Abstract

Title:

Virtual reality as a mean of diagnosis of the game intelligence in ice hockey.

Goal:

The goal of this work is to find out whether it is possible to evaluate virtual reality through the „game intelligence". Further on, to evaluate if different proband levels do affect the level of the „game intelligence".

Methodology:

File for research:

Our goal is to test five different groups of various performance levels and evaluate the extent of change in game intelligence among respected groups. In each of the group we are evaluating 34 to 74 probands. In total, 252 people were tested.

Statistic methods:

Basic descriptive statistics, MANOVA analysis, correlation analysis, canonical correlation

Conclusion:

Our research could be of great benefit to the sports community. We believe that the results of our research will appeal to clubs that have doubts about the positive contribution of virtual reality to ice hockey.

Key Words:

Virtual reality, ice hockey, diagnostic, probands