
DataFest

How does player's subjective report reflect her performance on games and trainings?

Team Name: FirstFitData

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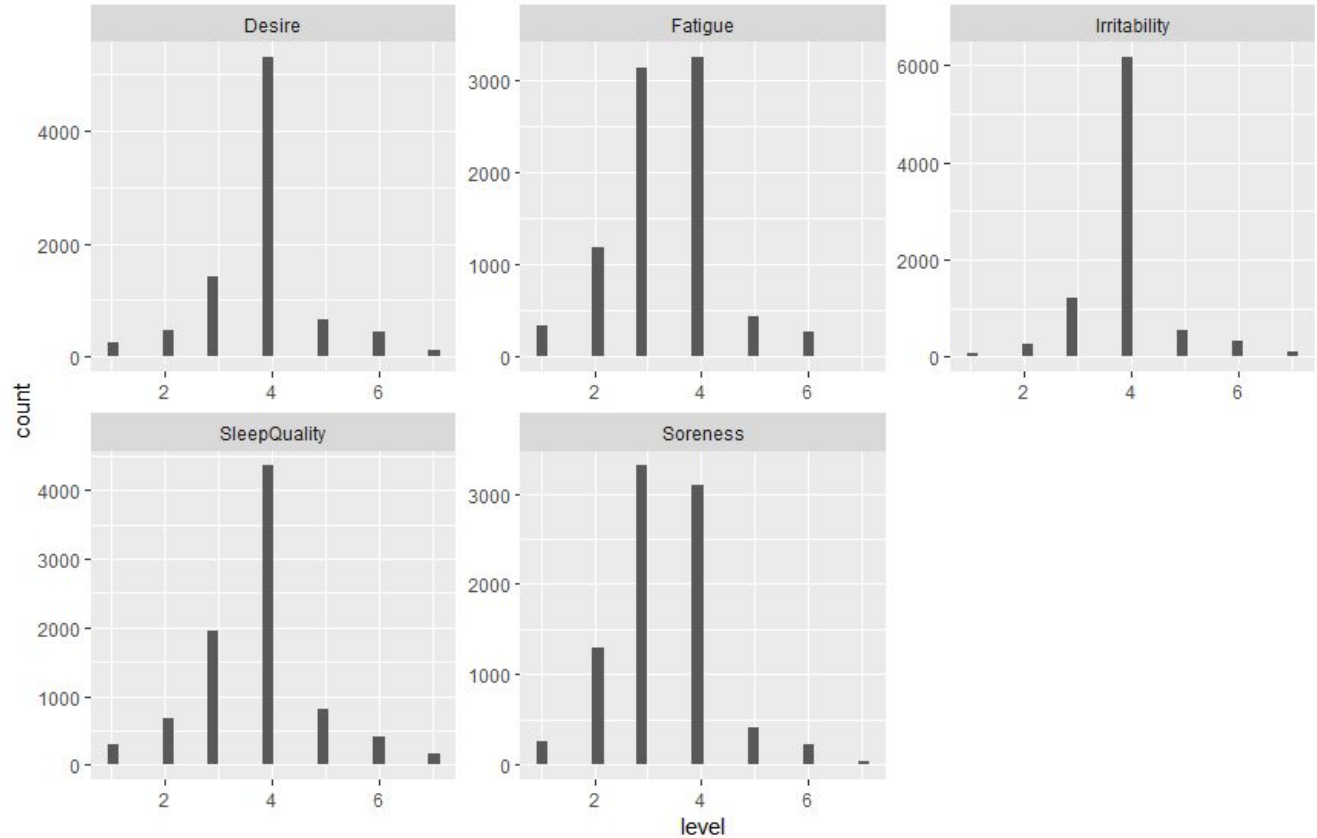
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Frequency
for personal
evaluation
of each
category



