Preface

The 10th International Symposium of Computer Science in Sport (IACSS/ISCSS 2015), sponsored by the International Association of Computer Science in Sport and in collaboration with the International Society of Sport Psychology (ISSP), took place between September 9–11, 2015 at Loughborough, UK. Similar to previous symposia, this symposium aimed to build the links between computer science and sport, and report on results from applying computer science techniques to address a wide number of problems in sport and exercise sciences. It provided a good platform and opportunity for researchers in both computer science and sport to understand and discuss ideas and promote cross-disciplinary research.

This year the symposium covered the following topics:

- Modelling and Analysis
- Artificial Intelligence in Sport
- Virtual Reality in Sport
- Neural Cognitive Training
- IT Systems for Sport
- Sensing Technologies
- Image Processing

We received 39 submitted papers and all of them underwent strict reviews by the Program Committee. Authors of the thirty-three accepted papers were asked to revise their papers carefully according to the detailed comments so that they all meet the expected high quality of an international conference. After the conference selected papers will also be invited to be extended for inclusion in the IACSS journal.

Three keynote speakers and authors of the accepted papers presented their contributions in the above topics during the 3-day event. The arranged tour gave the participants an opportunity to see the Loughborough University campus, and facilities in the National Centre for Sport and Exercise Medicine and the Sports Technology Institute.

We thank all the participants for coming to Loughborough and hope you had enjoyed the event. We also thank the Program Committee members, the reviewers and the invited speakers for their contributions to make the event a success.

Paul Chung, General Chair
Qinggang Meng, Program Chair
Matthew Pain, Program Co-Chair



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