

# Data-Driven Education and Athletics Outreach

Program Overview

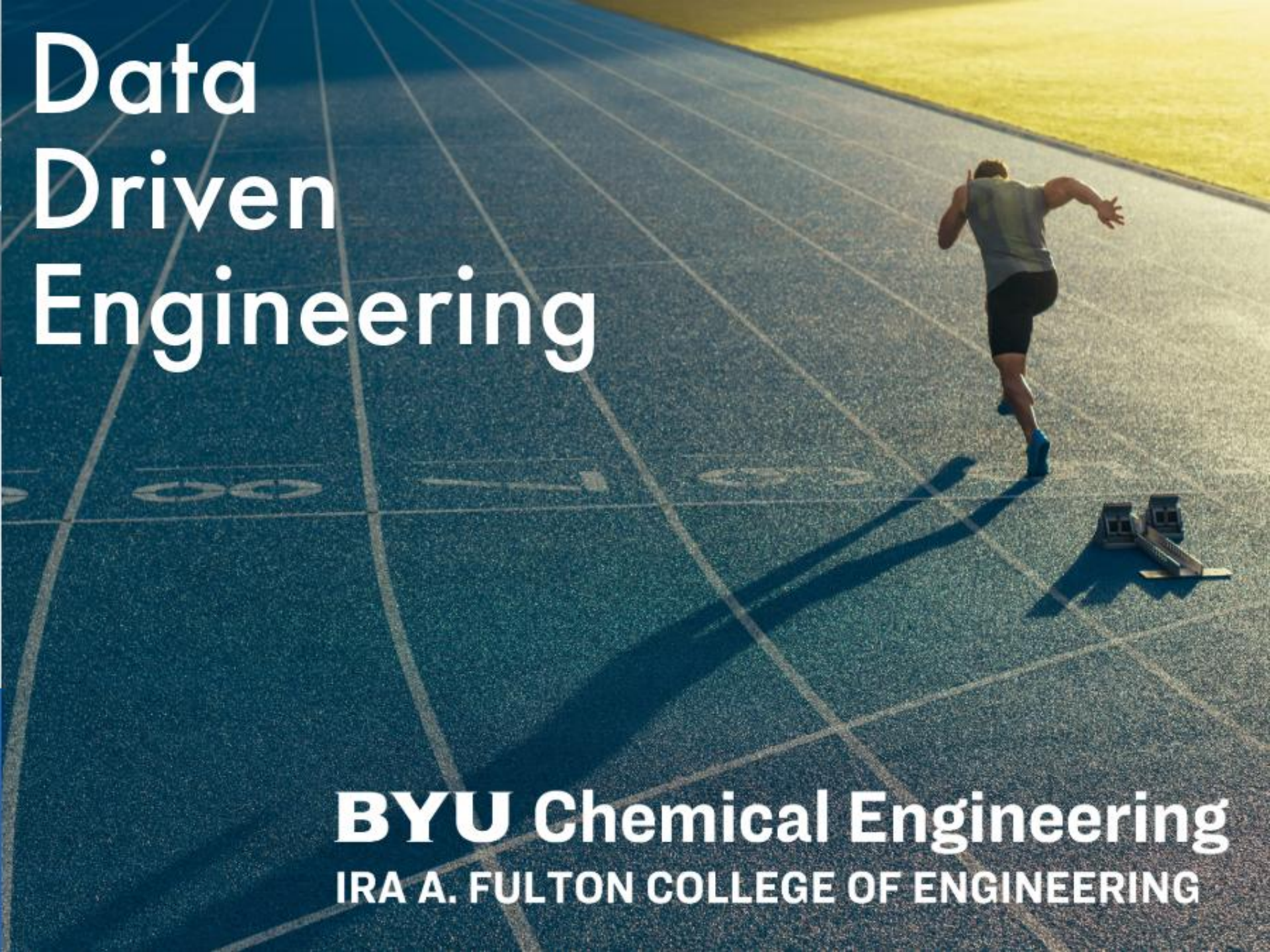
**BYU PRISM**  
MODEL OPTIMIZE CONTROL

John Hedengren

5 February 2025



# Data Driven Engineering

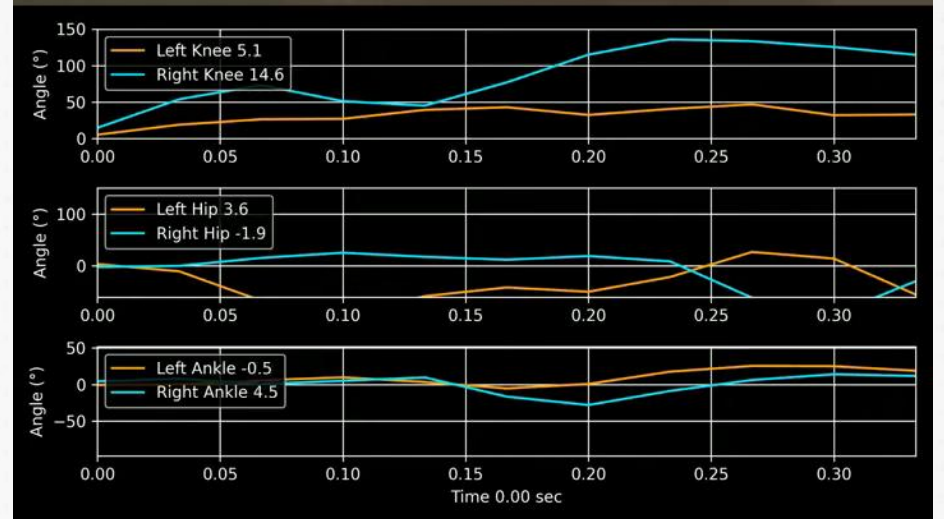


**BYU** Chemical Engineering  
IRA A. FULTON COLLEGE OF ENGINEERING



# Meeting Agenda

- Team Introduction
- Accomplishments
- Outreach Activities



# Team Lead: McGyver Clark

---

- BYU Visiting Scholar
- Tasks:
  - Leading the team and technology development
  - Developed APP at [app.alphapeak.io](http://app.alphapeak.io)
  - Outreach to West Hurdle Group, Roadrunners, Timpview HS
  - Outreach scheduled through March with High School, College, and Club teams



# Team Member: Violett Taylor

---

- Major: Chemical Engineering
- Tasks:
  - Hurdles domain development
  - Digitized materials for LLM
  - Hurdle Form Analysis



# Team Member: Heather Thayer

---

- Major: Chemical Engineering
- Tasks:
  - Python and Data-Science introduction
  - Develop throws domain knowledge
  - Digitize material for LLM
  - Discus Throw Analysis



## Team Members: Davin and Creed Thompson

---

- Major: Computer Science
- Tasks:
  - Training data correlation to injury prediction
