

TÄSMU DIGITAL VÄLLEY

INTERNET OF THINGS (IoT) FOR ATHLETE PERFORMANCE DASHBOARD IN SPORTS

IoT is a system of connected devices that speak to and interact with each other and other networks to improve the way our lives and businesses operate

OPPORTUNITY DEFINITION | INTERNET OF THINGS (IoT) | ATHLETE PERFORMANCE DASHBOARD

This project aims to deploy a dashboard which tracks, monitors, and analyzes performance data of athletes across all age groups. It notifies athletes, coaches, medical staff, managers, and parents about possible injuries based on training load and live athlete data.

TARGET MARKET



Target Market

The number of male athletes registered at sports federations is 20,000, while the number of female players is 2,000. (MDPS, 2016)

Target Users

- > Athletes
- \geq Sports Organizations, Coaches
- Healthcare Providers

ADJACENT OPPORTUNITIES

- Technology Enhanced Training
- Al Performance Coach
- Active Living Index

STAKEHOLDERS

- Qatar Olympic Committee (QOC) \geq
- \geq Ministry of Culture & Sports (MCS)
- Aspire Zone Foundation (AZF) ×
- Aspetar
- National Federations
- Sports Clubs ×

KEY PROBLEM STATEMENT | NEED

The majority of Sports coaches fail to realize the full potential of their athletes because of the absence of a visualization tool that presents performance and injury threats. This solution uses advanced technologies like data mining to provide coaches with performance patterns that illustrate the athlete's response to specific trainings and assist on load optimization.

OWNER AND SECTOR

Sector Sports & Healthcare

Owner Qatar Olympic Committee (QOC)



(IoT) ECOSYSTEM

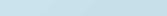
The Qatar market for IoT is expected to grow at a compound annual growth rate (CAGR) of roughly 35% over the next four years, becoming a USD 573 million market in 2022.

BUDGET ACROSS INTERNET OF THINGS

Total duration of 3 – 4 years including

implementation, testing and operations.







The opportunity will be tendered in 2021.

TIMESPAN