

<p>Domain Task Match Structure</p>	<p>Domain Task Match Structure</p>	<p>Domain Task Player attributes</p>	<p>Domain Task Scoring</p>	<p>Domain Task Scoring</p>
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What is the structural breakdown of a specific match in terms of sets, games, and (optionally) points?

What is the temporal order of specific match in terms of sets, games and points?

Rank sets/games/points by specific attributes. (e.g., ball speed, winning points of player 1, etc.)

Which points are critical?

Who won specific points, games, sets, or the match?

DTD6001

DTD6002

DTD6003

DTD6004

DTD6005

<p>Domain Task Scoring</p>	<p>Domain Task Play attributes</p>	<p>Domain Task Play attributes</p>	<p>Domain Task Play attributes</p>	<p>Domain Task Play attributes</p>
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Is there any pattern to wins/losses of points/games/set?

How intense is the volley?

Are certain areas of the court more active?

How many "events" of specific type are in each point/game/set/match? (e.g., aces, faults, net points, etc.)

When did certain "events" happen? (e.g., aces, faults, net points, etc.)

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DTD6008

DTD6009

DTD6010

<p>Domain Task Play attributes</p>	<p>Domain Task Play attributes</p>	<p>Domain Task Player attributes</p>	<p>Domain Task Player attributes</p>	<p>Domain Task Player attributes</p>
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How long was each game or set (time or other measure)?

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What are the trajectories of the ball? Where does the ball hit?

DTD6012

Track the player's performance attributes over matches/sets/games/points. (e.g., ball speed, first-serve percentage, service games won, break points saved, second-server return points won, break points converted)

DTD6013

Identify hen specific player events happened (e.g., serves, service game won, etc.)

DTD6014

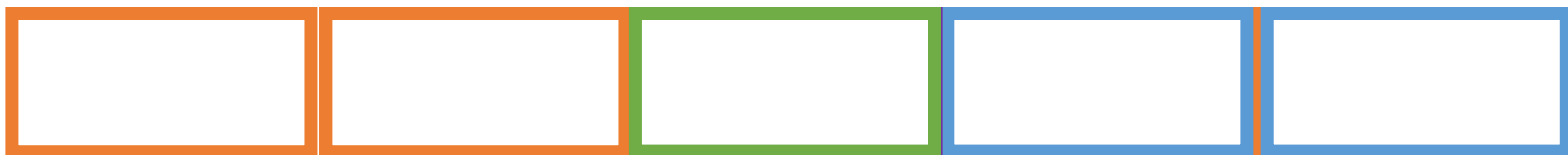
Identify patterns in a player's performance attributes over time.

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<p>Domain Task Player attributes</p>	<p>Domain Task Fill your own</p>	<p>Domain Task Fill your own</p>	<p>Domain Task Fill your own</p>	<p>Domain Task Fill your own</p>
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Compare Patterns of two players by performance attributes.

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	Fill your own	Fill your own	Fill your own	Fill your own
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