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MOVIMENTO

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**SPORT
E SALUTE**

SCUOLA
DELLO SPORT

Intelligenza Artificiale applicata allo sport

Carlo Castagna

Università di Urbino “Carlo Bo”,
Corso di Laurea in Scienze Motorie;
Laboratorio di Metodologia e Biomeccanica
applicata al calcio del Settore Tecnico (FIGC) Coverciano

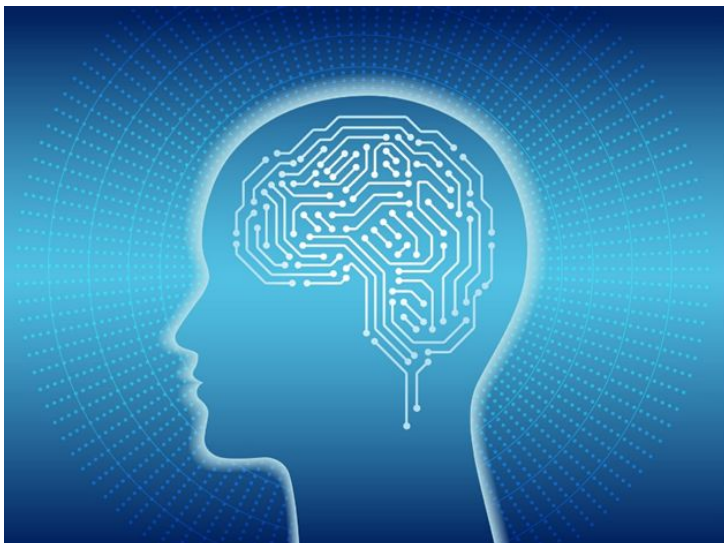
*E*ducare al MOVIMENTO

A stylized blue human figure with arms and legs outstretched, positioned to the right of the main title.

In collaborazione con

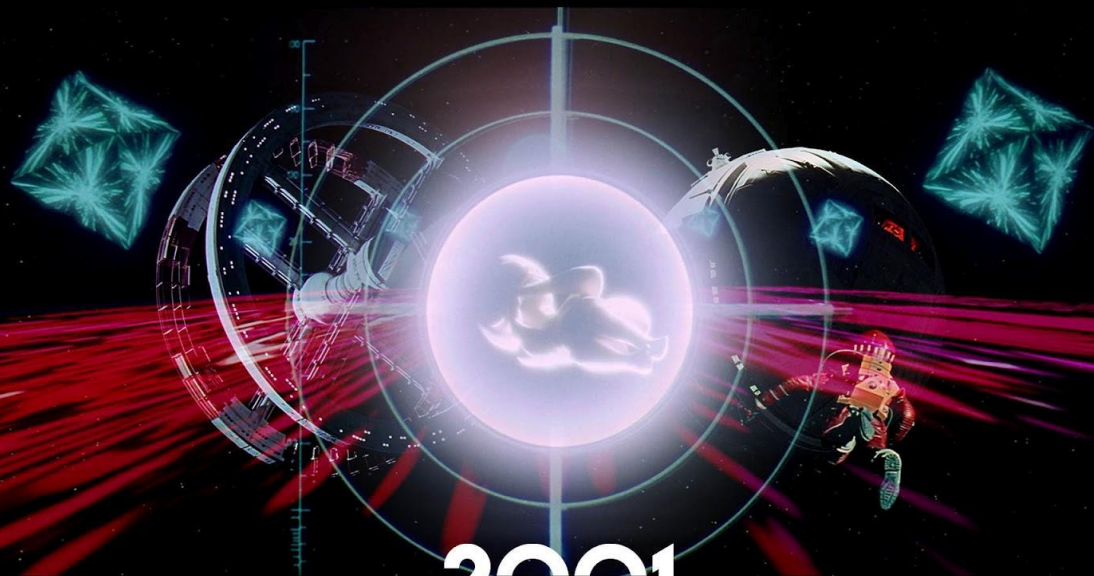
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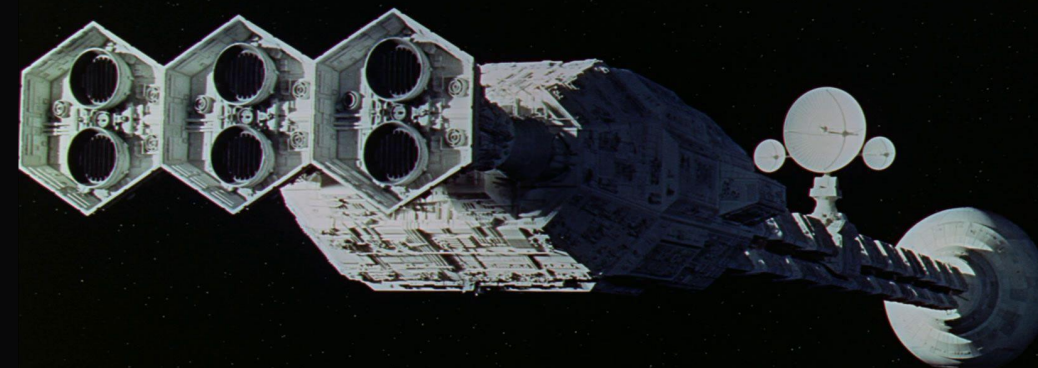


