Project Proposal

This project aims to explore the application of requirement engineering in baseball biomechanics, particularly focusing on player performance and training optimization. With the increasing use of motion capture and high-tech cameras, baseball has become more data-driven. As a former player, I am interested in understanding how advancements in technology can enhance performance in hitting and throwing. Inspired by organizations like Driveline, known for their data-driven approach to player development, I plan to perform a literature review to understand how they identify problems within data-driven baseball and structure solutions. By analyzing various literature pieces, I want to uncover common challenges and solutions in player performance and training optimization, contributing to the advancement of baseball biomechanics research.