  - Davin: Collaborate with Violet Taylor on hurdles app development
  - Creed: Collaborate with Heather Thayer on throws app development



# Team Member: Dallin Draper

---

- Major: Data-Science (Statistics)
- Tasks:
  - Sprints domain development
  - Coaches Analysis/ Athlete Recommendation
  - Digitized materials for LLM
  - Sprint Form Analysis





# Team Member: Luke Grundvig

---

- Major: Computer Science
- Tasks:
  - Data from .FIT files (watch data source)
- Collaborating with Chris Kuchin (advisor)



# Team Member: McKenna Pouwer

---

- Major: Public Health
- Tasks:
  - Careers in Data-Science presentation
  - Outreach Program



# Project Advisor: Chris Kuchin

---

- **Tasks:**

- Experienced Developer
- Prior Qualtrics Employee
- Currently at Route
- Avid Runner and Coach
- Timing App: [rsIts.run](https://rsIts.run)





# BYU Faculty: John Hedengren

---

- BYU Faculty
  - Chemical Engineering
  - Data-Science and Machine Learning



# BYU Faculty: Iain Hunter

---

- BYU Faculty
  - Exercise Science and Biomechanics professor
  - Collaboration with USA Track and Field

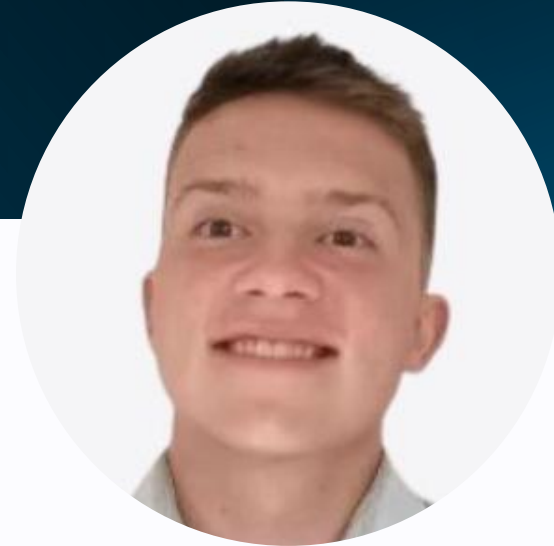


# Graduate Student: Luke Vankeersblick

---

- BYU Graduate Research
  - Biomechanics and artificial intelligence
  - AI Form analysis research

