



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

The Internet of Things (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 2022.

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 Internet of Things (IoT) is projected to reach **USD 1,823 million** by 2026, at compound annual growth rate (CAGR) of 31% from 2022 to 2026.

