

A comparison of test methods and player perceptions

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Do current test methods measure “what the players perceive or experience?”



Do current test methods simulate in-game conditions?



Test Method Validation

How can we verify the suitability of test methods?

1. 'Appropriate' in-game simulation
2. Classification or benchmarking to previous data
3. 'Appropriate' biomechanical simulation
4. Repeatability and reproducibility
5. Compare to player perceptions



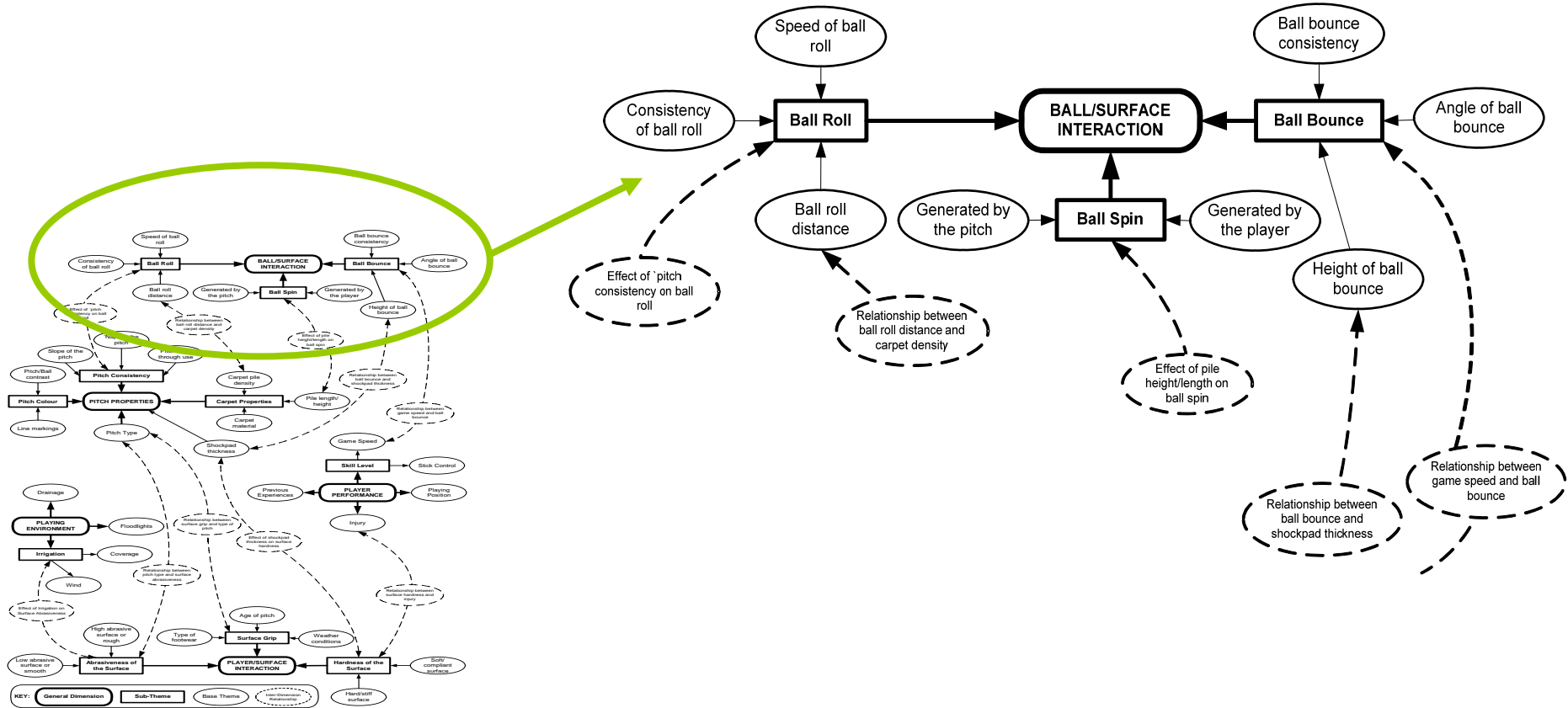
Data Collection Methods

Three Significant Sections of Data Collection:

