



SPORTS & WELLBEING ANALYTICS

User Manual

PROTECHT

WWW.SWA.ONE

PROTECHT USER GUIDE

This user guide aims to make your usage of the PROTECHT system as easy as possible. Further information and instructional videos can be found on our website

www.swa.one

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FCC Certification



The mouthguard device is too small to carry a label and in accordance with FCC Part 2.925(f) the certification details are provided below and on the Mouthguard packaging

SPORTS & WELLBEING ANALYTICS LTD

FCC ID: 2AT9A-M0021NA

MODEL NO: M0021 (NA)

Contains FCC ID: RYYESLSN

For use with PROTECHT™ system only



This system complies with Part 15 of the FCC rules. Operation is subject to the following conditions:

1. This device may not cause harmful interference, and
2. This device must accept any interference received including interference that may cause undesired operation.

No changes shall be made to the equipment without the manufacturer's permission as this may void the user's authority to operate the equipment.

LOGGING IN AND CREATING A NEW USER

Log in

On the front page, enter your username and password and then click 'LOG IN'

Creating a new user

Click on the menu button in the top right hand corner.

Click on 'User Management' from the drop down menu.

Click on 'Create a new user'

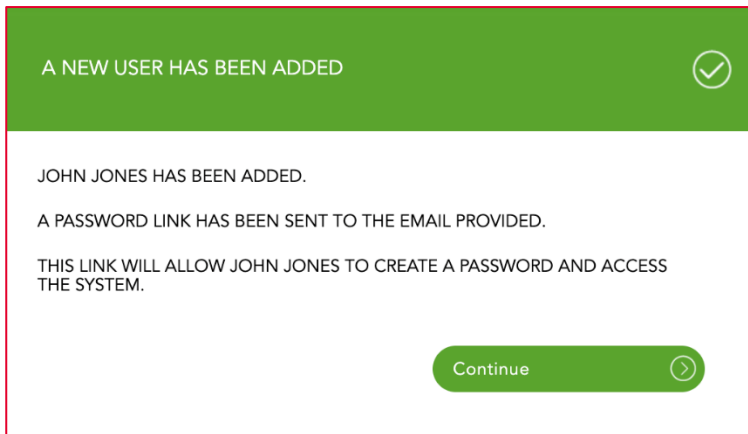
This screen will be displayed.

Fill in the relevant information.

Click on relevant permission level that you require for the user.

To add an image, click on 'Edit Image'. Select an image from your computer

Then click on 'Done' under the menu button towards the top right of the screen



A NEW USER HAS BEEN ADDED

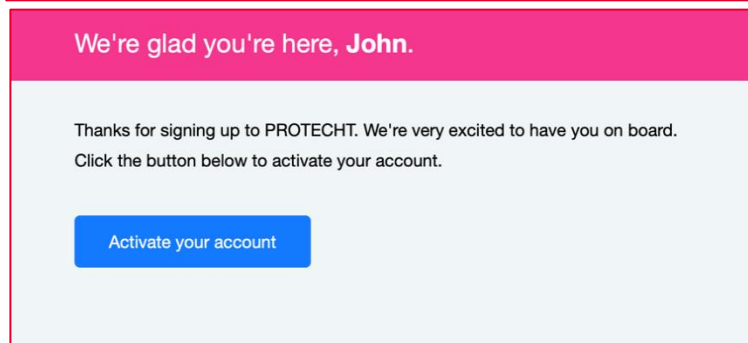
JOHN JONES HAS BEEN ADDED.

A PASSWORD LINK HAS BEEN SENT TO THE EMAIL PROVIDED.

THIS LINK WILL ALLOW JOHN JONES TO CREATE A PASSWORD AND ACCESS THE SYSTEM.

Continue

The following success message is displayed

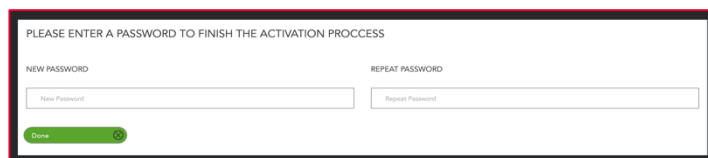


We're glad you're here, **John**.

Thanks for signing up to PROTECHT. We're very excited to have you on board. Click the button below to activate your account.

