


Flensburg  
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## Decision making/ Tactics training



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## Summary + exercise

Reflect situations in sports, in which

- a. Open-loop processes
- b. Closed-loop processes

are the dominant control processes.

- a. Feedforward tasks such as summersold and highly automatized and discrete tasks
- b. Sequence of tasks in changing environments (e.g. ball games)

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## Decision making/ Tactics training



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### Decision making /Tactics

**Definitions:**

**Decisions are understood as processes, containing the components judgments and choices (Jungermann, Pfister & Fischer, 1998).**

**The term tactics contains strategies, tactical abilities and tactical skills (cp. e.g. Hohmann, Lames & Letzelter, 2003).**

**Tactics training results in the development of strategic competences in terms of “simple heuristics”, which contain perception, knowledge and decision behaviour (Raab, 2004).**

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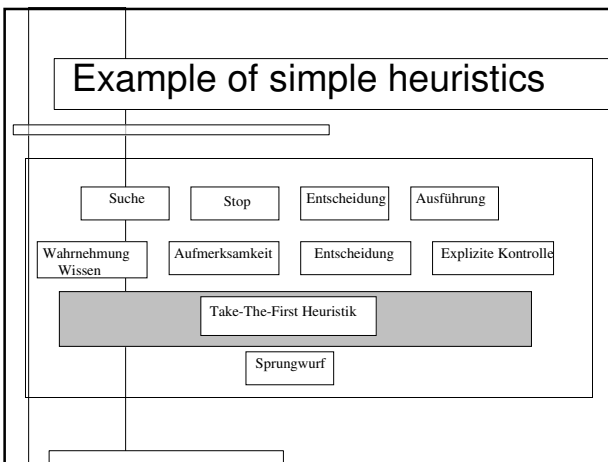
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### Phenomena at sport decisions

**Athletes:**  
**Hot- Hand- Phenomena (higher probability to score after two successful actions compared to two unsuccessful actions).**

**Coaches/ teacher:**  
**cognitive illusions if player/ pupils are evaluated through factors, which are not connected with the achievement.**

**Referee:**  
**offside decision, penalty decision**

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### Tactics -models in comparison

	Implicit	Explicit
Sport- unspecific	Ball school	TGFU (Teaching Games For Understanding)
Sport- specific	SMART	Decision Training

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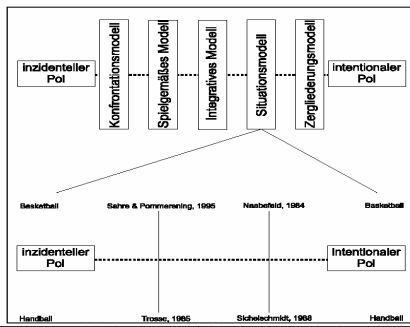
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### Learning methods in comparison




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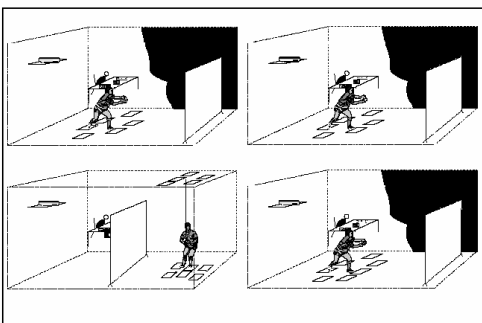
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### Experiments in sport games




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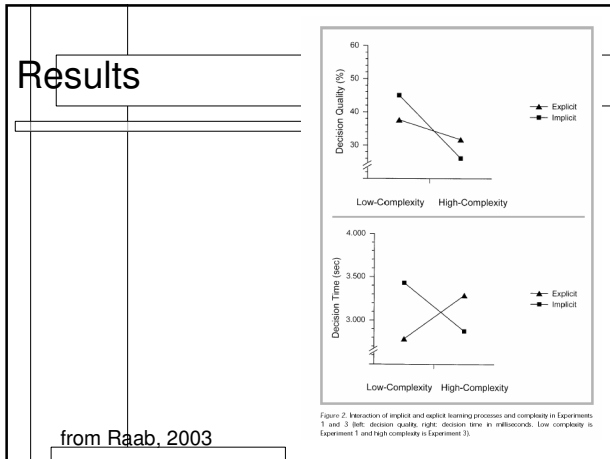
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### SMART

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### Summary + exercise

**Name factors that influence your choice of a didactic concept for tactical training!**

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