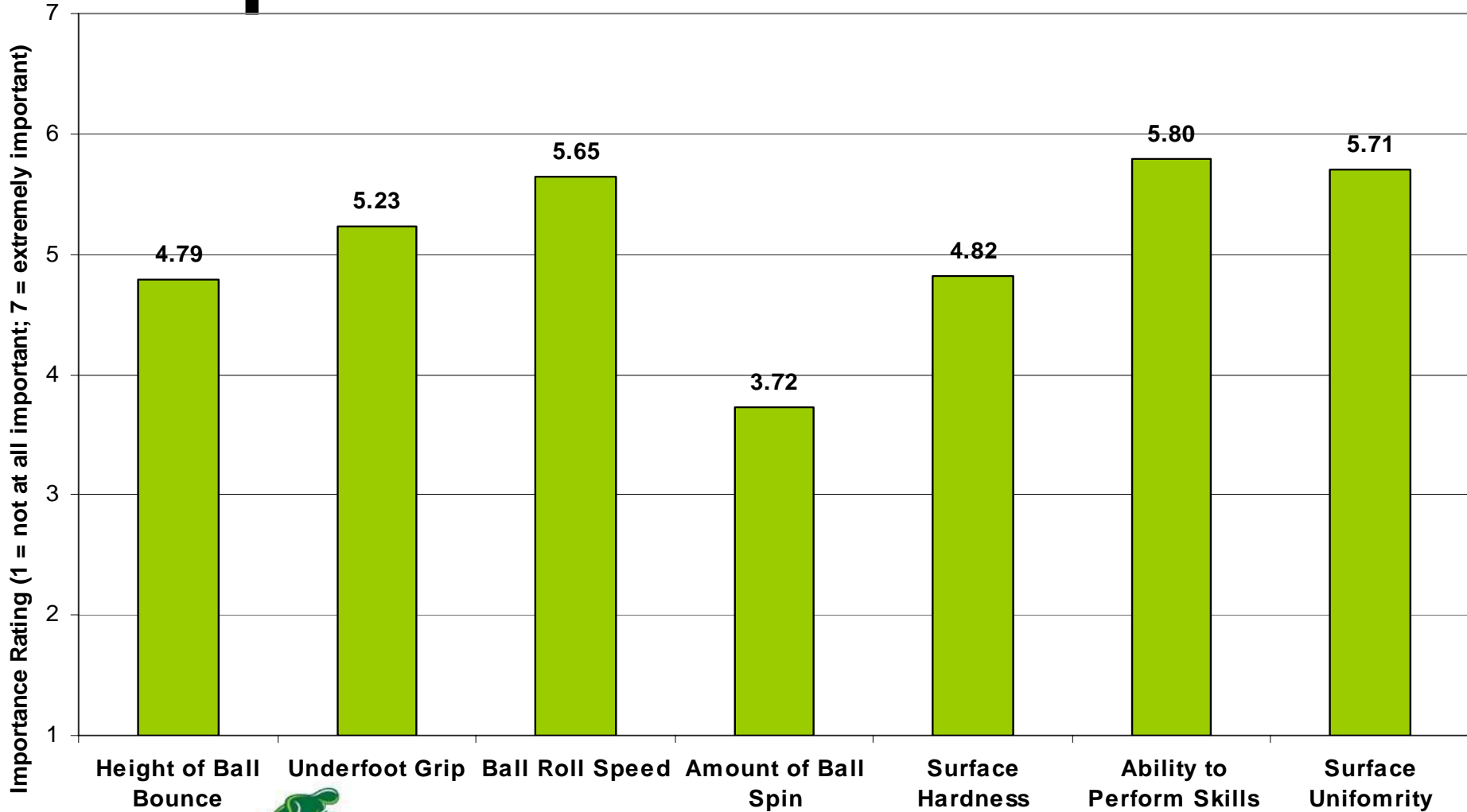
1. In-depth Qualitative Subjective Interviews (N = 22)
2. Quantitative Preference Questionnaires (N = 204)
3. Pitch Specific Questionnaires (N = 87)



