

## A STUDY OF GAME PERFORMANCE EVALUATION IN AMERICAN FOOTBALL

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### **Introduction**

Player evaluation in American football is commonly performed with respect to body composition, physical ability, or skill testing. However, the outcomes of such evaluations do not always align with players' game performances, and as a result, problems remain on how to evaluate players objectively. In the field of pedagogy, on the other hand, ball games are typically viewed from the perspective of tactical learning. Recent studies have examined methods of teaching and evaluation that promote tactical learning and understanding for game performance, and to that end, Griffin and colleagues (Griffin, Mitchell, & Oslin, 1997) developed the "Game Performance Assessment Instrument" (GPAI). Therefore, the purpose of this study was to consider the GPAI concept in the game performance evaluation of American football players.

### **Methods**

Data were collected from 156 defensive plays of a college football team and each play was analyzed in the chronological order of its steps. The evaluation items were as follows: ① Players' positioning and the first step taken to initiate the play; ② Purpose of the play; ③ Players' judgment of the situation; ④ Pursuit; and ⑤ Conclusion of the play. The performance of each player was evaluated on a 5-point scale. In addition, data were gathered on the coach's evaluations of the players.

### **Results & Discussion**

- 1) The varsity players' scores were above 3 on the 5-point scale.
- 2) The junior varsity players scored from 2.5 to 3 points.
- 3) Freshman players' scores were equal to or less than 2.5 points.
- 4) There was general consistency between GPAI evaluations and the subjective evaluations of the coach.

### **Conclusions**

Game performance evaluations should consider the chronological order of steps in various tactical plays as a possible evaluation method for players in ball games.

### **Reference**

Griffin, L. L., Mitchell, S. A. & Oslin, J. L. (1997). *Teaching sport concepts and skills: A tactical games approach.*