

## Big Data in Sport and Movement Science – Challenges and Opportunities



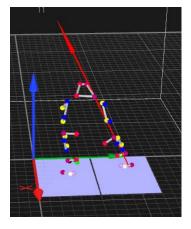




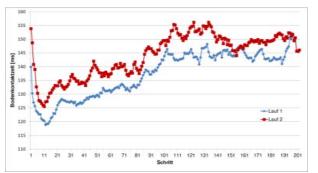














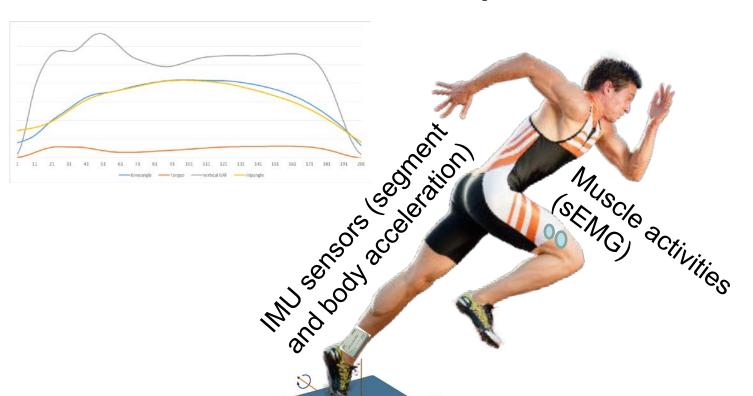


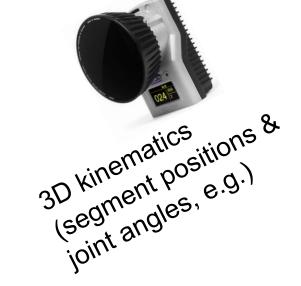




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#### Performance related data acquisition







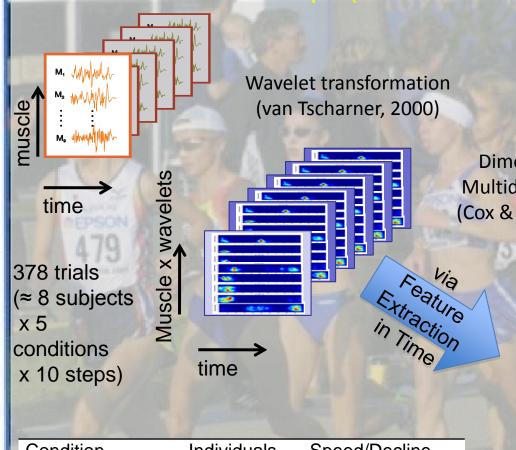
3D GRF and pressure distribution

Movement (phase) duration ms to minutes

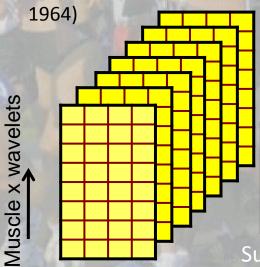
data acquisition rates
depending on device and movement duration:
100 to 2000 samples/s

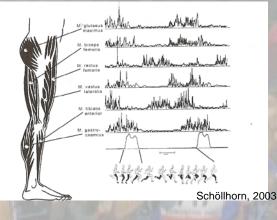
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### Muscle activy synergies during running at different speed and slope (Jaitner et al. 2010)



