

Optimizing Objective Performance with Wellness Indicators



Alex Almeida
Bryson Gregory
Troy Gilchrist

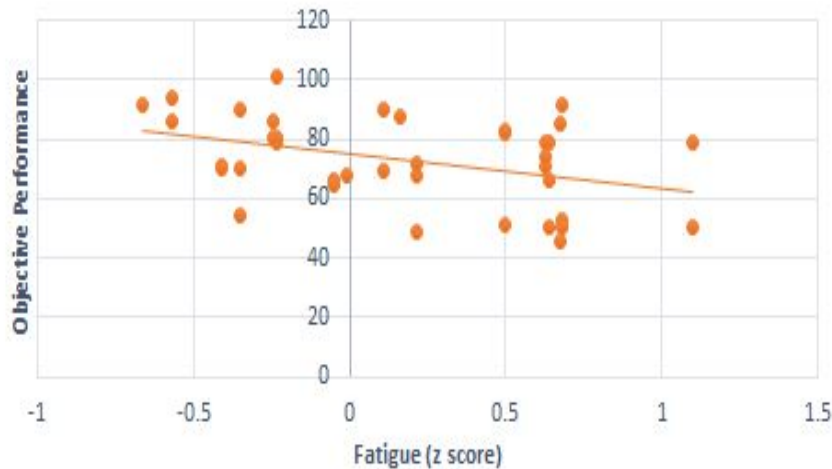
ajalmeid@asu.edu
bgregor4@asu.edu
tdgilchr@asu.edu

Benjamin Jones
Justin Fink
Arizona State University Tempe Campus

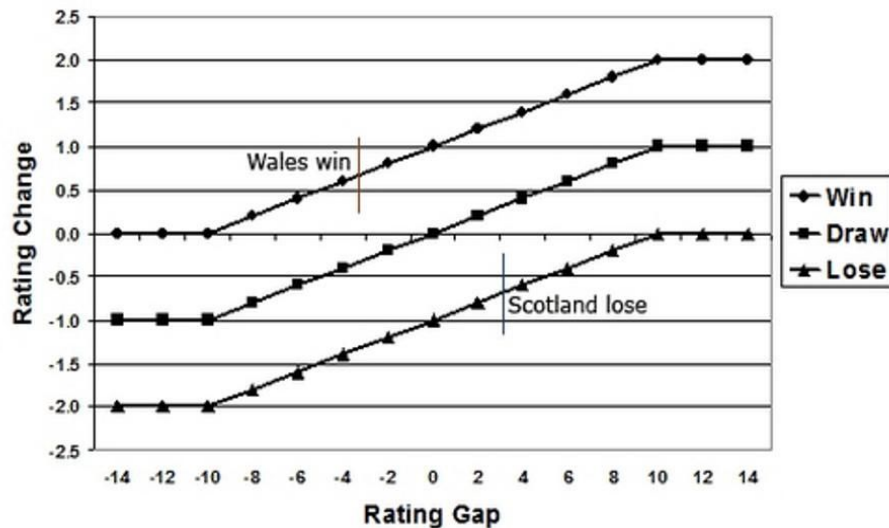
brjone16@asu.edu
jfink3@asu.edu

Predicting Objective Performance

Objective Performance Versus
Standardized Fatigue



Points Gained/Lost Based on Game Result



Understanding Fatigue

	Fatigue	P-values
Soreness	Green	0.072182979
Desire	Red	0.99147009
Irritability	Green	0.001147645
SleepHours	Red	0.877114002
SleepQuality	Green	0.001763021
MonitoringScore	Orange	0.598623911
TrainingReadiness	Green	2.56874E-07
NutAdjust_Quant	Yellow	0.271927415

Statistics

- 94% variation accounted for in using standardized soreness, irritability, sleep quality, and training readiness from two days prior to a game in order to predict standardized fatigue
- 45% variation accounted for using standardized fatigue to predict objective performance
- For each model, the p-value < alpha 0.05

Predicted Standardized Fatigue = $0.517922 + \text{Soreness} \times -0.59012 + \text{Irritability} \times 0.506355 + \text{SleepQuality} \times 0.948487 + \text{TrainingReadiness} \times -1.19914$