

CACHE X SCOREBOARD

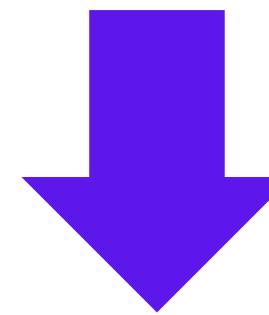
BEYOND THE GAME: INTEGRATING SIDELINE INSIGHTS FOR HOLISTIC ATHLETE VALUATION

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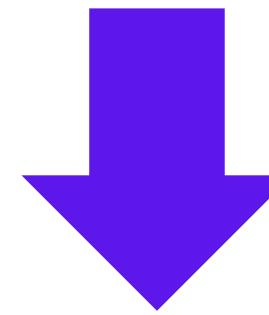


CURRENT PROBLEMS

Limited Understanding of Athlete's Market Value

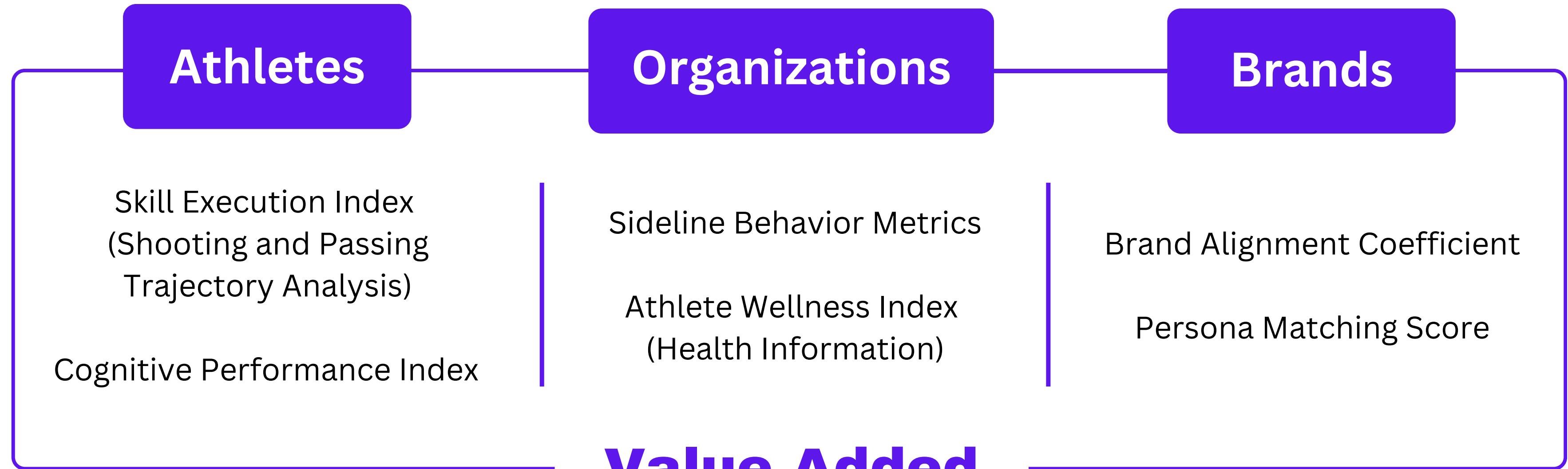


Inconsistent Athlete Evaluations



Athlete Selection and Persona Mismatch

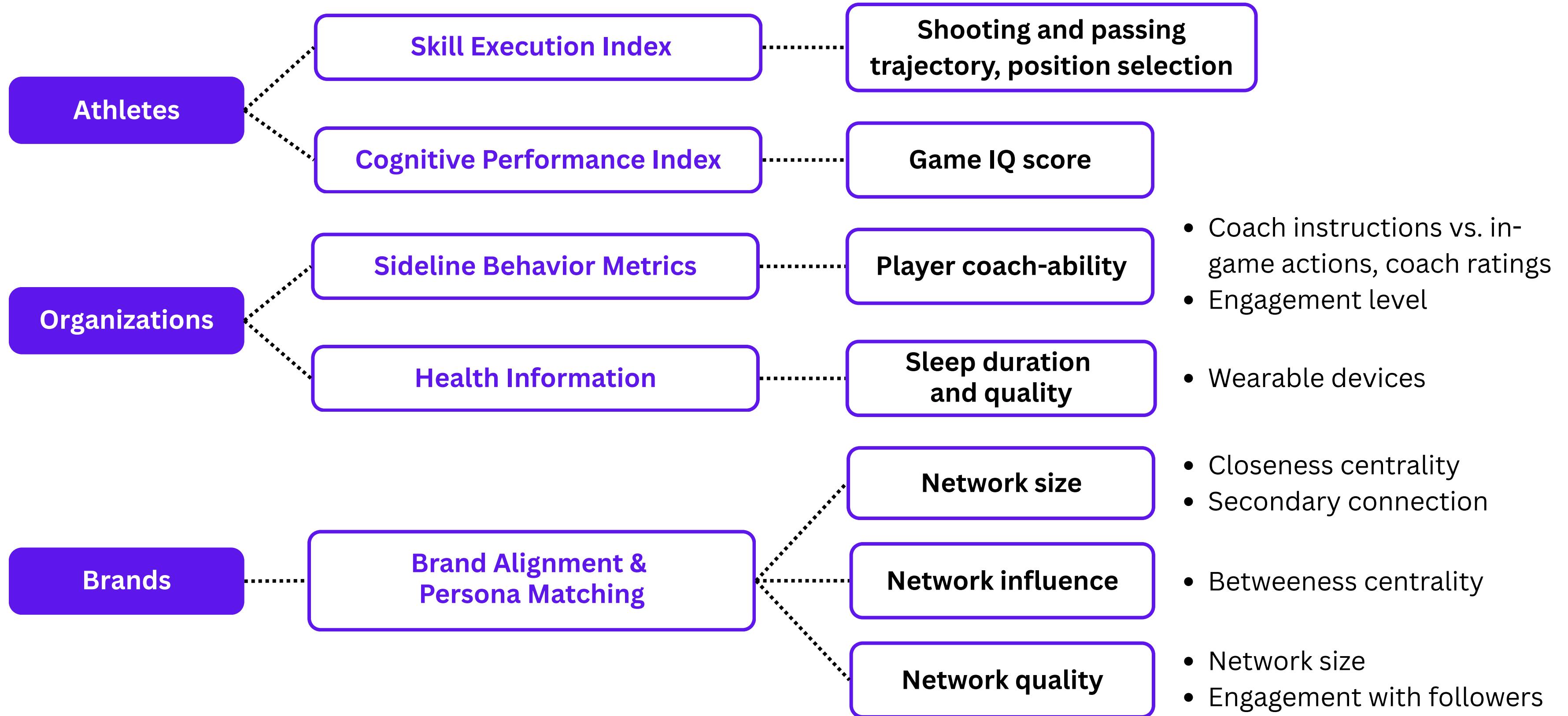
SOLUTION OVERVIEW



Value Added

Enhance algorithms for athlete evaluations to **maximize benefits** for each user base

METRICS AND ANALYTICS PROPOSAL



IMPLEMENTATION STRATEGY

PHASE 1: DATA COLLECTION



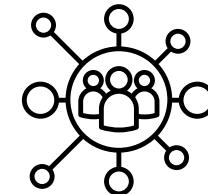
Athletes - Skill Execution Index & Cognitive Performance Index

Acquire data from public APIs, vendors, and computer vision sources (DIY and partner with Hudl)



Organizations - Sideline Behavior Metrics & Athlete Wellness Index

Format data (transcripts, metadata, survey responses) with timestamps



Brands - Brand Alignment Coefficient & Persona Matching Score

Buy data from the vendors and brands' in-house data

IMPLEMENTATION STRATEGY



Athletes - Skill Execution Index & Cognitive Performance Index

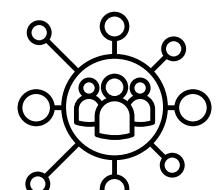
Performance Score = Skill Execution Index + Cognitive Performance Index

- **Skill Execution Index:** Passing efficiency, shooting accuracy, defensive pressure resistance, rebound
- **Cognitive Performance Index:** Situational awareness, decision-making, reaction time, flexibility



Organizations - Sideline Behavior Metrics & Athlete Wellness Index

- **NLP** to extract tactical elements from coach strategies
- **Computer Vision** for analyzing execution and team dynamics
- **Data Fusion** to combine NLP, video outputs, survey ratings into composite scores