A STANLEY KUBRICK PRODUCTION



2001 A SPACE ODYSSEY

Starring KEIR DULLEA GARY LOCKWOOD
Screenplay by STANLEY KUBRICK And ARTHUR C. CLARKE Produced and Directed by STANLEY KUBRICK
SUREE RAHAWSON AND METROCOLOR: Star-France/Deage



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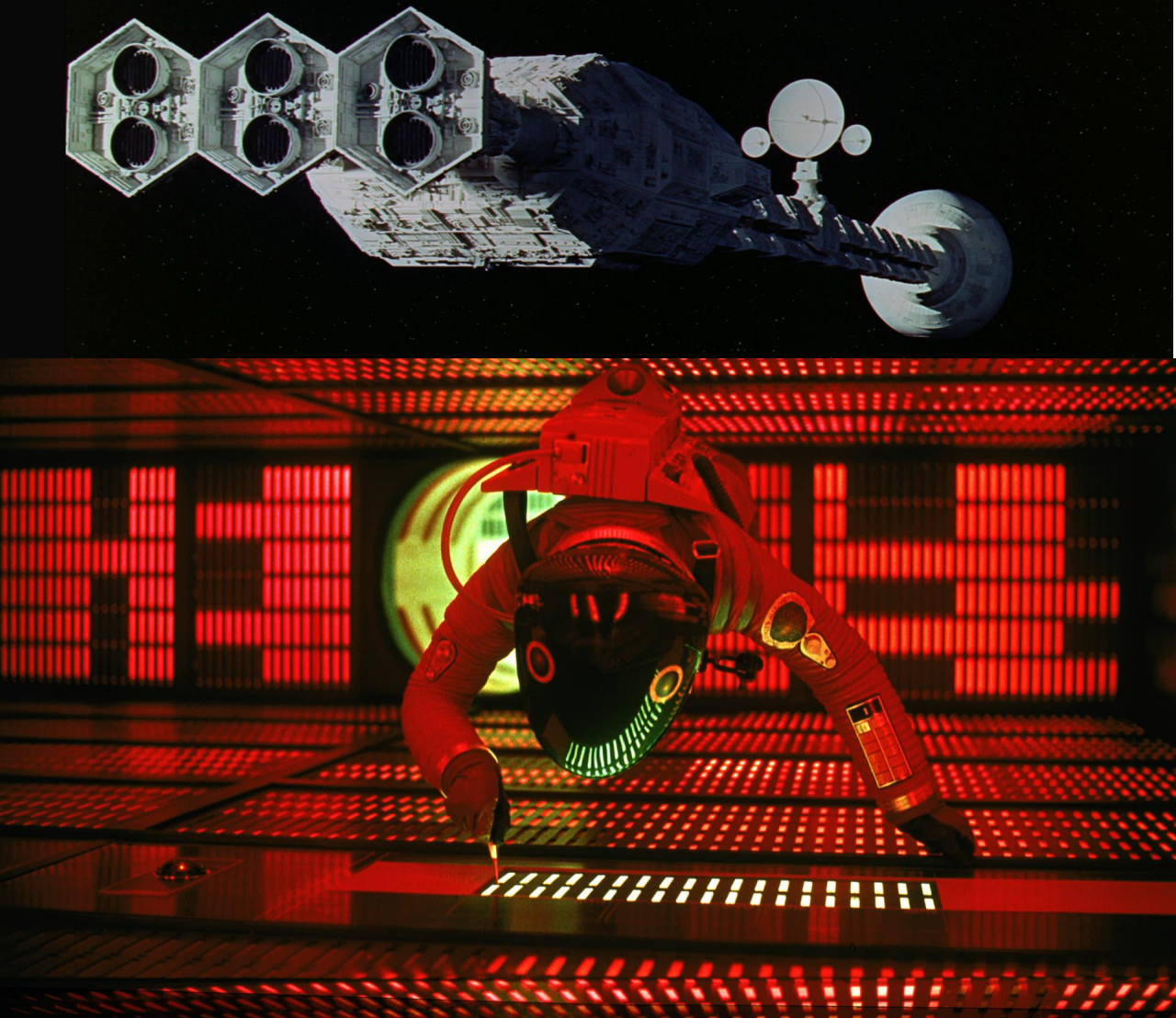
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 **DEASCUOLA**