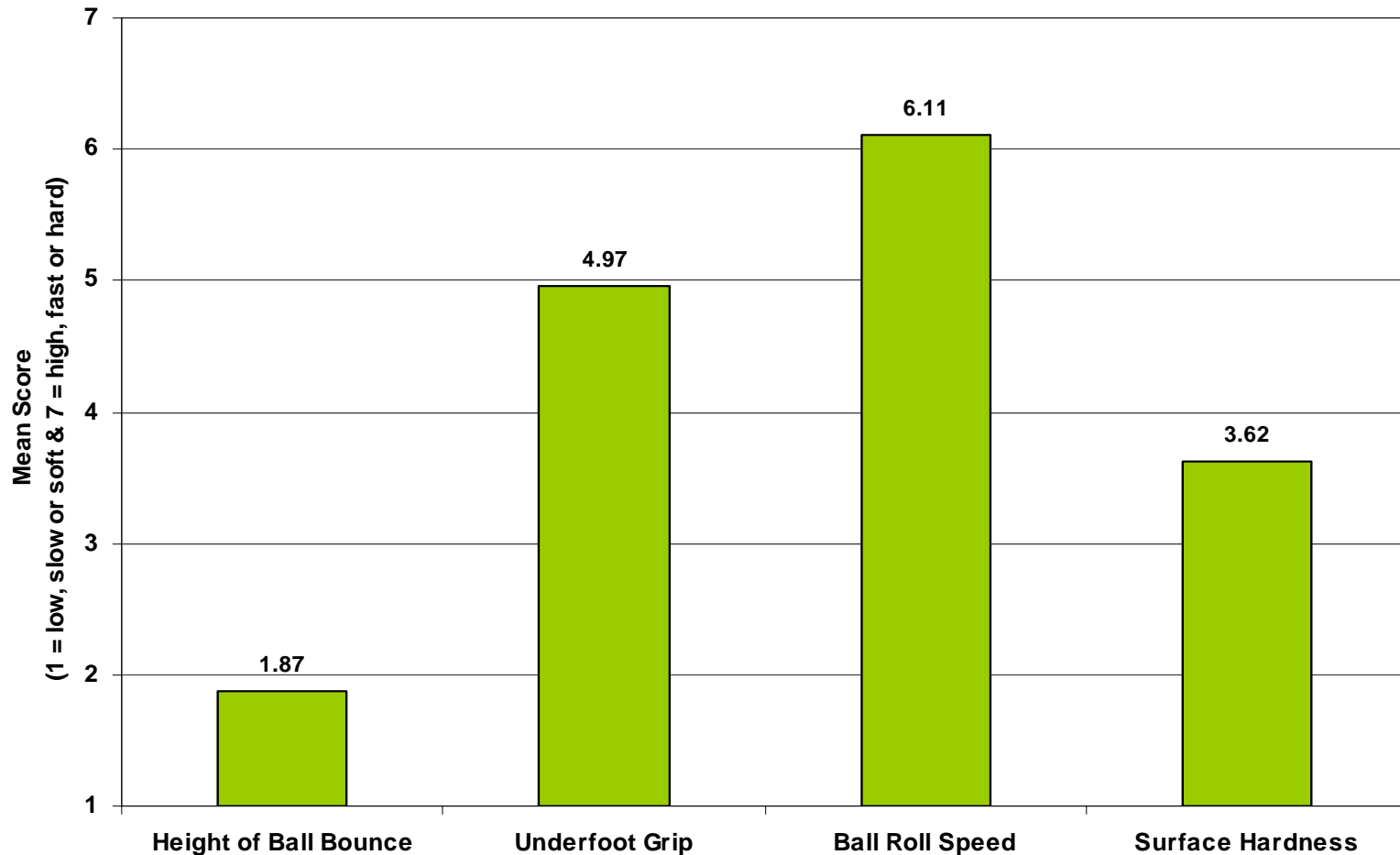
Structured Relationship Model



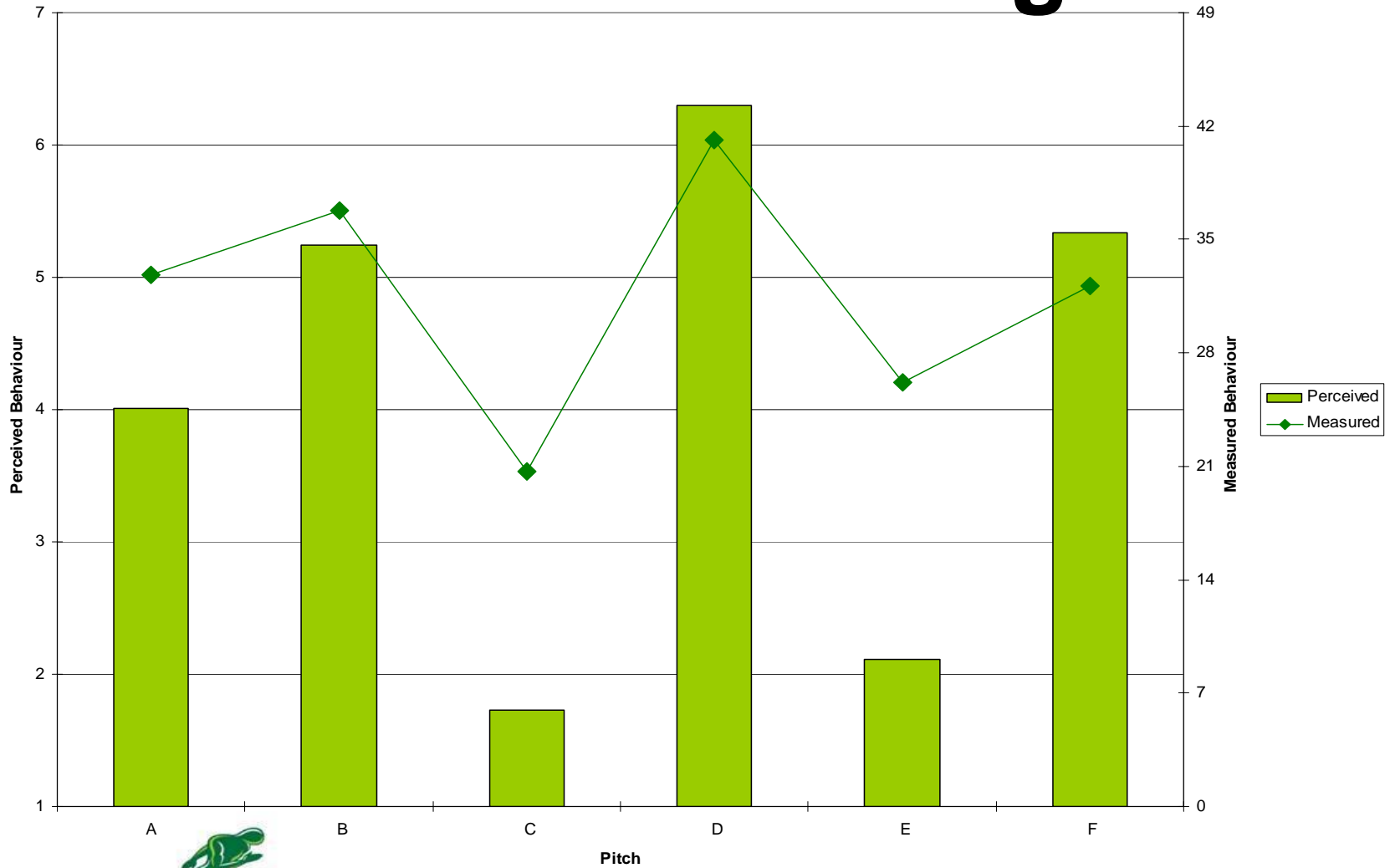
Importance Characteristics



