

Title: Objective Assessment of Students' Use of Space in Small-Sided Territorial Invasion Games

In Territorial Invasion Games (TIG), teammates work together to score. The phenomenon of herding, commonly perceived in TIG played by young children, is also observed amongst secondary school students. Button, Chow, Dutt, Mazumder & Vilar (2011) suggested that the phenomenon is caused by novice players wanting to be close to where the action is. Since exploiting space in TIG is key to successful performance (Blom & Blom, 2009), reducing herding tendencies can help students to achieve better skill performance. The determination of herding is often subjective due to interpretations based on visual observations. This study proposed using the Average Nearest Neighbour Ratio (ANNR) as an objective measurement of herding. The presenters will share how ANNR was computed using a position sensing system. Preliminary results of the effect of gender, number of players and ball weight on herding and constraints in the study will also be discussed.