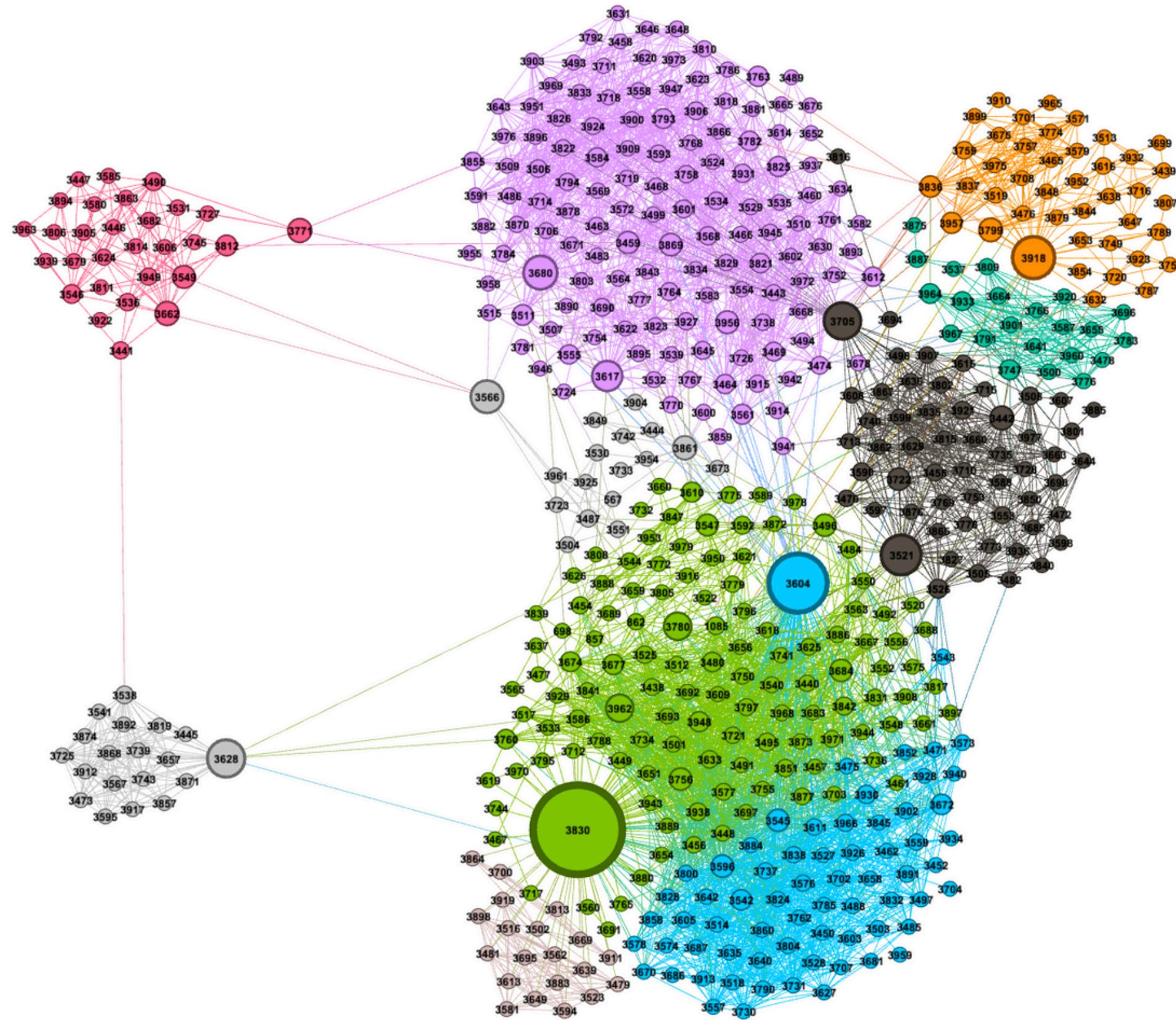


Brands - Brand Alignment Coefficient & Persona Matching Score

Network Score = Size * (Quality + Influence)

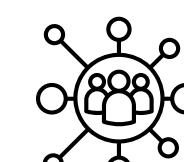
NIL Score = (0.4) * Network Score + (0.6) * Athletic Performance