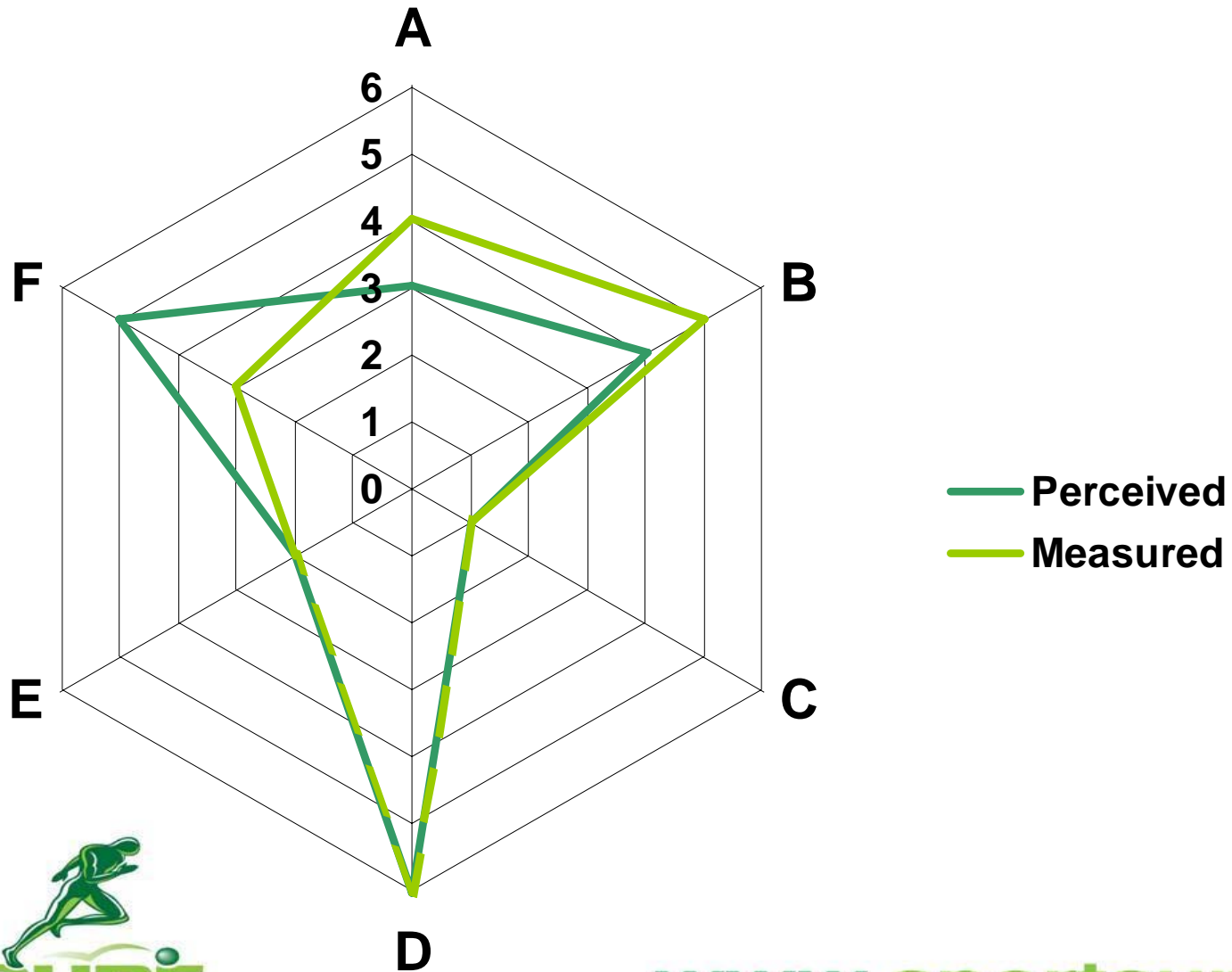
Players Preferences



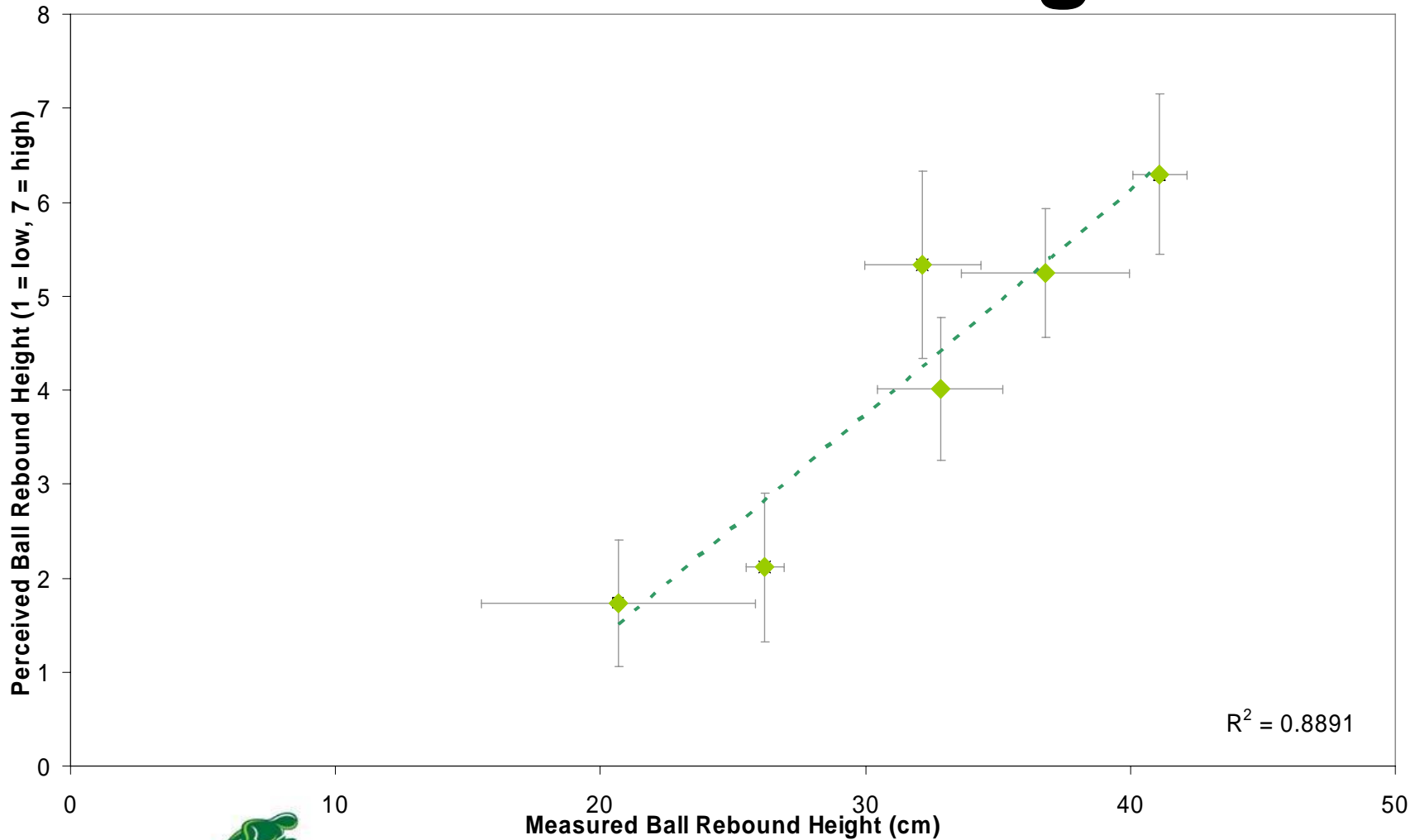
Ball Rebound Height



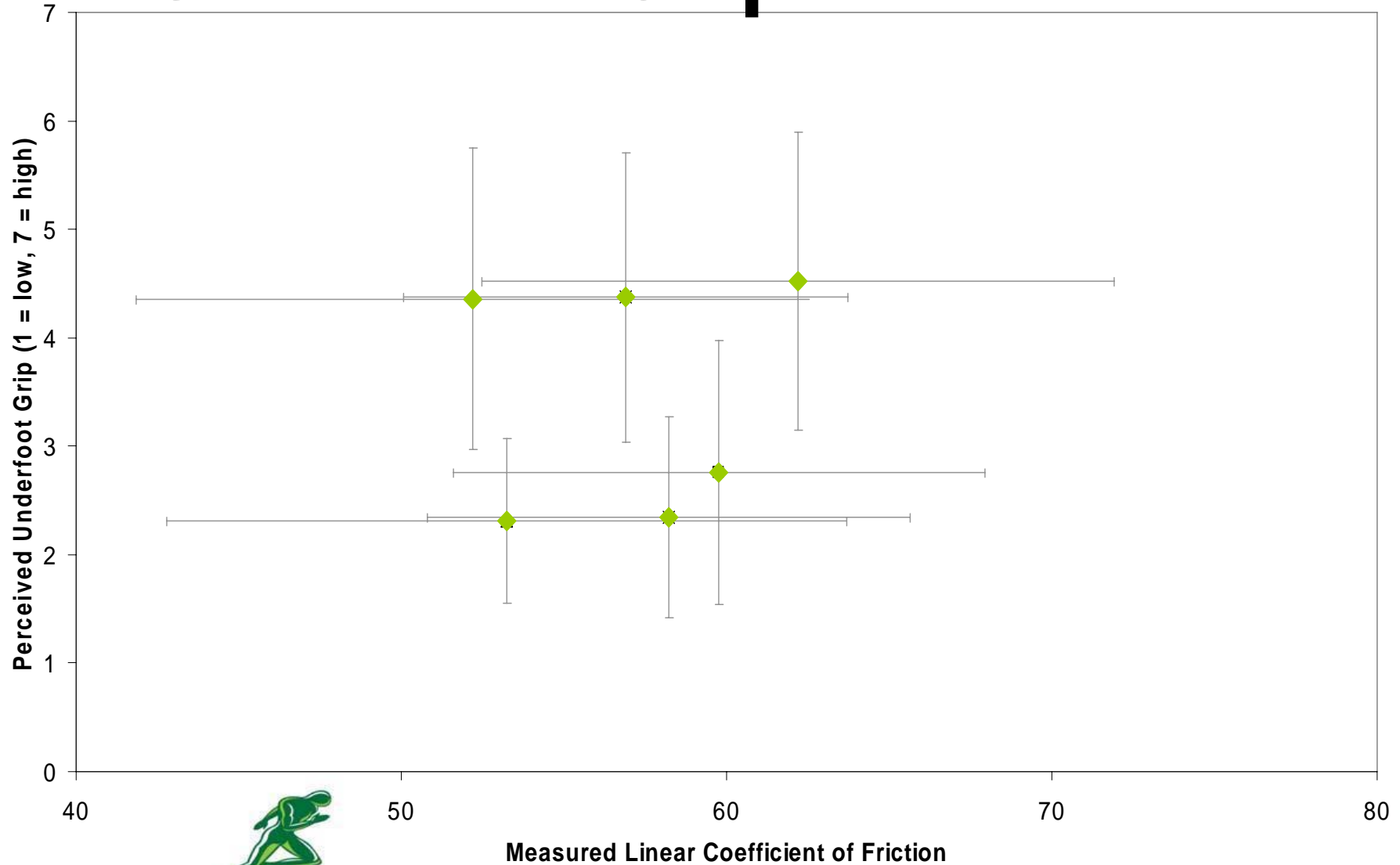
