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**SFISM** Swiss Federal

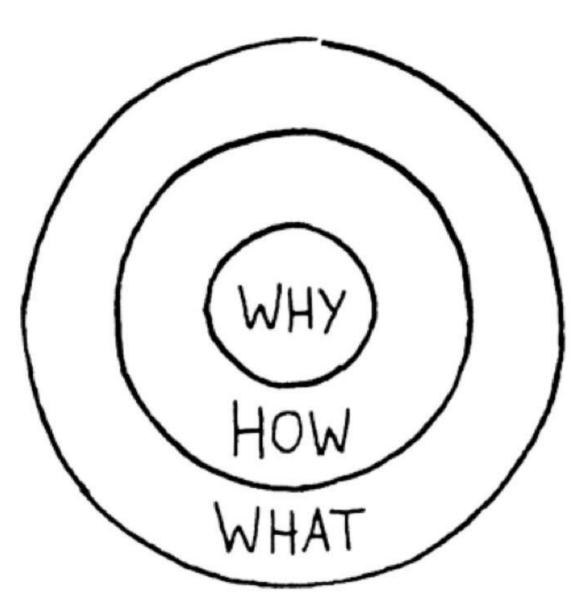
Institute of Sport Magglingen

# Bridging Research and Engineering in Sport Science

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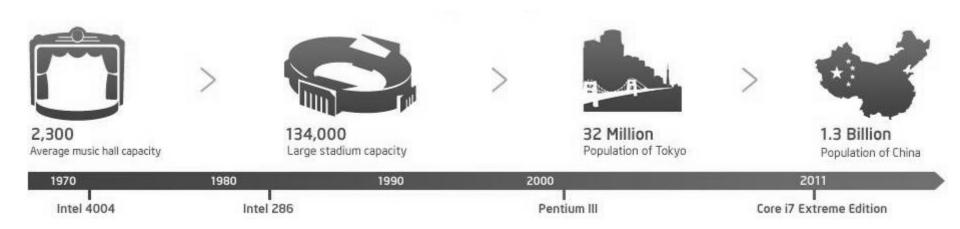