R^2

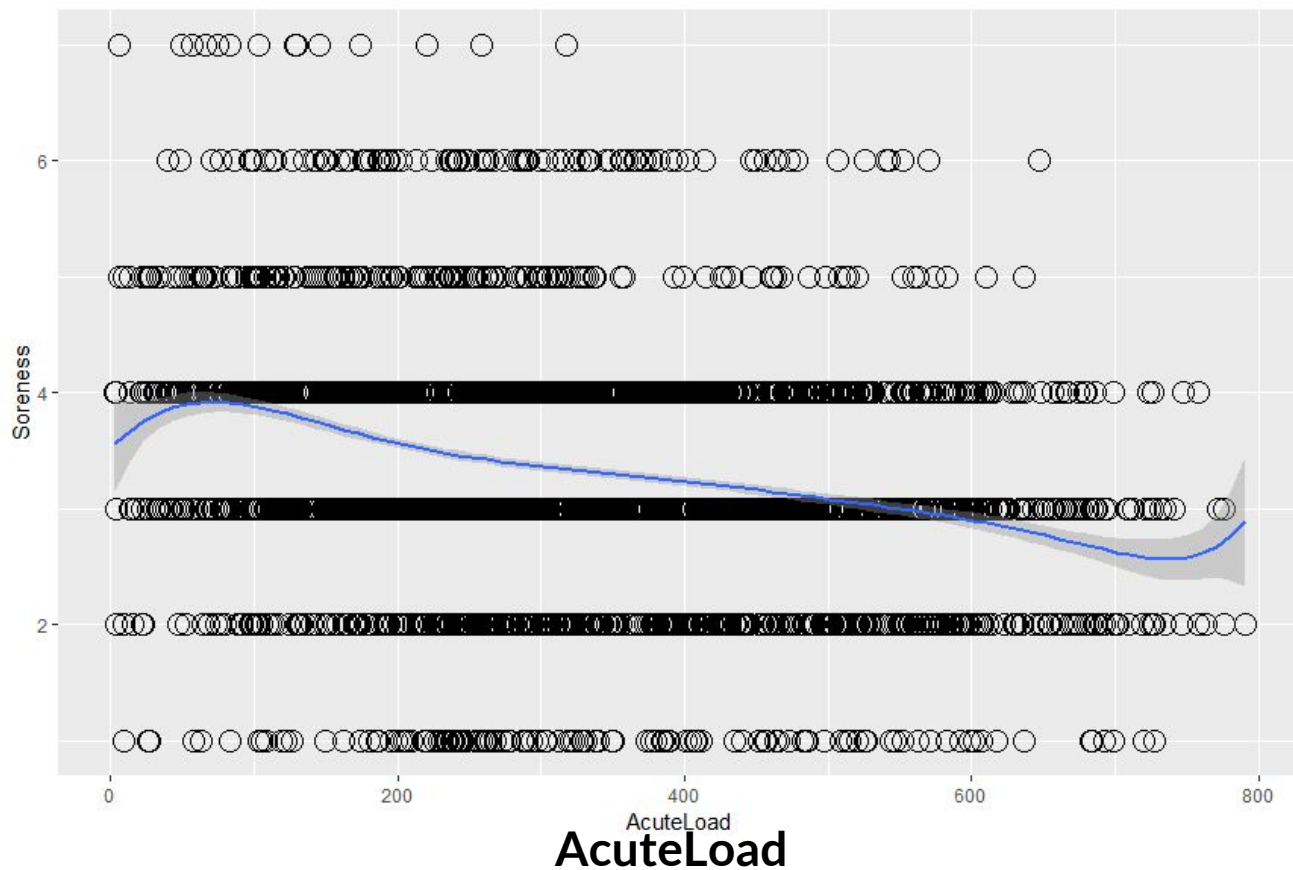
Desire: 0.013

Fatigue: 0.02

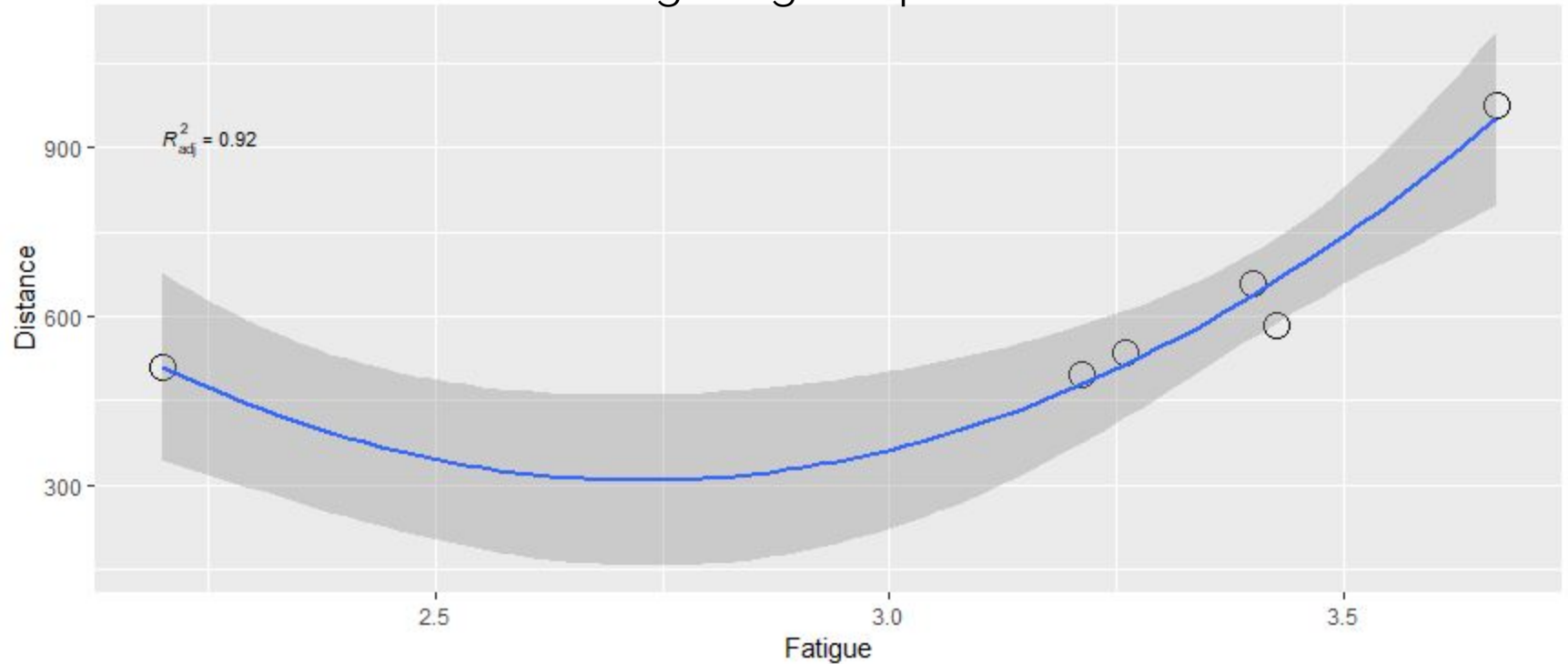
Irritability: 0.0073

Sleep Quality:
0.000048

Soreness: 0.078



Player 13's Fatigue and Game Performance(mean of Running distance during the game period) relation



Conclusion:

- The questionnaire is lack of objectivity.
 - Most of the data are collected from self-reports. And sometimes athletes cannot give precise and objective evaluation for themselves.
 - We found that people tend to choose the average score rather than pick the number that suits them best.
 - We need to use more scientific approaches to measure these categories, such as USG.
- Fatigue affects athletes' performance.
 - If athletes give a lower score on this evaluation (they feel some pain), they may not have the best performance during the game.