I've seen things you people wouldn't believe... Attack ships on fire off the shoulder of Orion... I watched C-beams glitter in the dark near the Tannhäuser Gate. All those moments will be lost in time, like tears in rain... Time to die.

Definizione... AI

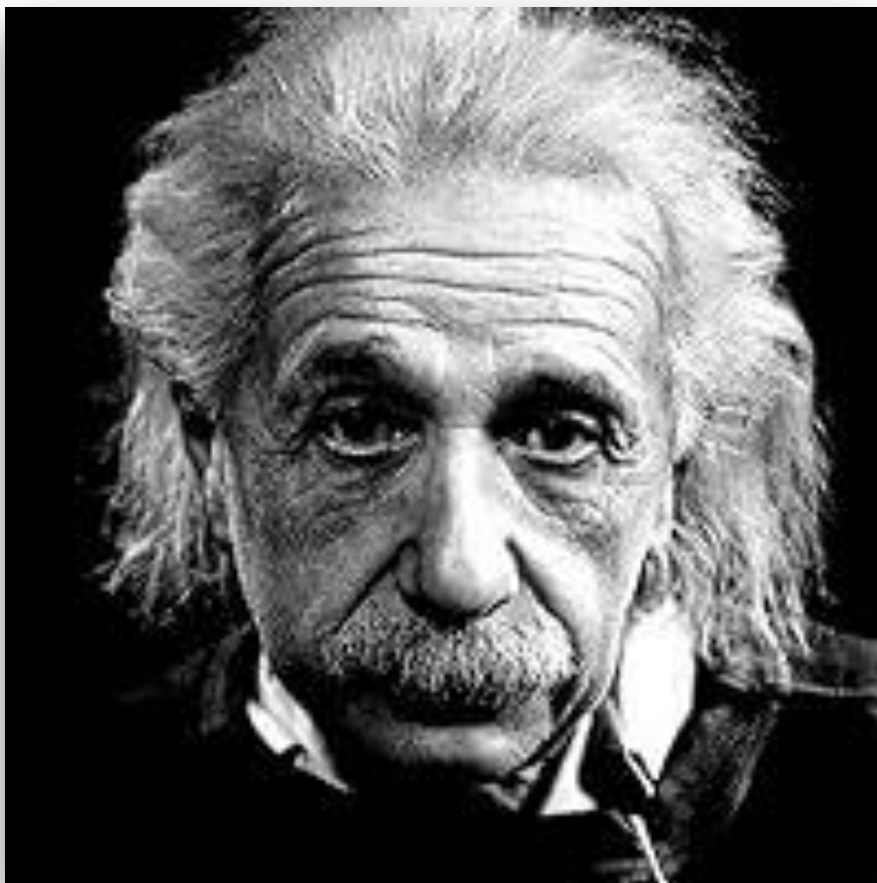
Campo della Computer Science

Obiettivo?

