



## 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
- Sports Organizations , Coaches
- Healthcare Providers

#### 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.



#### PROCUREMENT CYCLE



##### Identification Stage

The opportunity will be tendered in 2021.

#### TIMESPAN



Total duration of 3 – 4 years including implementation, testing and operations.



#### ADJACENT OPPORTUNITIES

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

#### STAKEHOLDERS



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

#### OWNER AND SECTOR

**Owner** Qatar Olympic Committee (QOC)

**Sector** Sports & Healthcare



#### BUDGET ACROSS INTERNET OF THINGS (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.