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## Moore's Law



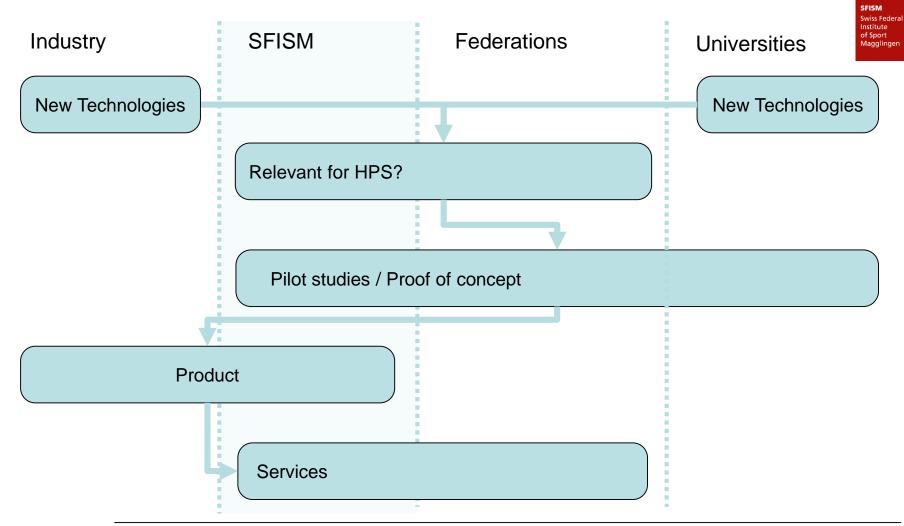


#### • Opportunity:

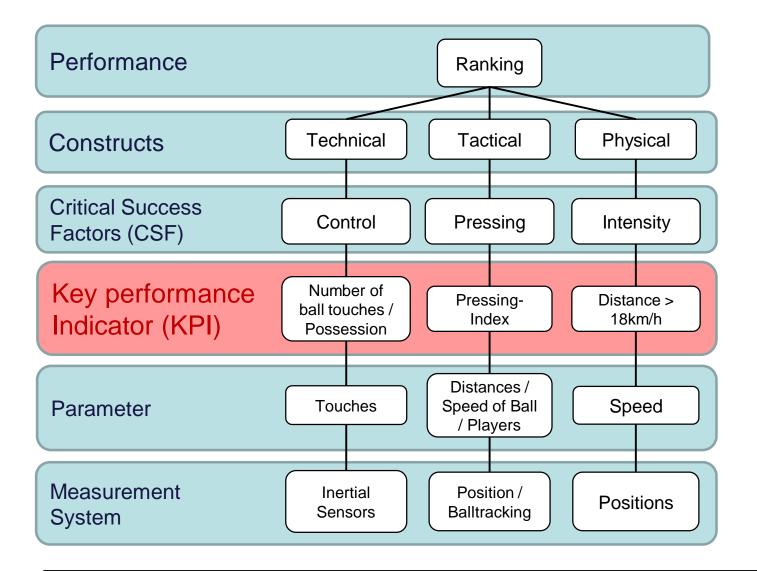
- Measuring in a situation that resembles the competition training for testing and the possibility to monitor trainings.
- Challenges:
  - Validity
  - Relevance
  - Unobtrusiveness

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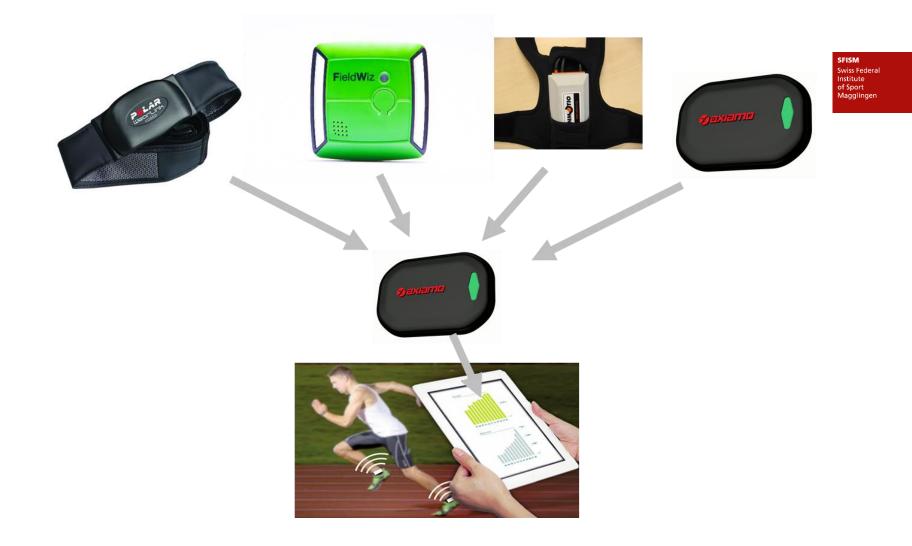


