



Pathway4Teams

Using data collection to drive better Team and Player Performance

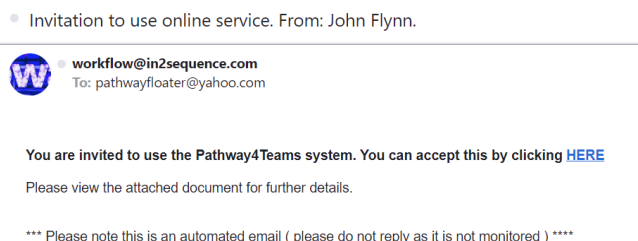


Pathway4Teams Basic Setup & Simple User Guide

1. Getting Set up

Once you receive the auto-email (from workflow@in2sequence.com) with the invite to use the Pathway4Teams system you can get set up by following these simple steps :-

1. Accept the invitation to connect to the system by clicking on the link displayed in the body of the email (see sample image of the email below).



2. Once you have clicked on the link in the body of the email you will be directed to a screen similar to the one below showing three pre-populated fields with your **Name**, **email address** and **Username** along with two blank fields for you to enter your Password. **Don't try to change any of the pre-populated fields for Name, email or Username** as they are pre-set by the system and by default your Username will always be your email address.

Update password

Name Pathway UCC
email uccpathway@gmail.com
Username uccpathway@gmail.com
New password
Confirm password

Password must be at least 6 characters and contain at least one number, one lowercase letter and one uppercase letter

Update

3. Set up your user password by entering it twice in the screen i.e. once under **New Password** and once under **Confirm Password** as shown above, making sure that they are both identical.
4. Click on Update to set the password to be associated with your Username and this will be the same for both the Phone application and the web application

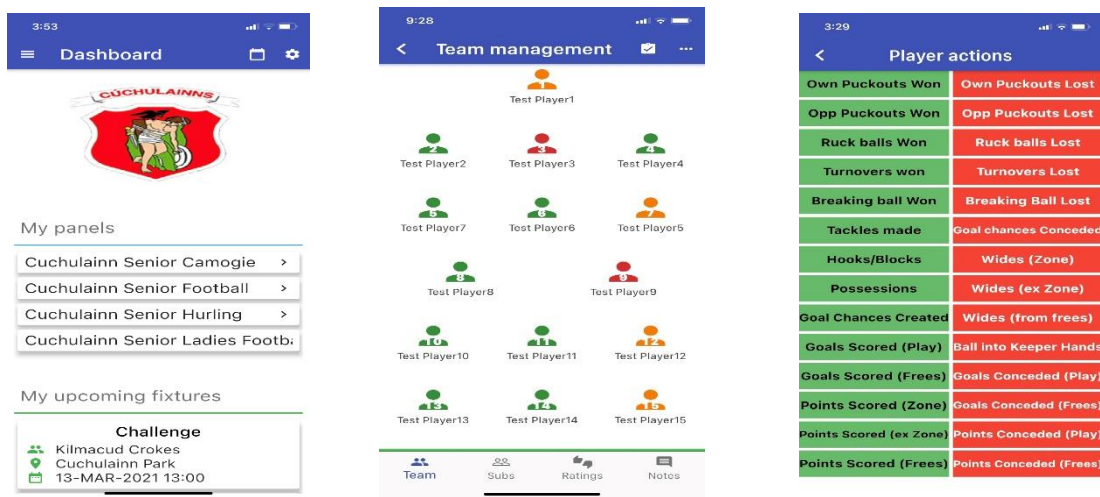
If you have followed the above steps you are now set up as a user of the application. See below for the different types of user access and the key functionality. Some Club management teams prefer to just set up the Management as users of the system so the Players don't have login access while other clubs prefer the Players to also be able to log in and access their own data - the option is there to do either depending on the preferences of the Club and the Management team.



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2. The Phone Application

The **Pathway4Teams** phone application will work on any Android or iOS device.



