

VALIDATION OF OFFENSIVE SCENARIOS TO EVALUATE PERCEPTUAL-COGNITIVE SKILLS IN SOCCER

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Introduction

Soccer players have to carry out fast and accurate decisions in a complex and variable environment. Research evidence on the game intelligence of soccer players is inconclusive and in some reports the importance of the perceptual-cognitive skills in the anticipation and decision making performance remains unclear. This study aims to report the validation process of soccer offensive scenarios used to support perceptual-cognitive strategies of soccer players.

Method

Elite Portuguese soccer coaches (n=4, UEFA-A) were presented with 41 attacking clips to ensure that they were representative of a typical offensive experienced during a match or not. To edit the film we used the Pinnacle software, *Avid Liquid* edition 7.

Results & Discussion

Both, Intraclass Correlation Coefficient (ICC) and Cronbach's Alpha (α) were representative of a total inter-observer agreement (see table 1). Even the Kendall's tau_b correlation value demonstrated a significant concordance of the choices between the coaches (W=1; $p < 0.01$).

Table 1- ICC and α values.

ICC	α
0.889**	0.889**

** Correlation is significant at $p < 0.01$

Although the video presentations reduce a three-dimensional setting to a reality of two-dimensional scenarios, we tried to give to the subjects enough references of depth and width by elevating the film position and by using a 16 by 9 video camera, respectively. Another advantage of film projection is that it enables sequences of action to be reproduced in a consistent manner from trial to trial. This type of method is particular relevant in sport where sequences of events are rarely if ever repeated in an exact form.

Conclusion

The entire footage could be used in research to evaluate perceptual-cognitive skills of soccer players.