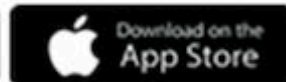
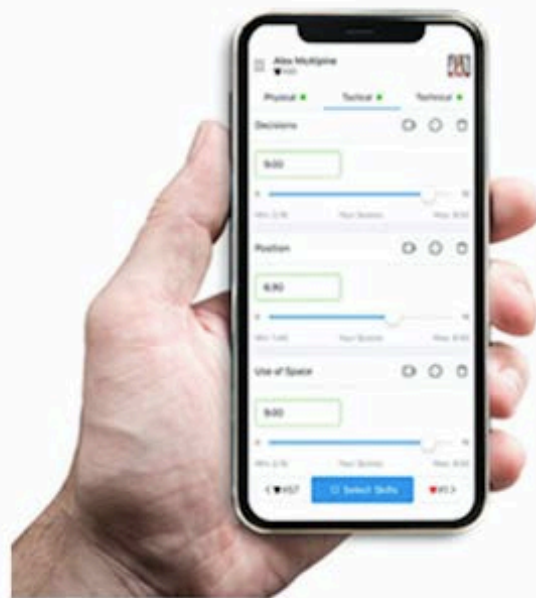


SKILL SHARK

ATHLETE EVALUATIONS



THE PROBLEM

Athlete evaluations done with pen and paper have the following issues:



TIME



STRESS



UNPROFESSIONAL

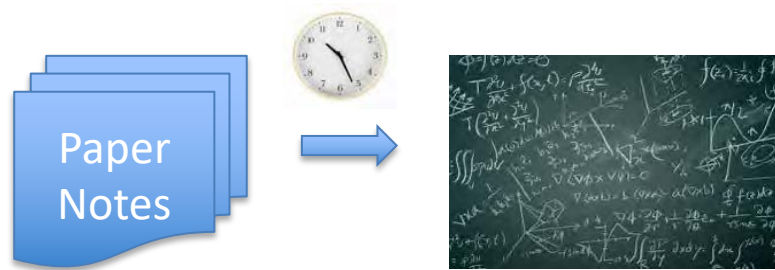


**NO FEEDBACK
TO ATHLETES**

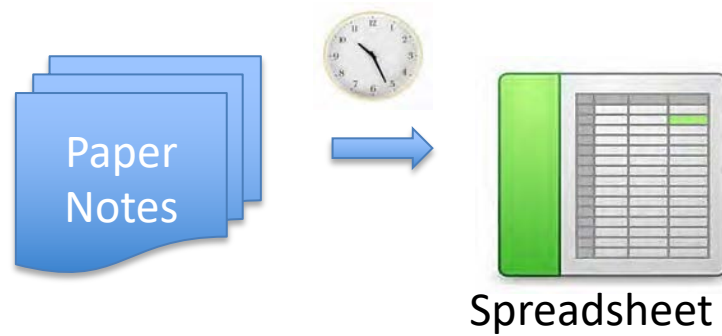


RISK

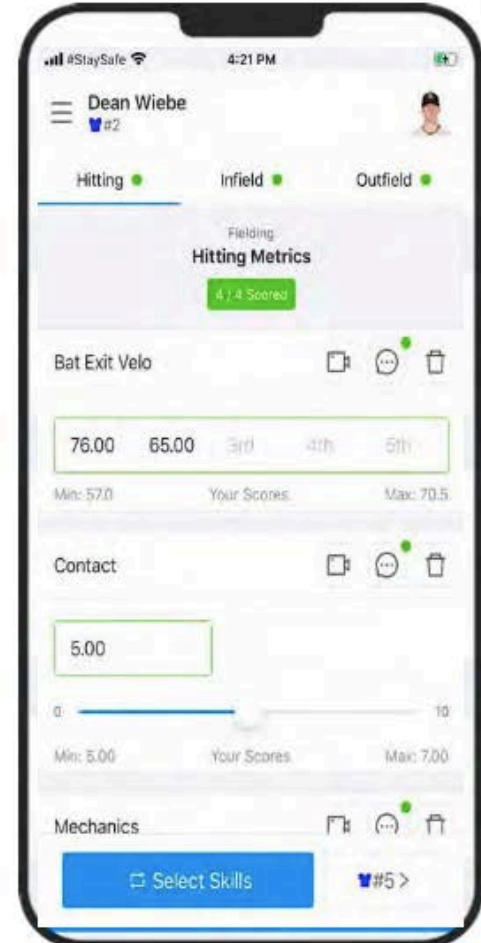
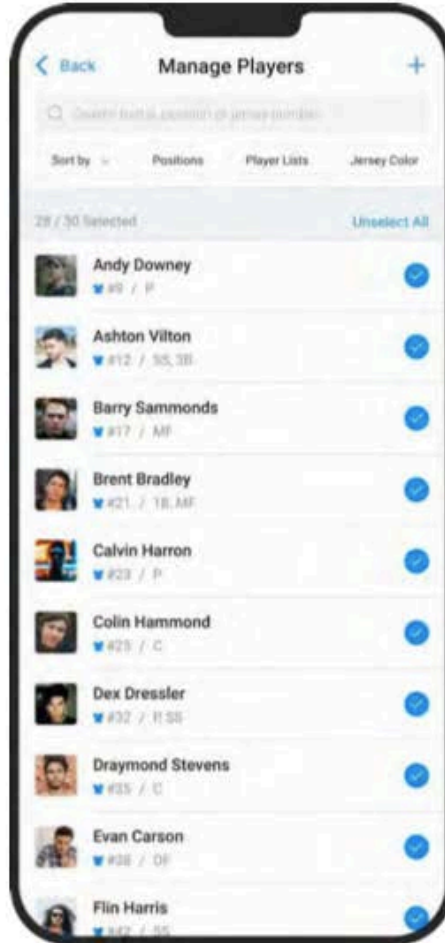
OLD SYSTEMS