NETWORK DIAGRAM



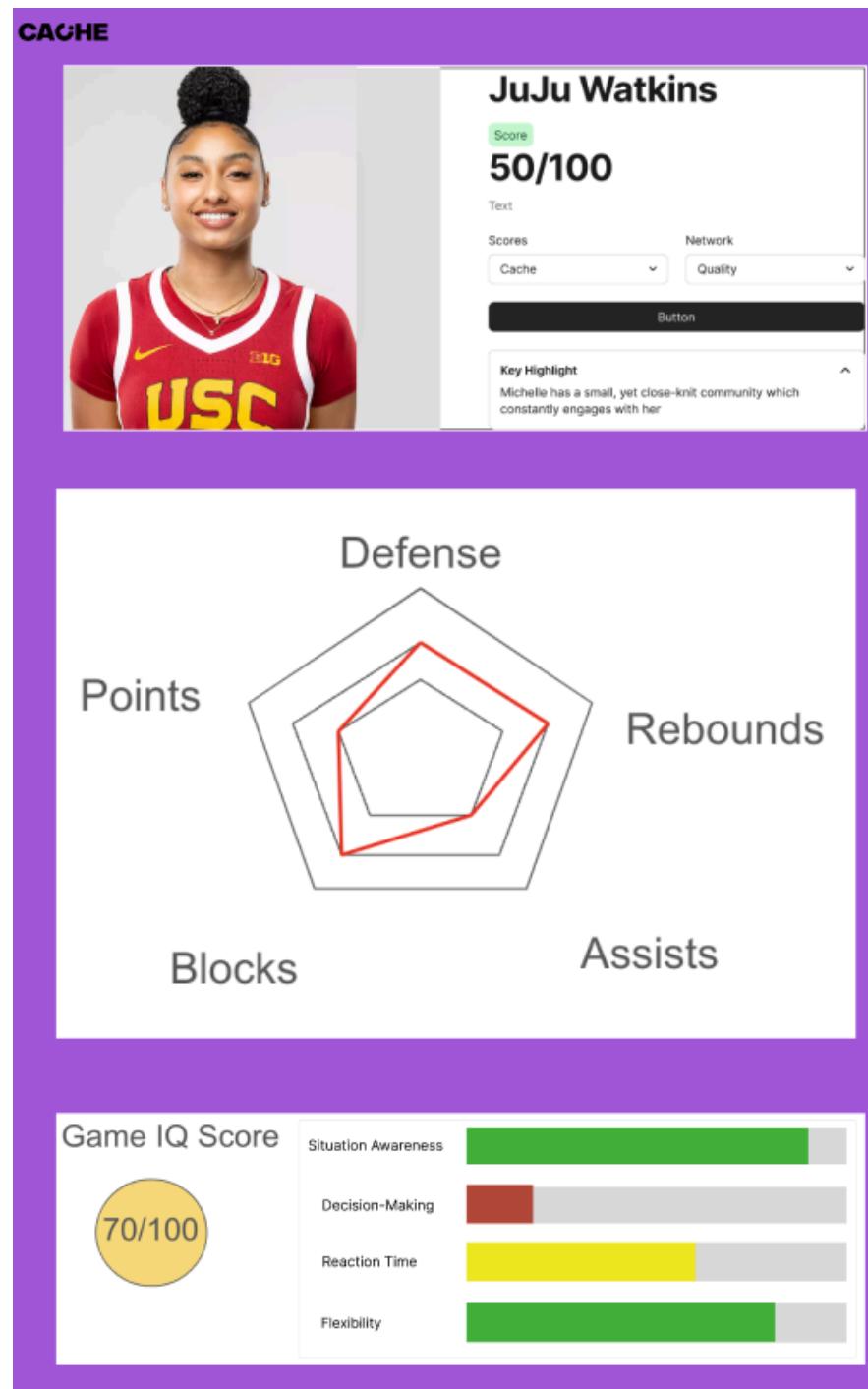
IMPLEMENTATION STRATEGY

PHASE 3: DATA TESTING

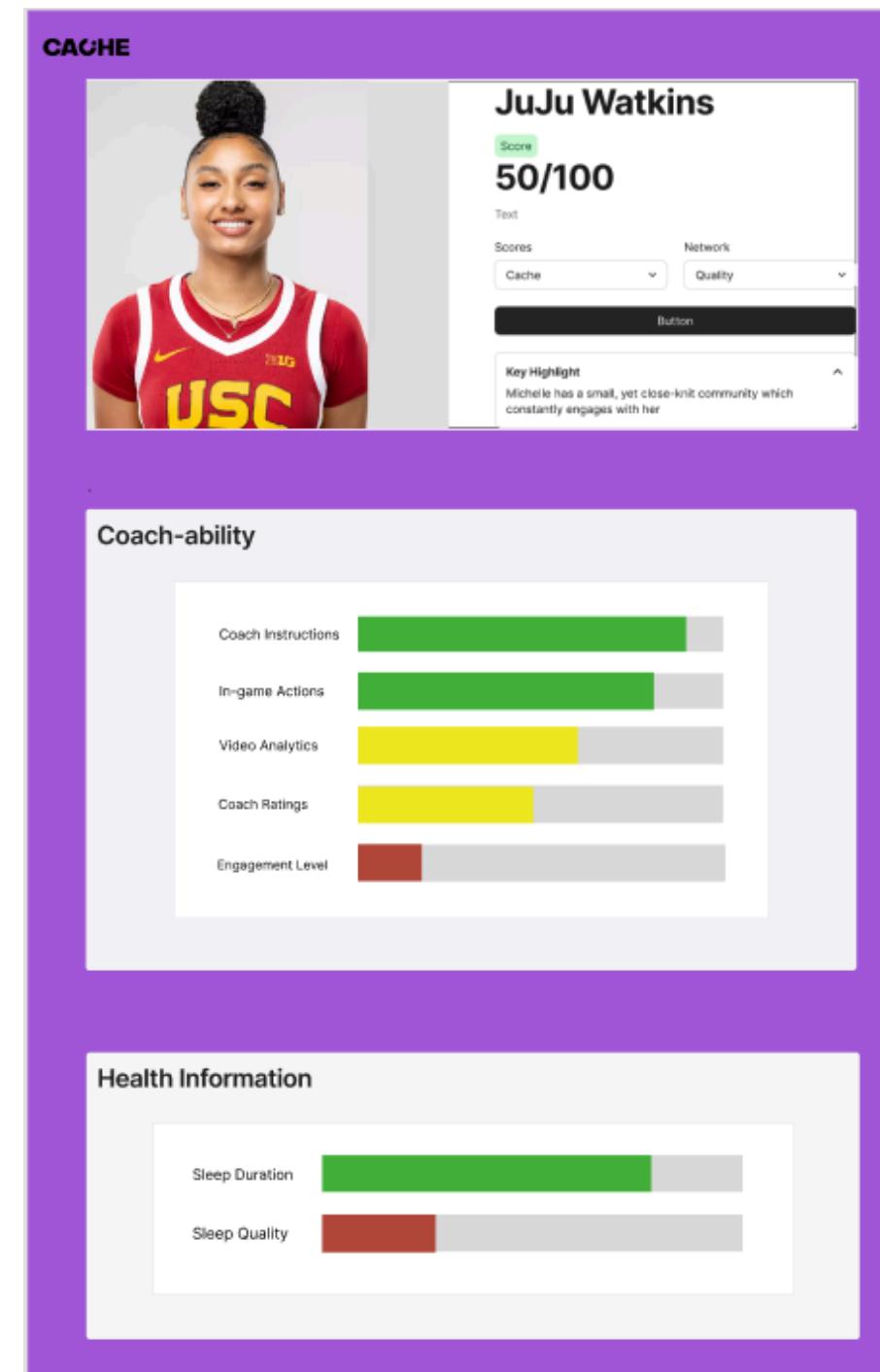
| | VALIDATION | SCALABILITY | ROLLOUT |
|--|---|--|---|
|  Athletes - Skill Execution Index & Cognitive Performance Index | Cross check skill execution metrics with actual game performance | Deploy automated tracking systems and wearable sensors for data collection | Conduct pilot tests with select teams or universities to implement strategies |
|  Organizations - Sideline Behavior Metrics & Athlete Wellness Index | Manual cross-checks and statistical tests to refine models | Deploy modular microservices on cloud infrastructure; automate pipelines | Integrate into user dashboards and improve through regular feedback |
|  Brands - Brand Alignment Coefficient & Persona Matching Score | Statistical tests and cross-reference with athletes with similar networks | Immediately, limited by only athlete's user of social media | Engage in 2-weeks campaign trials for product/service, then 2 weeks of no-promotion |

