References

1. Chmait, N., & Westerbeek, H. (2021). Artificial intelligence and machine learning in sport research: An introduction for non-data scientists. Frontiers in Sports and Active Living, 3, Article 682287.

2. Owen, R., Owen, J. A., & Evans, S. (2024). Artificial intelligence for sport injury prediction. In Artificial Intelligence for Sport Injury Prediction. Springer.

3. Dindorf, C., Bartaguiz, E., Gassmann, F., & Fröhlich, M. (2022). Conceptual structure and current trends in artificial intelligence, machine learning, and deep learning research in sports: A bibliometric review. Preprint.

4. Li, S., & Zhang, W. (2022). Evaluation method of basketball teaching and training effect based on wearable devices. Frontiers in Physics, 10, Article 900169.

5. Yang, X. (2024). Construction of measurement index system of basketball players’ specific physical fitness training based on AI intelligence and neural network. Molecular & Cellular Biomechanics, 21(1), 250.

6. Lu, Y., Pareek, A., Lavoie-Gagne, O. Z., Forlenza, E. M., Patel, B. H., Reinholz, A. K., Forsythe, B., & Camp, C. L. (2022). Machine learning for predicting lower extremity muscle strain in National Basketball Association athletes. The Orthopaedic Journal of Sports Medicine, 10(7), 23259671221111742.

7. Papageorgiou, G., Sarlis, V., & Tjortjis, C. (2024). Evaluating the effectiveness of machine learning models for performance forecasting in basketball: A comparative study. Knowledge and Information Systems, 66, 4333–4375.

8. Georgievski, B., & Vrtagic, S. (2021). Machine learning and the NBA game. Journal of Physical Education and Sport.