Creare Macchine o Sistemi

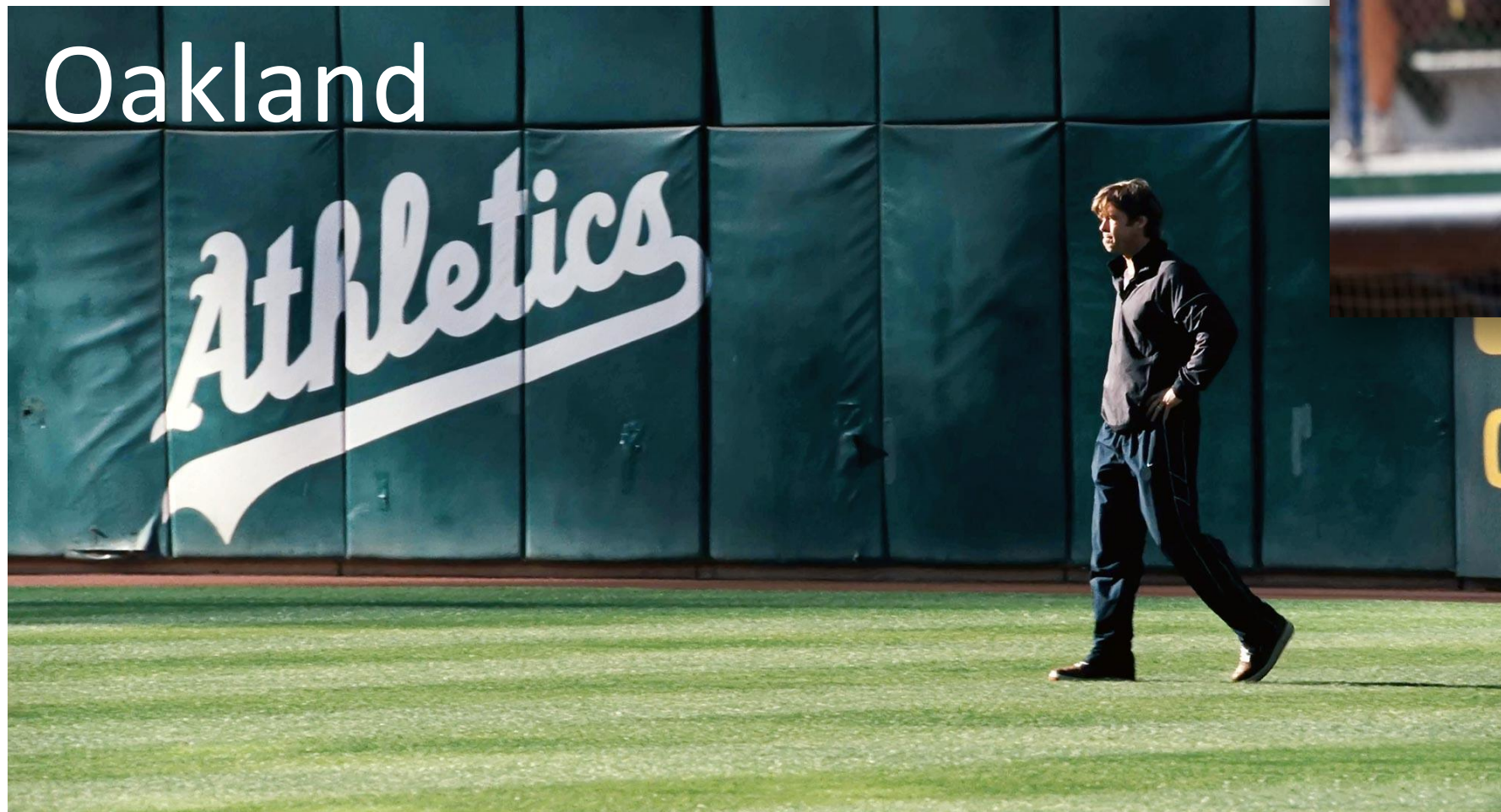
in grado di svolgere compiti

che solitamente richiedono l'intelligenza umana



“ Two things are infinite:
the universe
and human stupidity;
and I'm not sure
about the universe. ”

Money Ball...



