

Summary

Introduction and research problem:

It is recognized that scientific and technological progress witnessed by the world to dictate to nations and duties paid to the initiative by using the maximum may be made available from the methods of technical and therefore the development of education and training methods to get rid of the systems traditional stereotypes in order to keep abreast of developments and keep pace with the era of knowledge explosion and technological progress. This was reflected scientific and technological progress on all areas and especially in the field of physical education and sport and it's clear that progress in training as scientists athletic training new research contributed significantly to the development of various types of activities and capabilities of practitioners Therefore, this study seeks to means standardized and accurate using the software for a PC to process Analysis of performance skills and tactical in the sport of basketball as the process of analysis of manual performance skills and tactical take a relatively long time and might therefore be the resulting data is important if the objective of the analysis process is to modify the performance skills or tactical through the competition as it time-consuming For them the data and semantics necessary to modify the behavior and performance skills, and this obstacle may stand in front of the majority of coaches and teams as well as find the effectiveness of different performances which give the coaches an indicator of the level of skill and tactical and accurately to assist in evaluating performance.

Research Objectives

1. Design windows are programmed using a technology training program DARTFISH

2. Design a computer program to calculate the performance effectiveness of the skills and tactical variables under discussion.

3. Performance analysis skills to the basketball games are programmed using the windows of the variables under consideration

4. Performance analysis of tactical basketball games windows programmed using the variables under consideration

5. The expense of performance effectiveness and tactical skills of the game of the variables under consideration using the software of the proposed second Search procedures

Research Methodology

Use descriptive approach following the method of screening for surveys to find experimental design was used in the design and implementation of the Windows computer program using the technology (Dartfish) and the second program using the programming language Visual Basic (Visual basic)

Sample

(4) games for the basketball championship session of the Olympic Games Beijing 2008

Tools and means of collecting data

- Use the researcher through the application procedures of the research method survey of references and sources of specialized scientific as well as the monthly survey.
- a laptop. - Television.
- Video card - Video Camera
- The program took place (DARTFISH).
- The researcher to contact the International Federation of Basketball (FIBA) for all information and data on the tournament.

Steps to conduct research

Was performed according to three stages:

Phase I:

Is the preparation phase was the identification of the general framework of research and its objectives and key variables to be analyzed, as well as research and determine the steps appropriate tools and means of collecting data by referring to the Arab and foreign sources, studies and previous research.

Phase II: surveys

The researcher (3) surveys as follows:

The initial survey:

Objective of the study:

- Analysis of Arabic references, foreign and Arab and foreign studies and research in the international information network for the Internet to identify all the skills used in basketball.

Results of the study:

- Variables to reach a Skill and tactical offensive and defensive used in research, drawn from the results of the survey initial

The second survey:

Objective of the study:

• identify all types of computer programs, was done through a comprehensive survey of the software that has been in basketball from the international information network, as well as contact the International Federation of Basketball FIBA to research conducted in the field of analysis in the field of basketball.

Results of the study:

- To reach the different types of programs designed in the field of basketball within the limits of science researcher (reviewed Chapter II)
- Identify the variables used in these programs.
- Choose Program (Dartfish) as an aid to innovative programming windows to achieve the objective of this research.

Third of the survey:

Objective of the study:

- Training on the use of Windows software analysis (Dartfish) in the Research Laboratory Technology Training Calgary, Canada in the period from 01/02/2008. To 30/12/2010
- Get the training course for the program from the State of the United States of America (DARTFISH TECHNOLOGIST TRAINER).
- Identify the different programming languages used in the design of programs in the field of sports and special language BASIC visual basic

Results of the study:

- Ensure the full ability of the researcher to deal with the (Dartfish) and the ability to use all the functionality of the program with the greatest possible precision in the application.
- Knowledge of the rules and the foundations of BASIC programs reached visual visual basic.

Phase III: the baseline study:

The study is divided into two major phases of basic:

Phase I: construction and innovative design windows using Dartfish technology to assist in the analysis and tactical skill:

Researcher began the search experience on 05/01/2009 The

goal was to design the innovative windows
(Tagging) used in the analysis of basketball games
Second stage: building and designing a computer program using
Visual BASIC language to calculate the effectiveness of the skills
and tactical variables under consideration:

Researcher began the search experience on 15/1/2010 The aim
was to build and design a computer program using the Visual
BASIC language to calculate the effectiveness of the skills and
tactical variables under consideration

Key results:

1. Ensure the validity and reliability and objectivity of the windows are programmed by software Dartfish.
2. Ensure the validity and reliability and objectivity of the program of performance effectiveness and tactical skills.
3. The power windows programmed by Dartfish program as a tool for analysis and tactical skills of basketball games.
4. Validity of program performance effectiveness and tactical skill as a tool to find performance effectiveness and tactical skills to basketball games.
5. Able to coach through the outcomes of the program or modify the calendar or tactical skill performance for the team and quickly.
6. The program allows to print reports of the match variables Skill and tactical
7. The course is of an Arab facilitate trainers deal with him.

Abstract

Software using training technology for effective performance in the sport of basketball

The study aims to design windows are programmed using the Dartfish technology training

And which you can analyze the performance of skill and tactical performance to basketball games as well as design a computer program to calculate the performance effectiveness of the skills and tactical variables under discussion.

The study showed that the windows are designed, programmed means standardized and accurate analysis of the variables Skill and tactical as well as possible to reach an account Valid Skill and tactical variables under consideration and also allows the program to print reports of the match variables Skill and tactical