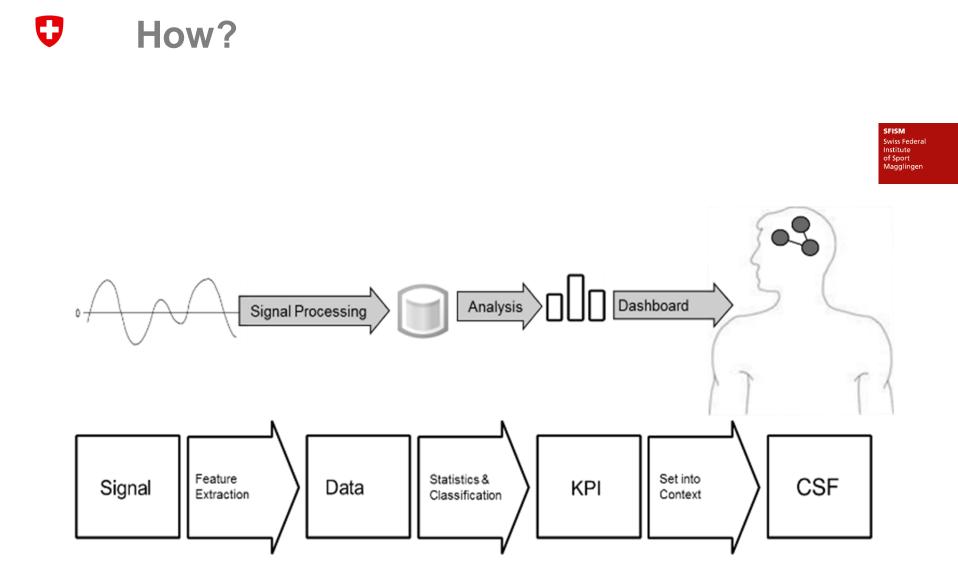


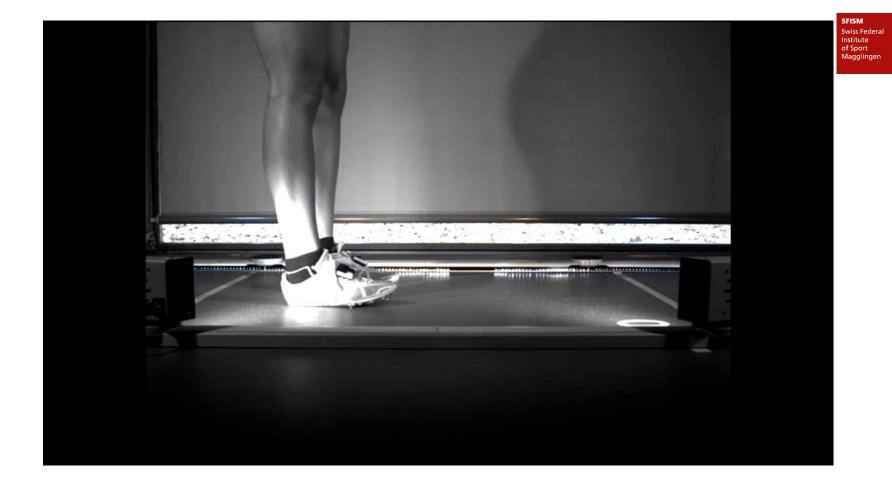


























Turnovers and fast transitions

5 sec to gain possession

10 sec to score





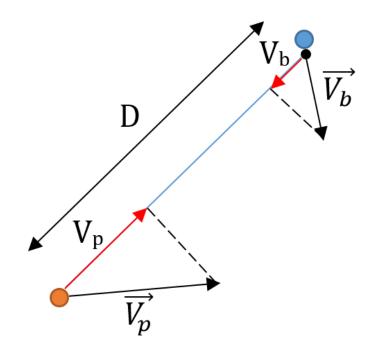


## Press hard

## Verticalize directly

Run fast

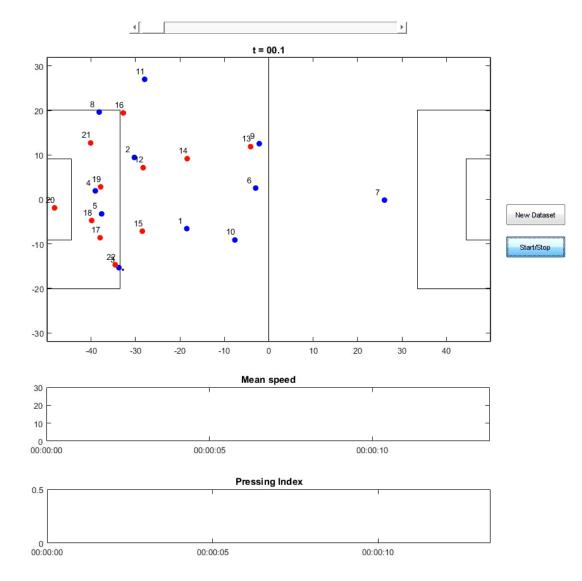




 $PI = \sum_{i} PI_{i}$  $PI_{i} = \frac{V_{p} + V_{b}}{D}$ 

- D : Distance player-ball
- V<sub>p</sub>: Player's speed in direction of the ball
- V<sub>b</sub>: Ball's speed in direction of the player







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## Thank you for your attention



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