AI... over-arching construct

Hindawi
Complexity
Volume 2021, Article ID 4658937, 8 pages
<https://doi.org/10.1155/2021/4658937>

Research Article

Exploring the Application of Artificial Intelligence in Sports Training: A Case Study Approach

Shiqing Wei,¹ Puquan Huang,² Rui Li,³ Zhiguo Liu,⁴ and Yuepei Zou⁵

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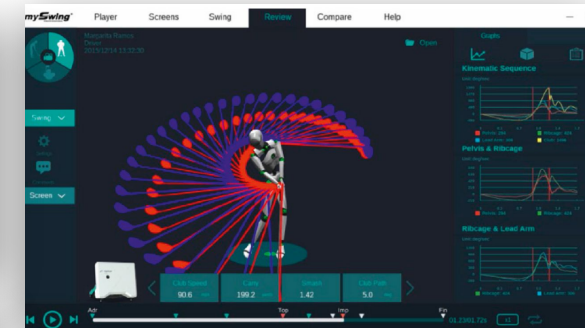
²Shenyang Sport University, Shenyang, Liaoning 110000, China

³Chengdu College of Arts and Sciences, Chengdu, Sichuan 610401, China

⁴Jose Rizal University, Manila 0900, Philippines

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AI can be considered as an assistive technology to provide specific support to athletes' physical education training through various means such as data analysis and simulation of training scenarios.





How AI and modern technology are changing football



Applicazioni... nel calcio

Game activity/analytics:

Scommesse

Classificazione eventi
(es. tiri, passaggi)

Modelli di
previsione risultati

Player/ball tracking

Assistenza all'arbitro

Applicazioni...

Training and coaching:

- Valutazione della formazione più efficace
- Pianificazione tattica
- Modelli previsione infortuni
- Analisi dei carichi di allenamento

Applicazioni... Business

- Valutazione del Valore Economico del Calciatore
- Ottimizzazione della partecipazione all'evento
- Prezzo dei biglietti
- Wearable and sensor design,
- Highlight packaging,
- Virtual and augmented reality sport applications

Applicazioni...