The application can be downloaded from the Google Store or the Apple Store and it provides different levels of access to Management and Players as follows :-

Management Access allows a management team to manage the panel of players through :-

1. Secure Login & Password as set up in Section 1 above
2. View Calendar of Events i.e. Games, Training, Team Meetings
3. "Live" In-Game Management and Stats Collection including :-
 - a) Team Selection on the screen based on available players
 - b) Subs listing based on available players
 - c) Individual, Player based Stats collection throughout the game
 - d) "Live" access to Stats reporting during the game including graphical view for faster analysis and decision-making
 - e) Substitutions and Player switches during the game
 - f) Assign Player Ratings (1-10) during the game and after the game
4. View a full stats report after the Game including the team totals and individual player breakdown
5. Assign a Skills rating to each individual Player based on evidence from Games and Training
6. View Skills Report for each individual player - a Green/Red/Amber colour coding method is used where Red is a score of 4 or less, Amber is 5/6 and Green is 7 or above
7. View Skills Report showing the Panel average across all skills so that any systemic panel-wide Skills issues can be identified
8. Communication with the full Panel via Panel Notes (no need for Whatsapp)
9. Communication and feedback to Individual Players via Player Notes
10. Access to the Stats and Player Ratings from all previous games played during the season



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Player Access allows the individual Player to monitor their own involvement and performance through :-

1. Secure Login & Password as set up in Section 1 above
2. View Calendar of Events for the Panel i.e. Games, Training, Team Meetings
3. View Stats report from the game including the team totals and the individual player breakdown (a player can see their own Stats but not any other player's Stats)
4. View Player Rating assigned by Management after each Game (a Player can only see their own rating but not the rating assigned to any other player)
5. Skills Report for each individual player showing the Player Skills ratings as assigned by Management
6. Skills Report showing the comparison with the Panel average across all skills so that each Player can see where they are at relative to the Panel average
7. Unavailability button to allow Players indicate for which events (i.e. Games, Training or Meetings) they are available
8. View Communications and feedback to the full Panel via Panel Notes
9. View private Player feedback from Management via Player Notes (each player can only see their own comments from Management but not any other player feedback)
10. Access to the Stats and Player Ratings from all previous games played during the season
11. View any Text Alert or Text Notifications issued to the full Panel by Management

3. The Web based Application (for Management only)

The Web based application is accessible for **Management only** and can be accessed via this link <https://pathway.in2sequence.com/pps/jsp> (using the same login/password as for the phone application). You should copy this link and save as a Bookmark in your browser so you can easily access the Web application when required.

The screenshot displays the web application interface for managing clubs. At the top, there is a navigation bar with 'ACTIONS', 'MENU', 'MY HISTORY', and 'CUCHULAINN MANAGER'. Below this, a search bar for 'Clubs' shows one record for 'Cuchulainn(5261465)'. The main form area contains the following fields:

- Club:** Cuchulainn
- Address:** (empty)
- Postcode / Zip:** London
- Venue:** Cuchulainn Park
- Board:** (empty)

Below the club form, there is a 'Panels' section with a table for selecting sports:

Panel	Sport
Senior Hurling	Hurling
Senior Football	Football
Development Football	Football



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This application allows the Management team to perform all offline administration and analysis including :-

1. Set up the various Panels of Players – **once only**
2. Set up of all Players and Management as secure users of the application – **once only**
3. Set up of Game Fixtures which appear on the Phone Application as a Calendar Entry
4. Set up of Training Sessions which appear on the Phone Application as a Calendar Entry
5. Set up of Panel Meetings complete with Agenda which appear on the Phone Application as a Calendar Entry
6. Offline analysis of Stats from one or multiple games with graphical display and Export function which allows data to be exported to Excel for further manipulation/analysis
7. Communication with the Panel through a Push Notification feature which sends an immediate text alert to the phone of every member of the Panel & Management team

4. Some Useful Quick Individual Demo Videos for the main Functions, including basic Set Up

The following cover some overview material as well as some short videos on the most important features to get you started. Depending on the type of usage the club wishes to pursue further demo videos will be made available to cover additional features but for now these are not required to get you started.

1. Website : www.pathway4teams.com
2. Overview Presentation with audio :- <https://youtu.be/w043h7mw3-0>
3. Demo of the main application features on the Phone App :
https://www.youtube.com/watch?v=xFxB2Bi_G-M
4. Setting up a new Game (Web App) :- <https://youtu.be/QdMayi1r6wY>
5. How to Undo an Incorrect Stat Assignment during a “Live” Game (Phone app) :-
<https://youtu.be/VDzkKec-9BM>
6. Viewing Graphical Stats Charts during “Live” Game (Phone app):-
<https://youtu.be/JvwF3x8g2Ng>
7. How to Close off “Live” Game once finished to stop recording data (Phone App) :-
<https://youtu.be/R5F5XtFbllg>
8. 2 Simple Stats or Charts for analysis after a Game (Web app) - other more complex charts are created using Power BI with the exported data :-
<https://youtu.be/c2TZmnn-1EQ>



