



# Exploring Fatigueness Measurement and its Effect on Athletic Performance

## Team MuMuMu

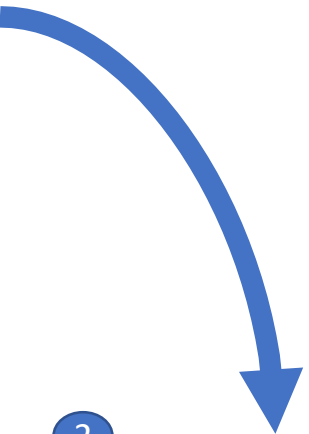
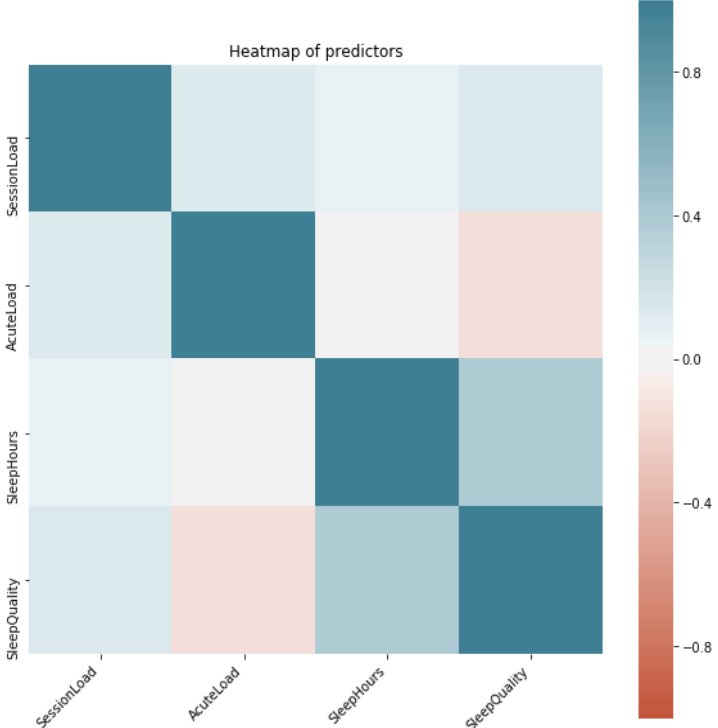
### Team Members:

- Yu Li
- Zhen He Liu
- Malcolm Lin
- Justin Ip

# Predicting Fatigue Rating

Comparison Over Two Regression Types (Test = 0.6)	
OLS regression	Random Forest
Adj R-Squared: 94.7%	n_estimators=20
Mean Absolute Error: 3.518	Mean Absolute Error: 0.708
Mean Squared Error: 13.169	Mean Squared Error: 0.851

- 1
- Initial Predictors:**
- SessionLoad
  - AccuteLoad
  - ChronicLoad
  - SleepHours
  - SleepQuality



- 2
- New Predictors:**
- PlayerID
  - SessionType
  - SessionLoad
  - AcuteLoad
  - SleepQuality
  - SleepHours

