Special Issue

Computer Science in Sport

Message from the Guest Editor

Computer science in sport is a cross-disciplinary topic that brings together the problem-solving capabilities of computer science with various theoretical and practical aspects of all sports and physical activities. Applications cover a diverse range, including the analysis of individuals and teams in competition and training; equipment design and assessment (which can include playing surfaces and clothing); biomechanics; physiological analysis; injury prediction and prevention; and tactical analysis and modelling. Areas of computer science that have been utilized include image processing, data mining, artificial intelligence, virtual reality, wearable devices, ubiquitous computing and sensor technologies—to name a few. This Special Issue aims to bring together the latest research and ideas in this cross-disciplinary area. Its focus is on the capturing of individual and team performance during training and competition and using these data to enhance performance in the future.

Guest Editor

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About the Journal

Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal Applied Sciences has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

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