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9. Exporting Data from Pathway4Teams to Excel :-

<https://youtu.be/2-80N0hqToE>

10. Importing data from Excel to Power BI :-

https://youtu.be/Oh-UhP3D3_Q

6. The 10 Step Journey to Capturing Stats for a Game

The following are the sequence of steps a management user would typically take to capture Stats for a Game. These should be followed in the order they are listed :-

1. Set up the Game on the web application (**Note :- this can now be done from the phone also by selecting the Panel and clicking on the three dots at the top right of the screen and then selecting Add Game**)
2. Go to the phone and select the game in question from the Dashboard and enter the Game Management Screen - if the newly created game doesn't exist just give it a few seconds to refresh.
3. Select the team from the Game Management Screen by Clicking + HOLD on each position and select from list of available players - make sure you have selected a player in every position and the icons on the screen change to blue
4. Select the Subs for the Game by clicking Subs at the bottom of the Game Management Screen and ticking the box next to each player who is available as a substitute for this game and then Save the list – this can step be repeated multiple times if needed before the game and even during the game to refresh the Subs
5. Go back to the Game Management Screen and you are now ready to log the first Stat or Game Action by Clicking on a Player and then selecting a positive action (green) or negative action (red) - continuously repeat this right throughout the game and ideally the Stats collection should be divided between 2 people i.e. one doing Positive Stats perhaps and the other doing Negative Stats but it is entirely is up to the users how they divide it.
6. To view the Charts or Game Actions report just click on the three dots on the top right hand corner of the screen and choose from the menu - choose Actions Report to see the tabular view of all stats broken down by player, choose Game Charts to get a summary of the main win/loss KPIs
7. While in the Charts screen again select the three dots at the top of this screen to get another sub-menu where you can view two other important KPI charts i.e. Tackle Count and Creative Possessions
8. During the game if you want to have another Stats person logging some In-Game notes he has two options to record notes (1) he can Click + HOLD on a Player in the Game Management screen and choose Player Note which will allow you enter a note on that particular player or (2) he can select Notes at the bottom of the screen and leave a note that



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is more general and not specific to any Player. These notes might be useful for discussion with the management team at half time

9. When the game is over stop collecting Stats, you can decide whether you want to assign Player Ratings out of 10 so if you do just click on Ratings at the bottom of the Game Management Screen and use the slider to give each player a rating and then save it. The Game Management Screen should then show the players colour coded in red/green/amber according to their performance
10. Once all this is complete and you are happy you have discussed the game you can close the game off by selecting the tick box at the top right hand side of the Game Management screen and mark the game as "Complete" - the game will now disappear from the dashboard but will be saved under Previous Games where you can still access the Stats, summary charts and players ratings report (if you have chosen to rate the players)

7. Further Information

Pathway4Teams allows clubs to choose the level of usage that best suits them, the type of people they have in the management team and the type of players they have. Some management teams prefer to keep all Stats to themselves and only share occasional details with players whereas other management teams prefer total transparency and want the players to see exactly how they are performing both individually and collectively.

The application allows different levels of usage as follows :-

1. **Level 1 - In-Game Stats (Management Login Access Only)** – simply focus on capturing the Game Stats only and use the "in-game" data and charts to better manage the game itself and store the game data on the phone for later viewing
2. **Level 2 - In-Game Stats and Post-Game Analysis (Management Login Access Only)** - Capture the Game Stats and also perform detailed Post-Game Analysis - this requires a little more work to export the data from Pathway4Teams to Excel and import to Power BI to generate performance charts for use in team meetings and management meetings using pre-defined templates provided. This can deliver really detailed analysis of the team performance for individual games or across multiple games and also allows the performance to be broken down by individual player so relative player comparisons can be made.
3. **Level 3 - Panel Management (Full Management & Player Login Access)** - use the application as a panel management tool with Calendar, Panel Communications via Notes, Player Skills Ratings, Player Performance Ratings as well as all the Stats collection and Analysis listed in Level 1 and Level 2 above. At this level the players each have login access via the phone where they can also see their own stats, game ratings and skill ratings and can have 2-way private communication with management via Notes.

If you would like further information about Pathway4Teams there are a lot of additional details available on the website (www.pathway4teams.com) including FAQs, Screenshots etc. We are regularly adding to the functionality in the application and will update you as new features are released.