OR



THE SOLUTION



OTHER ISSUES WITH PAPER

Example where two different evaluators(Bob and Tim) are each working a station at an evaluation
 Because each choose to use a different range of high and low scores, players can be ranked incorrectly

REGULAR PAPER EVALUATION INTO SPREADSHEET				
	Tackling (Bob)	Shot Acc (Tim)	Paper/Spreadsheet	
	Score 0-10	Score 0-10	Total Points	Rank
Player 1	1	8.5	9.5	8
Player 2	4	8.5	12.5	4
Player 3	4	9	13	3
Player 4	7	7	14	2
Player 5	6.5	8	14.5	1
Player 6	5	7.5	12.5	4
Player 7	3	9	12	6
Player 8	2	9	11	7
Group Low	1	7		
Group High	7	9		
Range(H-L)	6	2		



75% ATHLETES RANKED INCORRECTLY

Example where two different evaluators (Bob and Tim) are each working a station at an evaluation
 Because each choose to use a different range of high and low scores, players can be ranked incorrectly

REGULAR PAPER EVALUATION INTO SPREADSHEET					SKILLSHARK SCORE REMOVING EVALUATOR BIAS			
	Tackling (Bob)	Shot Acc (Tim)	Paper/Spreadsheet		Bobs low of 1 is now =0	Tims low of 7 is now = 0		SkillShark
	Score 0-10	Score 0-10	Total Points	Rank	Bobs hi of 7 is now = 10	Tims hi of 9 is now=10	Total REAL points	Rank
Player 1	1	8.5	9.5	8	0	7.5	7.5	8
Player 2	4	8.5	12.5	4	5.0	7.5	12.5	4
Player 3	4	9	13	3	5.0	10	15.0	1
Player 4	7	7	14	2	10.0	0	10.0	6
Player 5	6.5	8	14.5	1	9.2	5	14.2	2
Player 6	5	7.5	12.5	4	6.7	2.5	9.2	7
Player 7	3	9	12	6	3.3	10	13.3	3
Player 8	2	9	11	7	1.7	10	11.7	5
Group Low	1	7						
Group High	7	9						
Range(H-L)	6	2						

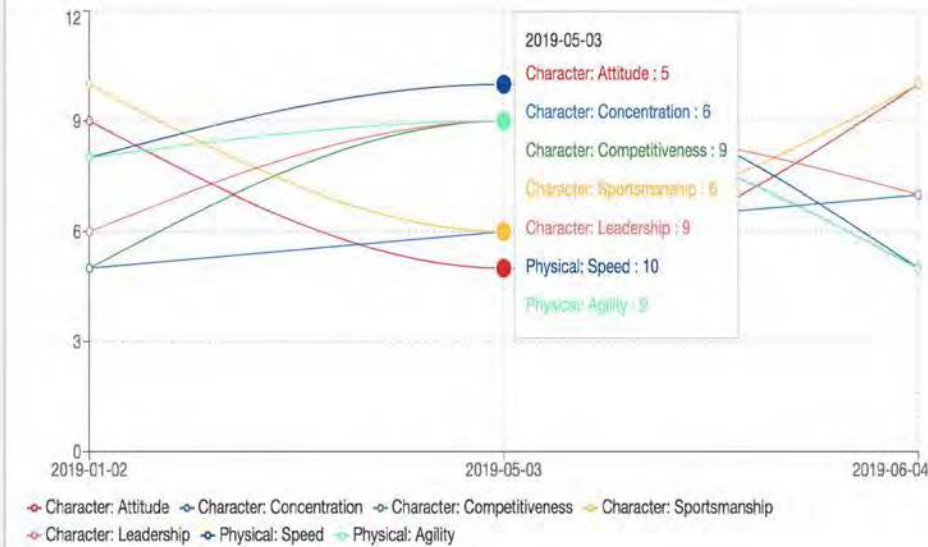


Select Players to View

(ordered by jersey number)

Evan Ericson x

#2 Evan Ericson



Select Events

2019-05-03 x 2019-06-04 x 2019-01-02 x

Select Evaluators

john x

Select Metrics

Character: Attitude x Character: Concentration x
Character: Competitiveness x
Character: Sportsmanship x
Character: Leadership x Physical: Speed x
Physical: Agility x

The above chart is showing player progression over time



CUSTOMERS



Thank you!