DASHBOARD FEATURES

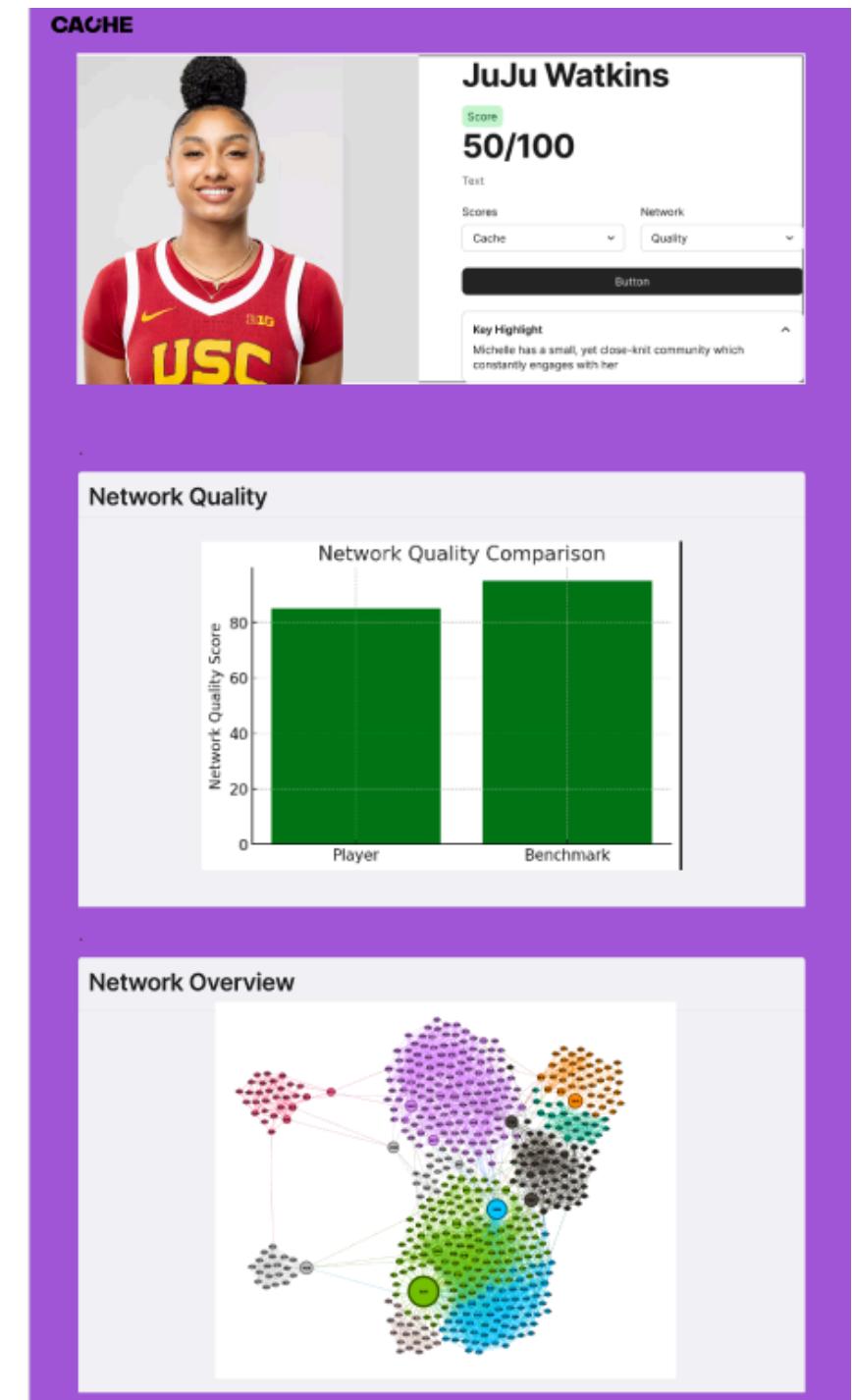
Athletes



Athletic Directors



Brands



ENGAGING ATHLETES DIRECTLY

Mobile Apps & Cognitive Challenges

Interactive apps with reaction time tests, situational decision-making quizzes, and puzzles