**Top Insightful Parameter - PlayerID**

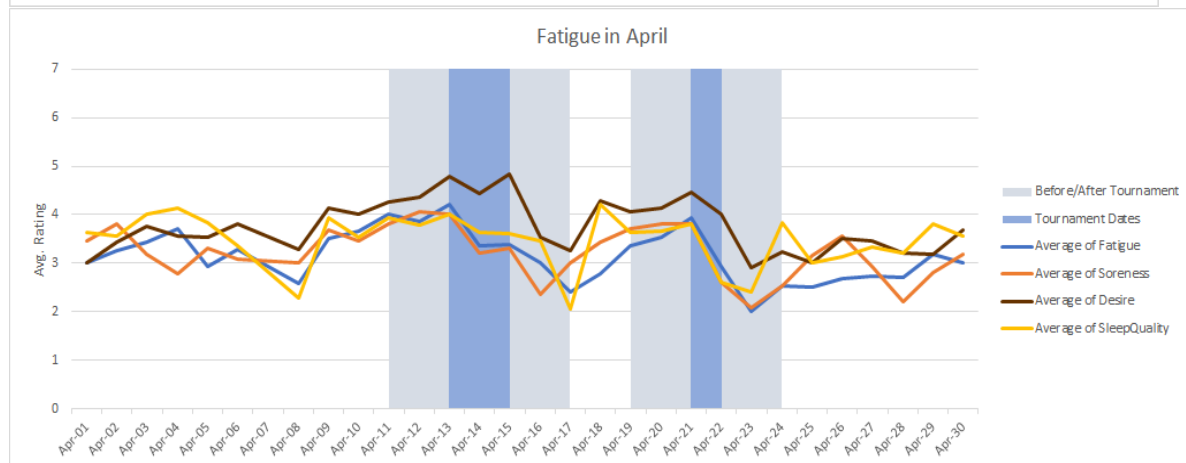
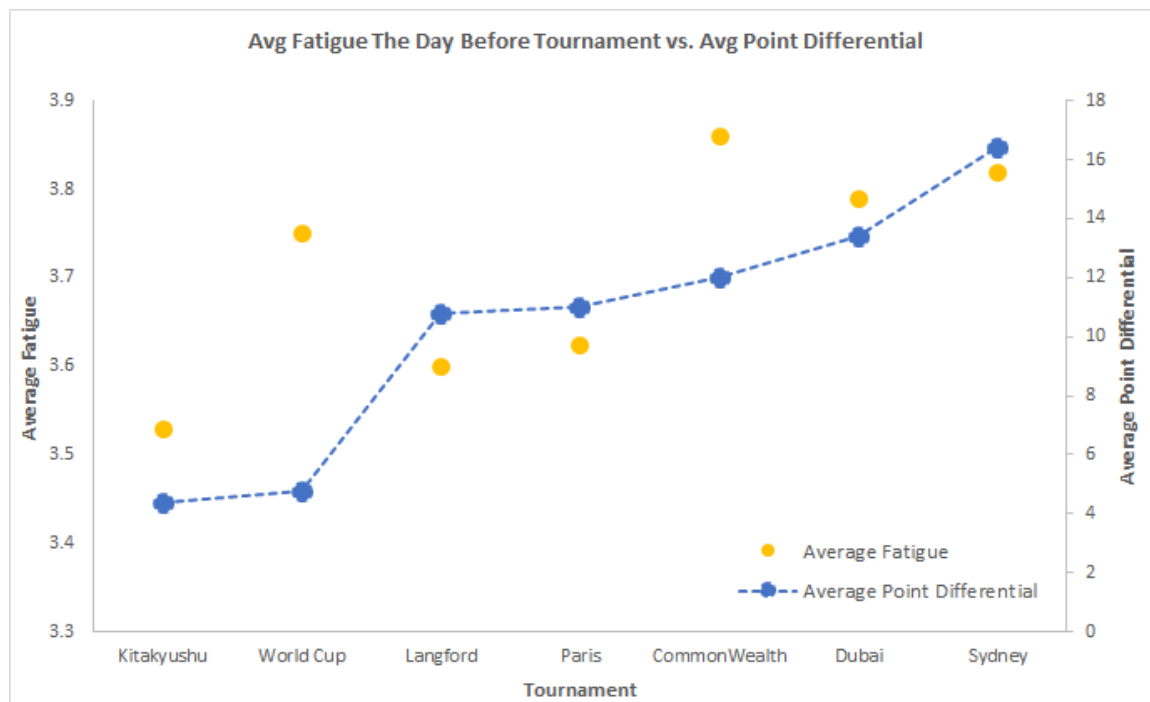
- Players practice different skills which will impact their overall fatigue.

## Player Training Breakdown



Random Forest
Mean Absolute Error: 0.544
Mean Squared Error: 0.507

# Insights



## Conclusions:

- Fatigue is a good indicator for performance during tournaments
  - However, opponent quality outweighs Fatigue impact

## HSBC Women Rugby 7 All Time Points

Pos	COUNTRY	Points Scored (2017-2018)
1	New Zealand 7s	703
2	Australia 7s	560
3	Canada 7s	511

- Fatigue is measured based on individual
- AcuteLoad is a better indicator of Fatigue than ChronicLoad
- Distance traveled during games is not a good indicator for Fatigue

## Next Steps:

- Perform feature engineering on player characteristics