Ball Rebound Height



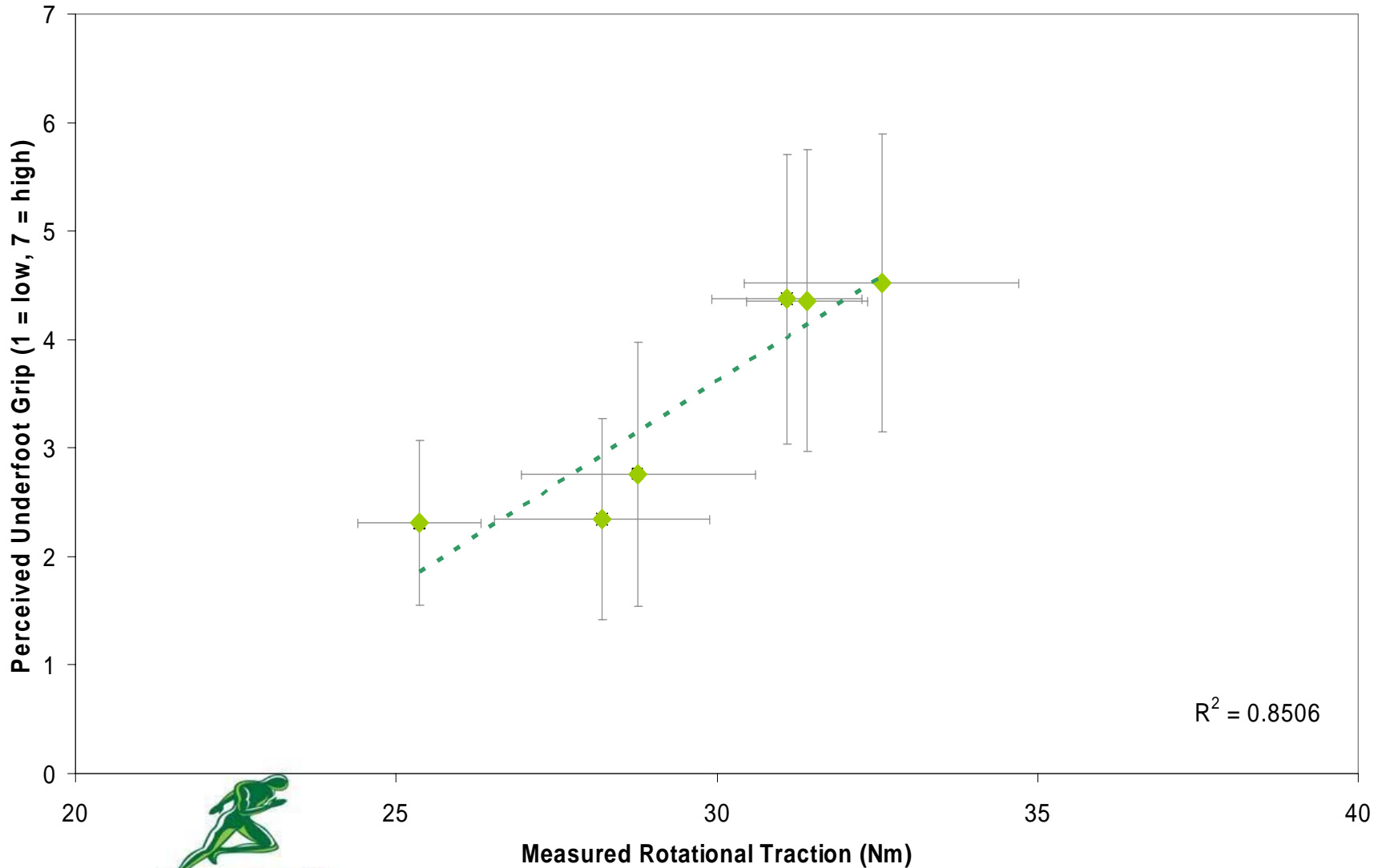
Ball Rebound Height



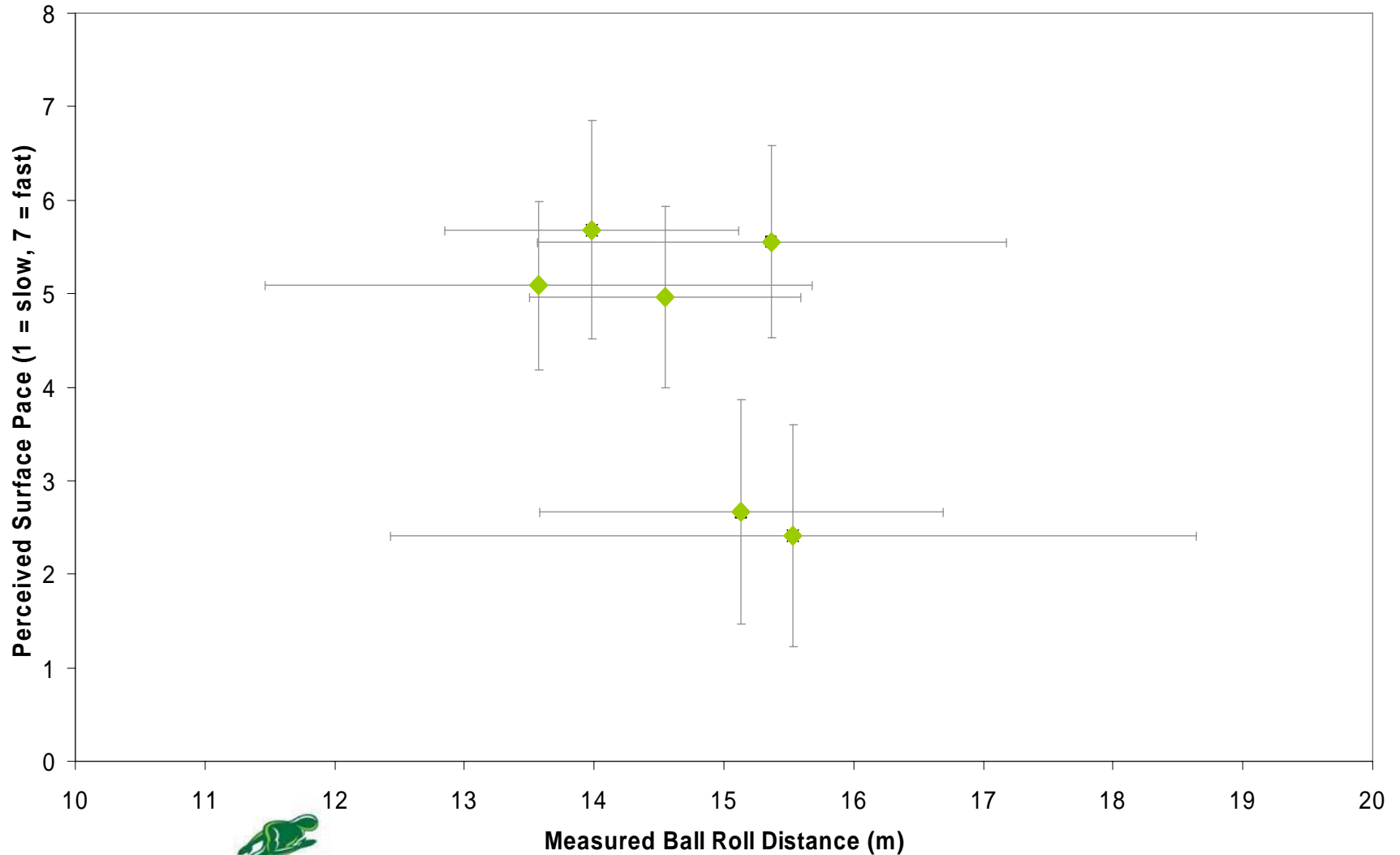
Underfoot Grip: Pendulum