Dimension reduction			
Multidimensional scaling			
(Cox & Cox, 1994; Kruskal,			



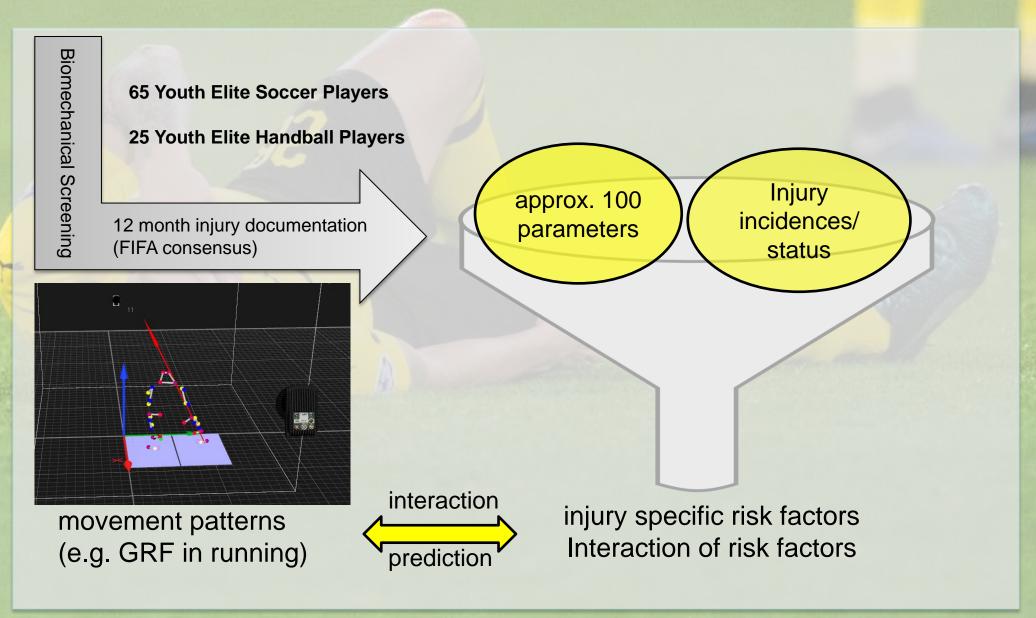


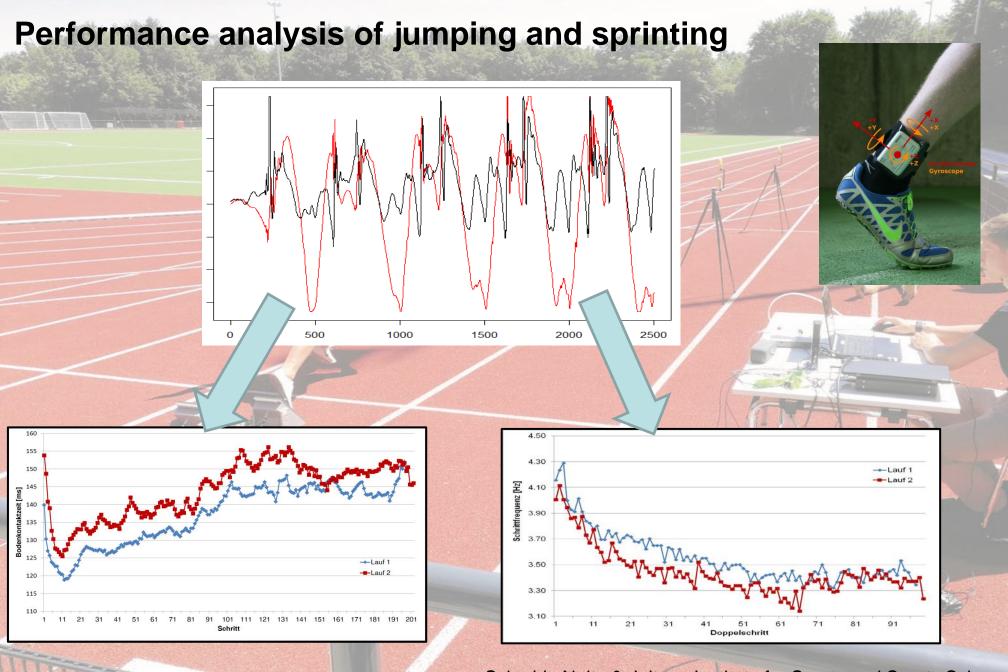
Condition	Individuals	Speed/Decline
Level running at 4, 5 and 6m/s	100%	78,6%
Running at 5m/s $[+5^{\circ}/\pm0^{\circ}/-2^{\circ}]$	97,7%	88,2%
Slope running [+5°/-2°]	99,3%	82,1%
All trials	92,9%	

Support Vector Machine

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#### Injury prediction and prevention in teamsports (e.g. football)





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#### Further research questions

- movement pattern adaption following motor learning or training
- gait pattern variability and adaption following short time interventions (e.g. balancing, wobbling)
- identification of pathologic gait/running pattern (that result from injuries or may cause overuse injuries)
- motor control strategies and muscle activation variability in gross motor movement

# Big Data in Sport and Movement Science: Interdisciplinary Opportunity and Challenge