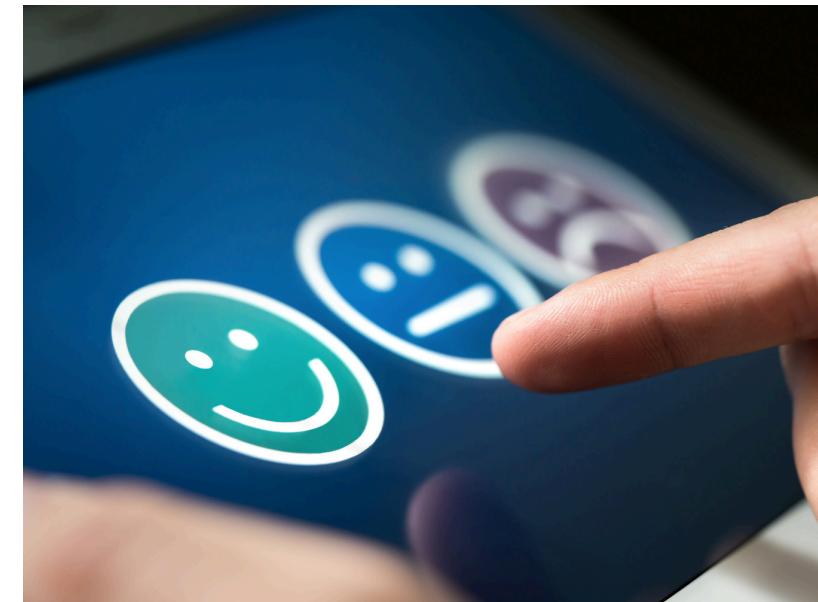
Incentives & Leaderboards

Rewards (e.g., badges, points, or leaderboard rankings) to encourage regular participation and honest self-assessment on mental acuity and in-game decision-making



Anonymous Structured Feedback Systems

Platforms for anonymous peer reviews and standardized coach evaluations that capture insights on sideline behaviors, leadership, and team engagement



Workshops & Assessment Days

Campus events where athletes participate in standardized cognitive tests and community impact surveys



LONG-TERM IMPACT



Diagram illustrating a flowchart for a simulation or physics engine, showing variable assignments and decision points.

```

    graph TD
        Start(( )) --> ReadInput[Read Input]
        ReadInput --> ParseInput[Parse Input]
        ParseInput --> Initialize[Initialize]
        Initialize --> MainLoop[Main Loop]
        MainLoop --> UpdateWorld[Update World]
        UpdateWorld --> CheckCollisions[Check Collisions]
        CheckCollisions --> ResolveCollisions[Resolve Collisions]
        ResolveCollisions --> MoveEntities[Move Entities]
        MoveEntities --> RenderScene[Render Scene]
        RenderScene --> End(( ))
    
```

Variable Assignments:

- $x := \text{integer}$; $\text{mass}[\text{and}, y] :=$ [value]; $d := d + S$
- $\text{mass}[\text{and}, y] := \text{Temp}$; α, β, γ, T
- $i := i + 1$
- $k := k + 1$; $V := \text{mass}[k]$; $T := T + 1$; prod
- $e := e + H$; $e := (e + t)^2$
- $m := m + S$; $S := n + 1$
- $\text{first} := \text{prev}$
- $\text{r} := p^{\wedge} \text{next}$; Randomize ; $\text{mass}[\text{and}, y] :=$ [value]
- $\text{Temp} := \text{mass}[x, 1]$; $\alpha > \beta$; Mas
- $\text{Mass}[\text{and}, y] := \text{Rand}$; $\text{Write}(\text{mass}[y])$
- $\text{End}; \text{Writeln}; \langle e > \text{nd} \rangle$
- $\text{do } i = 2 \text{ to } 2$; $\text{do } i = 5 + x$
- $\text{If mass}[i] = x \text{ then inc/small}$

Decision Points:

- $n > 11$
- $j = \text{nd}$
- $r > \text{nd}$
- $\text{first} = \text{prev}$
- $\alpha > \beta$
- $e > \text{nd}$



Value for Users

Becomes a platform for users to grow their potential

Proprietary Platform

Algorithm as a moat and first-party data to support it

Community Building

Generate network effects from athletes, organizations, and brands using the platform