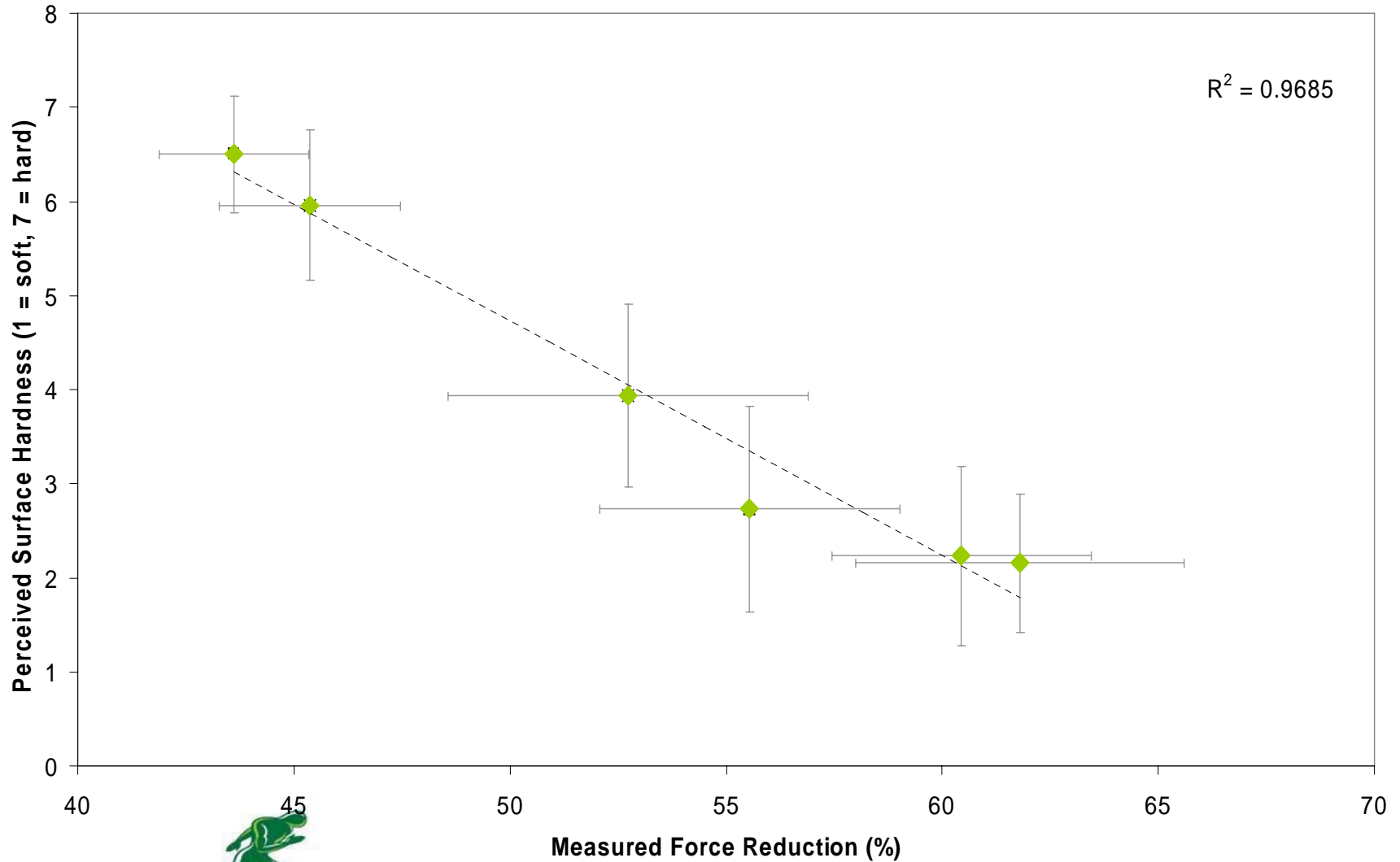
Underfoot Grip: Rotation



Ball Roll Distance



Surface Hardness



Summary

The usefulness of Berlin artificial athlete, ball rebound resilience and rotational traction test equipment/methods to index/classify sports surface have been reinforced by strong correlations with players perceptions.

The appropriateness of 'ball roll' and 'pendulum friction' tests have been brought into question





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