# Team Members Ramping Up: Nathan Brimhall, Zarek Proffit, Oliver Mott



- Majors: 2 x Chemical Engineering, 1 x Undecided
- Oliver Tasks:
  - LLM integration
  - Digitalization Efforts

# Curriculum Accomplishments

- Teaching ChEn 536 (Machine Learning and Dynamic Optimization) to undergraduates and graduate students (36 students)
- Revised Graduate Seminar course ChEn 691/791 to include technical communication materials and Streamlit app-building exercise (55 students)
- Developed the Roadrunner High School Outreach Program
  - Empowering athletes with data analytics
  - Biomechanical analysis for high school track teams



# Outreach Program Highlights

- **Program Objectives:**
  - Awareness of Data-Driven Decision Making
  - Educational and Career Path Guidance
  - Biomechanical Analysis
- **Program Components:**
  - Interactive Seminars
  - Biomechanical Analysis Sessions
  - Team Data Review and Recommendations
  - Education and Career Pathways
  - Individual Guidance Sessions



# ▶▶▶ Outreach Visit Schedule

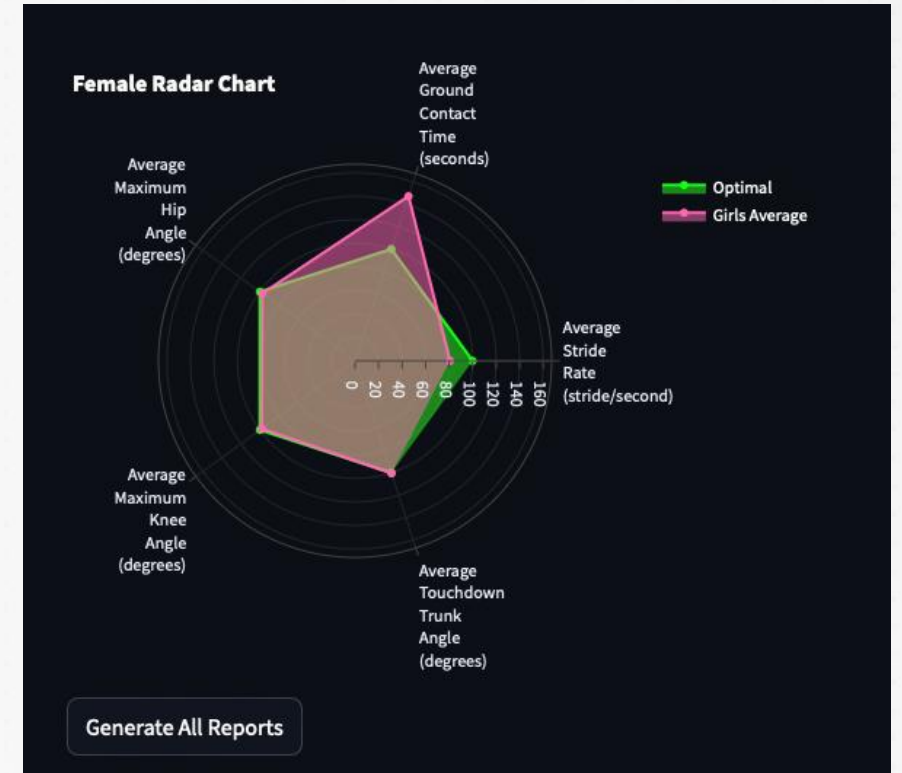
- **Visit 1: Field Session (Practice)**
  - Program Introduction
  - Athlete Survey
  - Warm-Up and Instruction
  - Biomechanical Analysis



# Outreach Visit Schedule

## • Visit 2: Classroom Session

- Role of Data in Sports
- Team Data Review
- Performance Improvement Recommendations
- Education and Career Pathways
- Individual Guidance





# Outreach Program Accomplishments

- 5 Visits Completed
- 236 Athletes Analyzed
- 7 Visits scheduled
- 2 Teams adopted for follow-up visits

## Athletes Needing Improvement

Athletes in highest distance from optimal cluster for Average Stride Rate (stride/second):