Virtual and augmented reality sport applications

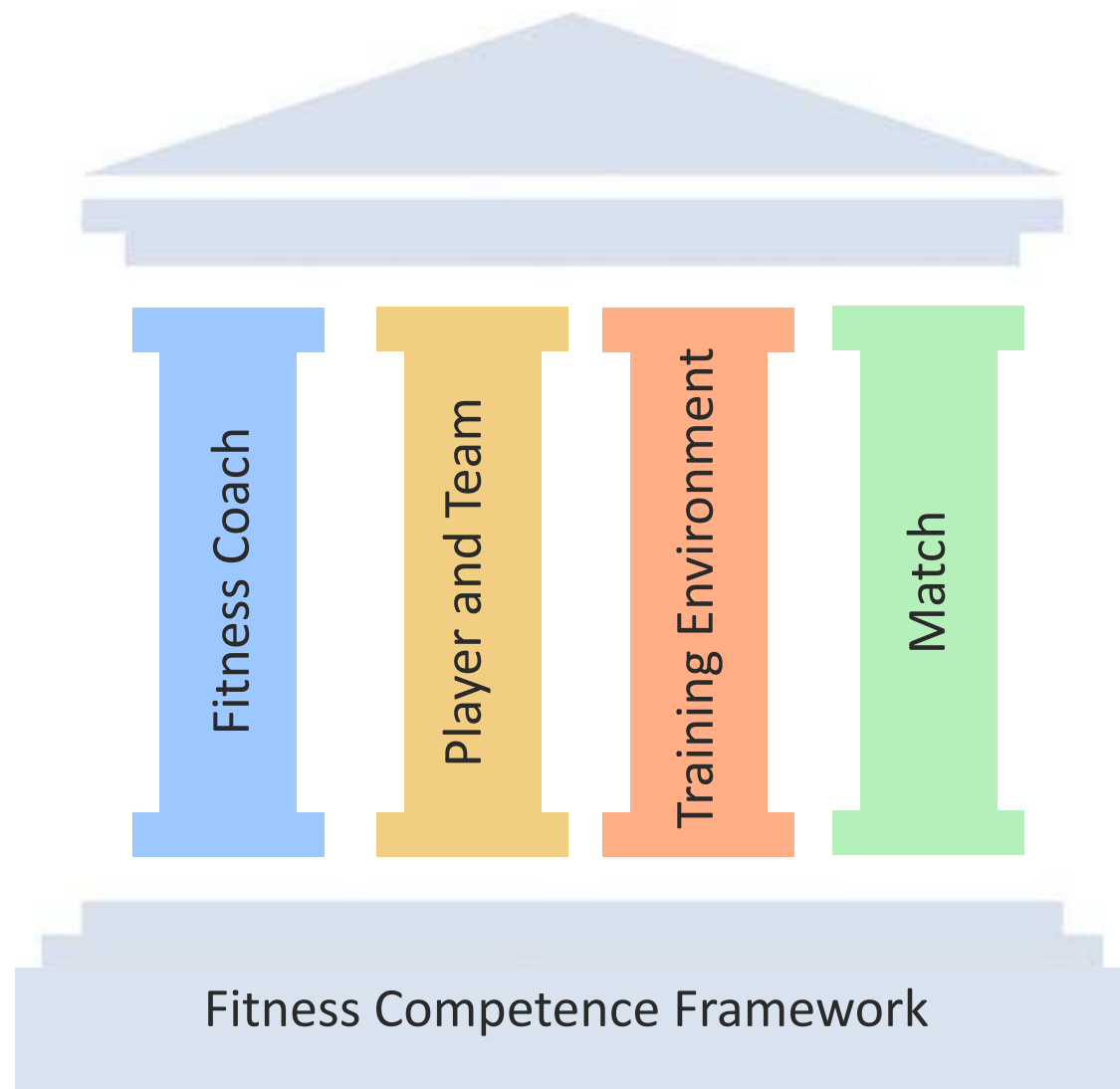


Applicazioni... AI in Football

A Company Case Study...

Video

K-Sport Overview



Modules

Fitness Coach

1. Philosophy, beliefs and values

2. Coaching methodology

3. Collaboration

Player and Team

4. Knowing the players

5. Player physical development

6. Team development

7. Player health and welfare

Training Environment

8. Session delivery, design and review

9. Fitness testing and monitoring

10. Integrated and isolated training

11. Learning environment

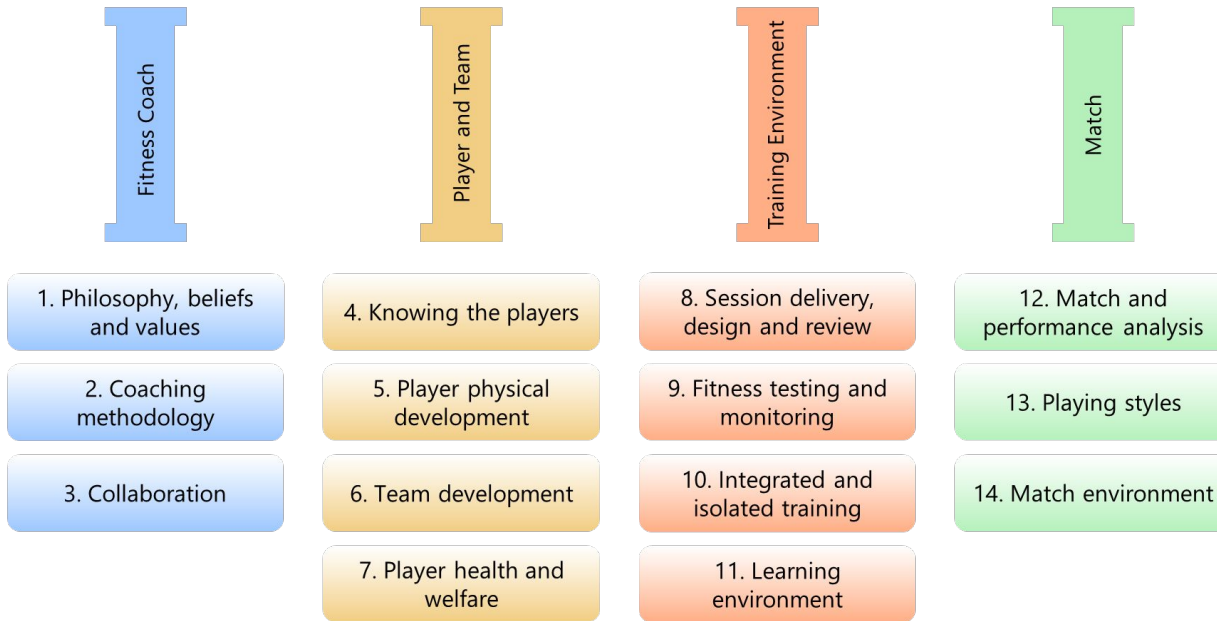
Match

12. Match and performance analysis

13. Playing styles

14. Match environment

Modules



Grazie per
l'attenzione!



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