Abstract

Designing a computer program to analyze skill performance during the Rio Olympics 2016 for wrestling

Ahmed El- sayed Said Mohammed Ashmawy*
Lecturer at Faculty of physical Education – Benha University

The aim of the research was to design a computer program to analyze the skill performance during the wrestling matches in order to identify the most used skills in each weight and each weight category, the effectiveness of the skilled performance of the skills in question for each weight and weight category, the relative importance of the skills under consideration during the tournament. (136) matches during the (2016 Olympic Games). The study reached the most important results, namely, the relative importance of the skills. The computer program is characterized by the immediacy of access to information. The ranking of the categories according to the number of technical points achieved (Light - medium - heavy), the most skill during the Olympic Games (2016), which are in the order (gut wrench- push out - lifting – Takedown – back step - reverse lift - defense with the achievement of points - Turn over - back arch)

Key Words:
(Software-wrestling)