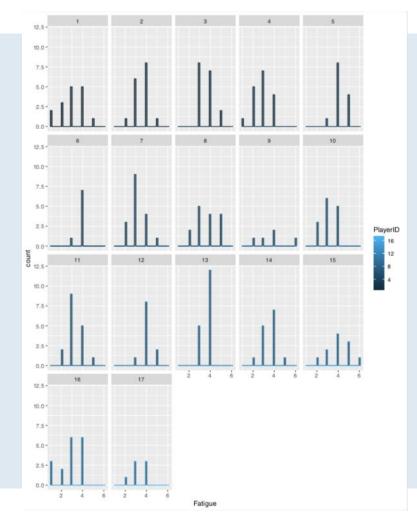




## Distribution of Fatigue Levels per Player on Game Days

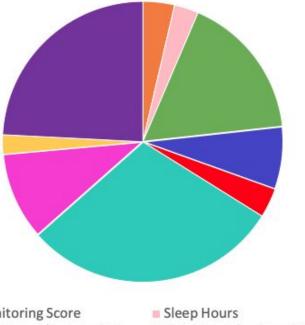
- New Variable: Win Percentage
- Fatigue data was standardized and tested against Win Percentage in order to account for subjectivity
- New Variable: Opponent Difficulty







## Factors Affecting Fatigue Based on the Multiple Linear Regression Model for Predicted Fatigue\*



- Monitoring Score
- Nutrition Adjustment No
- Illness Slightly Off
- Average Difficulty
- Nutrition Poor



Illness Yes

Nutrition Okay



\*Model based on Gameday Data Only

## **Fatigue** = -1.18365

- + 0.213(Monitoring Score)
- + 0.16377(Sleep Hours)
- + 0.98622(Nutrition Adjustment No)
- + 0.42286(Nutrition Adjustment Yes)
- + 0.19908(Illness Slightly Off)
- -1.73318(Illness Yes)
- -0.59209(Average Difficulty)
- + 0.13127(Nutrition Okay)
- + 1.41721(Nutrition Poor)