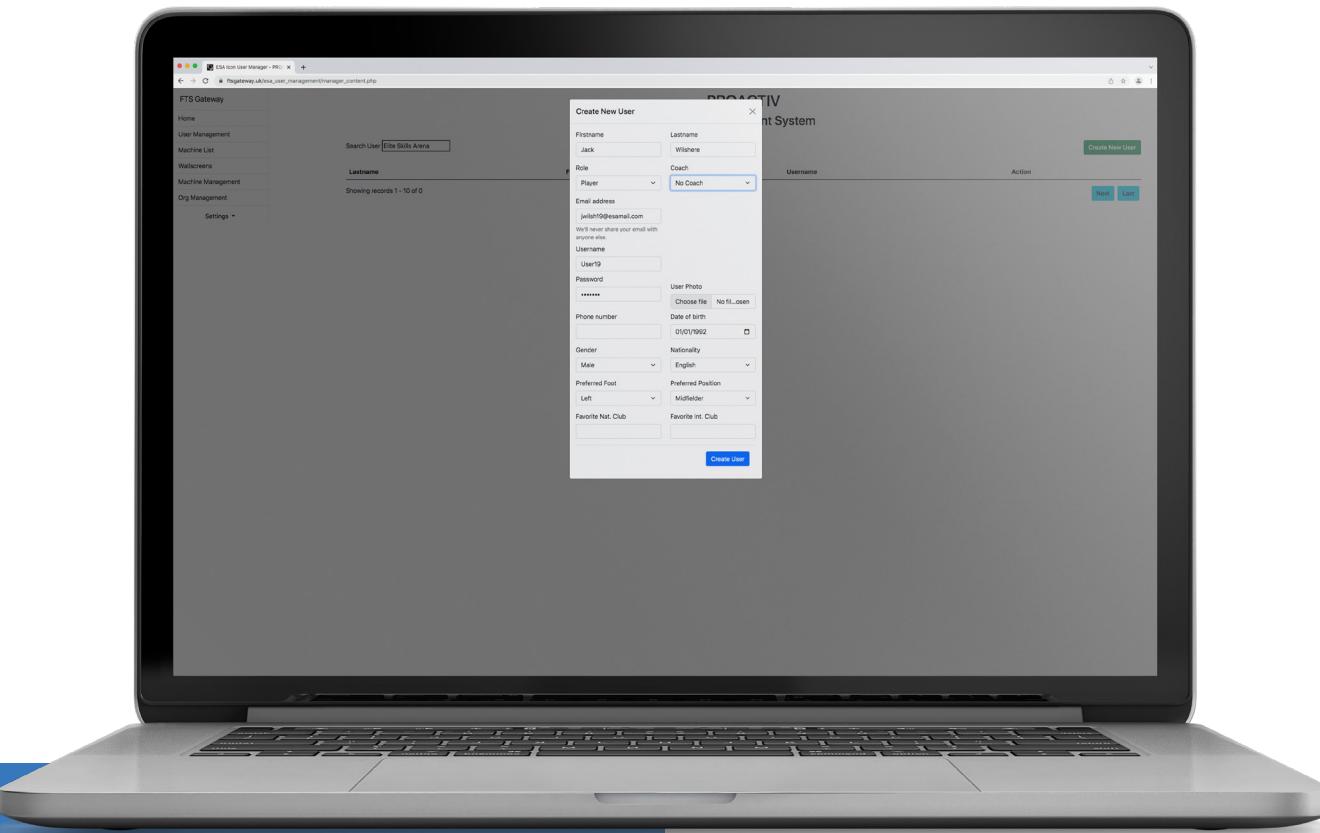
To create a leaderboard with your friends simply click 'Add Leaderboard' and type a name. Once you have created a leaderboard, you can add your friends to join your leaderboard and compete against you. Friends can also invite you to join their leaderboard which you can accept in the Notifications or Invitations tab. Once your leaderboard is created, you can find it in the drop down menu on the Leaderboards page, under local and global.



CREATING USERS.

Creating an ESA Login to use on the Portal: To see your data on the portal, you must link an ESA Account to your profile. As mentioned above an ESA account is the username and password you use to log in to the machines and old database: [ESA user management login \(ftsgateway.uk\)](http://ftsgateway.uk/esa_user_management/manager_content.php). An ESA Account can be created in one of two ways:

1. A manager logs into [ESA user management login \(ftsgateway.uk\)](http://ftsgateway.uk/esa_user_management/manager_content.php) and adds new users, creating a username and password (see screen below as an example).



2. For customers with the card/wristband management system, users are created on the registration page as shown below. When a player visits the location and they register, you assign them a username automatically. If they wish to access the Database, you need to issue them with a password. You can generate a password on the registration page using the button, and they can then use this password to link their account initially before changing themselves manually.

Both above methods have their own separate instructions, which we can resend if required. Or alternatively, contact Elite Skills Arena for further guidance on how to use the new Data Hub. (<https://esadatahub.com>).

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