

Preface

The 11th International Symposium of Computer Science in Sports (IACSS 2017) took place September 6 – 9, 2017 at the University of Konstanz, Konstanz, Germany. The symposium continued a tradition of conferences starting in 1997 at Cologne, Germany, which were held every other year and traveled through many countries and continents since then.

Though the topics of the presentations have changed, the aims of the symposium are still the same. The symposium engages in building links between computer science and sports science, and showcases a wide variety of applications of computer science techniques to a wide number of problems in sports and exercise sciences. Moreover, it provides a platform for researchers in both computer science and sports science for mutual understanding, discussing the respective ideas, and promoting cross-disciplinary research.

This year, the symposium addressed the following topics:

Computer Science

- Modeling and Simulation
- Sports Data Acquisition Systems
- Image and Video Processing
- Sports Data Analysis
- Machine Learning and Data Mining
- Visualization and Visual Analytics
- Presentation, Communication
- Decision Support
- Robotics
- Virtual Reality
- Digital Games

Sports and Exercise Science

- Biomechanics and Neuromuscular Control
- Exercise Physiology and Sports Medicine
- Performance Development and Analysis

- Training, Coaching and Feedback
- Modeling of Adaptation, Fatigue, and Performance
- Optimization of Strategies for Best Performance
- Movement, Motor Control and Learning
- Sports Management

We received 27 submitted papers and all of them underwent strict and blind reviews by the Program Committee. At least two reviewers commented on each paper, resulting in an acceptance rate of 59%. Authors of the sixteen 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.

Four keynote speakers and authors of the accepted papers presented their contributions in the above topics during the three-day event.

A get-together reception, a guided tour to the city, and a boat trip to the famous island of Mainau with the conference dinner held there in historic venues were the highlights of the social program.

We thank Springer Publishers for providing the opportunity of continuing the tradition that started in Loughborough 2015, of publishing the conference proceedings in their series “Advances in Intelligent Systems and Computing.”

We thank the participants for coming to Konstanz and hope that it was an enjoyable and fruitful event for all participants. We also thank the Program Committee members, the Local Organization Committee members, the reviewers, the invited speakers, and the presenters for their contributions to make the event a success.

Finally, we thank the DFG Collaborative Research Center TRR 161 “Quantitative Methods of Visual Computing” for support two of the invited speakers and the University of Konstanz that has generously hosted the symposium in its lecture rooms.

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