Unit 1 - Lesson Plan

Introduction to MyTeam Performance & Staging Group Discussion	
Agenda	**Duration**
Introductions	10 Minutes
Stage File Management Process & Set-Up My-Team Performance Project	20 Minutes
Create new highlight scheme, complete 2 Highlight Buttons and 2 Event Buttons [test in Project with SmartKeys]	35 Minutes
Stage "Collaborators" Doc and Discuss Potential Topics for Podcast Project	15 Minutes
TOTAL	**1 Hour 20 Minutes**

Lesson Starter - Introduction:

As an introduction to the course students will stage both their My-Team Performance Account and set up their device for the course. This will include creating a folder on their desktop or in their Downloads Folder, selecting the Video Editor to be used (Install if Necessary), and download the Anchor App for Podcasting Exercise.

Students will have multiple options for the game file that will populate their projects:
1. Game File Catalog (ex. NFL, MLS, Bundesliga, NBA, MLB, NHL Games)
2. Personal Game Files from High School Team [Only Video from Mounted Cameras] - Administrator Account must upload the game file prior to Unit 1

In this unit, students will start by creating their highlight scheme and integrate their first two highlight buttons into the scheme's editable canvas.

Things to Do Before Class
❖ Download either the Google Chrome Browser or the Brave Browser for Desktop Computer
❖ Sign-up for Anchor App (Podcasting Software)

Supplies

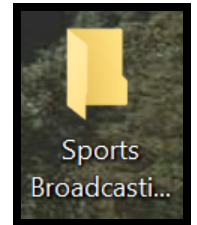| SUPPLIES				
Operating System	**Windows**	**MacOS**	**iOS**	**ChromeOS**
Browser	Brave OR Google Chrome	Brave OR Google Chrome	N/A	Google Chrome
Analytics Software	My Team Performance my-tp.com	My Team Performance my-tp.com	My-TP App	My Team Performance my-tp.com
Video Editor	Clip Champ	iMovie	iMovie	Clip Champ
Podcast App	Anchor App	Anchor App	Anchor App	Anchor App
Google Drive Components	Google Documents	Google Documents	Google Documents	Google Documents

Vocabulary For Section

- ★ *MyTeam Performance* - *Analytics Software that will be used to tagged and extract highlight media and chart media*
- ★ *Anchor App* - *Podcasting integration for Individual and Group Discussion*
- ★ *Analyser* - *Section of the My-TP platform where students will primarily focus*
- ★ *Project Game File* - *source file that will be analyzed in the Project Page*
- ★ *Project Page* - *In the Analyser Section and where the source file resides*
- ★ *Highlight Scheme* - functions as "the toolkit" for students to capture statistical, highlight, and narrative-driven occurrences during in-game files.
- ★ *Highlight Buttons* - *the "camera" or snapshot tool directed towards capturing plays that are either team-specific or player-specific*
- ★ *The "Inspector"* - *tabulated section of the highlight scheme that allows users to apply functionality to the highlight or event buttons*

Standards Addressed:

Directions

MyTP Project

1. **Set Up "Sports Broadcasting" Folder [File Management]**
    a. <u>Important Note</u>: The process of bringing Media Files from one software to another requires a collection point or "lilypad" to be set up. When downloading files to your computer the collection point will be the "downloads" folder in the User account.
    b. This is where you can create a folder to drag files into and rename. [Renaming Media when during the export process is important and, our process for this will be provided in Unit 6]

2. **Login to MyTeam Performance - Introduce Students to the Platform**
    a. Show Training Video [below/attached] and utilize guided notes to follow: **[MyTeam Software Overview & Navigation]**
    b. My Team Performance Software allows for students to conceptualize a game file in a statistical and event-driven manner.
    c. The UI (User Interface) is simple and structured for the creativities and needs of the student.
        i. The Highlight Scheme Section and Project Section of the "Analyser Toolbar" are the two working canvas for the Student
    d. Projects are added to the Students account through an Administrator account. Simply, projects are a condensed MP4 File.
    e. The Toolbar:
        i. The Analyser
            1. Highlight Schemes
            2. Playlists
            3. Projects

3. **Navigate to the Highlight Scheme Section and ADD first highlight buttons**
    a. <u>Show Training Video</u> [below/attached] and utilize guided notes to follow: **[The Toolkit]**
    b. Highlight Buttons vs. Event Buttons
        i. A good working knowledge of the <u>How</u> the Highlight Scheme functions as a "toolkit" for our Game Analysis will draw natural delineations between

what statistically driven occurrences in a game will function as Highlights and those that will be defined as Events.

    c. Highlight Buttons: Team Possession OR Player Centric OR Mesh
        i. Highlight Buttons can aim to capture the highlight media in a number of ways.
        ii. *Team-centric* highlight buttons are defined by the team and any capture specific to an individual player would be tagged as an event.
        iii. *Player-centric* highlight buttons focus on targeted capture of players within the gameplay.
    d. How to create interactions between Buttons (Trigger Attribute)
        i. The trigger function can be found in the "Chainlink" Tab of the inspector.
        ii. As a student adds event buttons to their highlight scheme there will be natural overlaps in how the highlights are defined.
        iii. Additionally, a student aims to equip their toolkit with active and inactive triggers as much as possible to reduce the need for unnecessary tagging.

Podcast

1. Collect Podcasting Ideas [Collective Discussion on Topics]
    a. This is the first opportunity to pose the question to the group regarding their Main Podcasting Topic
        i. This should be an overarching topic that can be easily fragmented into subcategories to suit the interests of each individual participant while still servicing the overall narrative.

        Example 1
        Main Topic: 2020 NBA Bubble Correspondents Discussion
        Subcategory: Team Correspondents [ie Lakers, Heat, Bucks, etc.]

        Example 2
        Main Topic: NFL Divisional Predictions
        Subcategory: Division-by-Division Breakdown - Participants are responsible for research, analysis, and prediction.

    b. Important Note: While this Podcast Project is geared towards a penultimate group discussion, the nature of this "pillared format" in the shared document allows the student to build out an individual discussion in the Anchor through a Q&A Instructor-contributed discussion.

i. <u>Role of the Instructor</u>: Bridge Research and Talking Points of each subcategory to help the student expand on their dialogue and create the Q7A Structure that can be assembled in the Anchor Platform.

ii. <u>Role of the Anchor App</u>: The Anchor app is a great tool for both audio recording that will work in the My-Team Projects but also to create a Q&A Format

    1. Questions from the shared document and can be Individually answered in the Anchor Format and assembled for Final Output