Activate your account

The new user will then receive an email asking them to activate their account



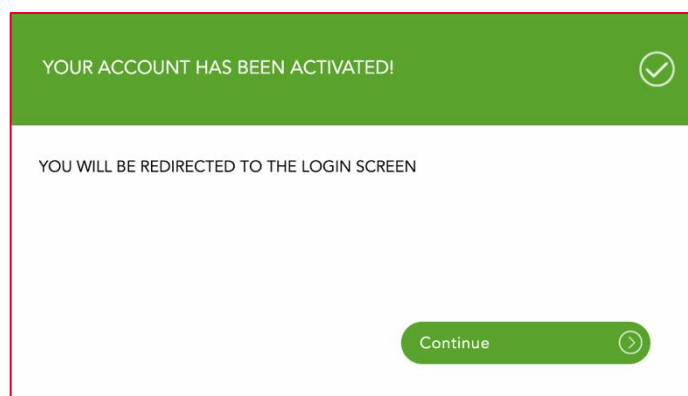
PLEASE ENTER A PASSWORD TO FINISH THE ACTIVATION PROCESS

NEW PASSWORD

REPEAT PASSWORD

Done

After clicking the "activate your account" button, the user will be navigated back to the system where they will then be asked to set up a new password and click continue



YOUR ACCOUNT HAS BEEN ACTIVATED!

YOU WILL BE REDIRECTED TO THE LOGIN SCREEN

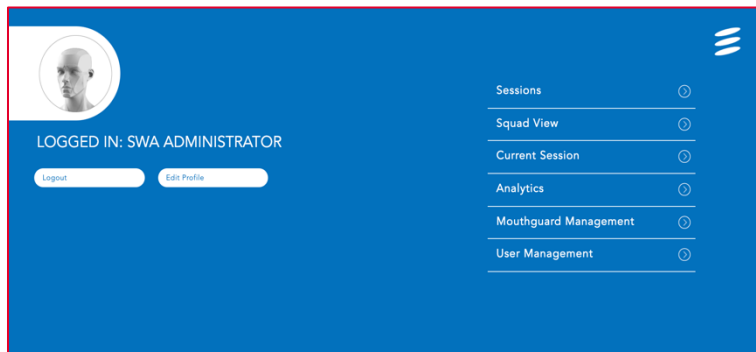
Continue

The following confirmation modal will then be displayed

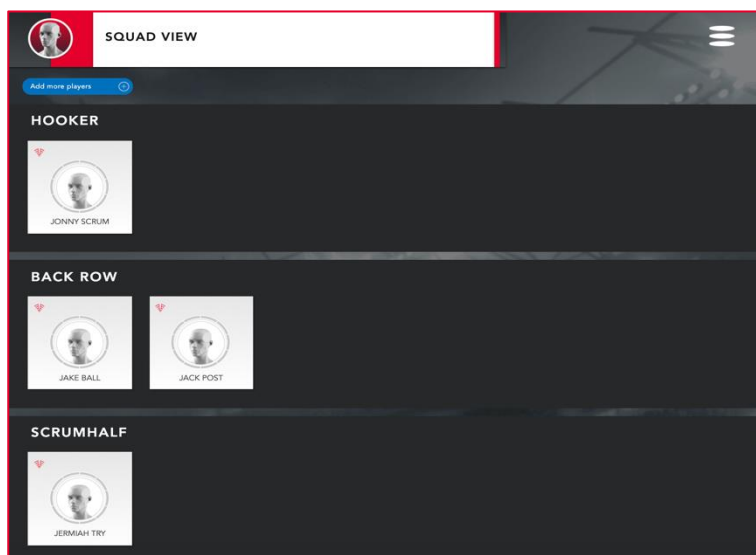
Editing and Removing Users

Users can be edited or deleted by Administrators at any time by simply selecting them from the user management menu option. Ensure you click 'Done' after editing to save all changes.

LOOKING AT YOUR SQUAD

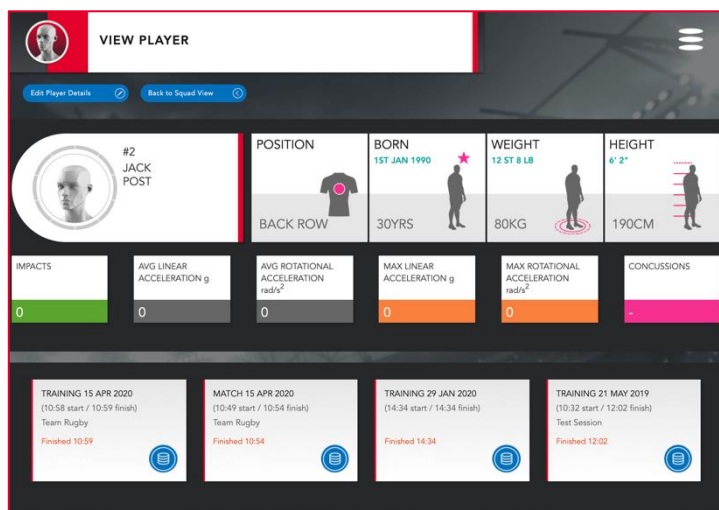


Click on 'Squad View' from the menu button.



The Screen displays the squad view.

Clicking on an individual player will give you greater information on that individual.

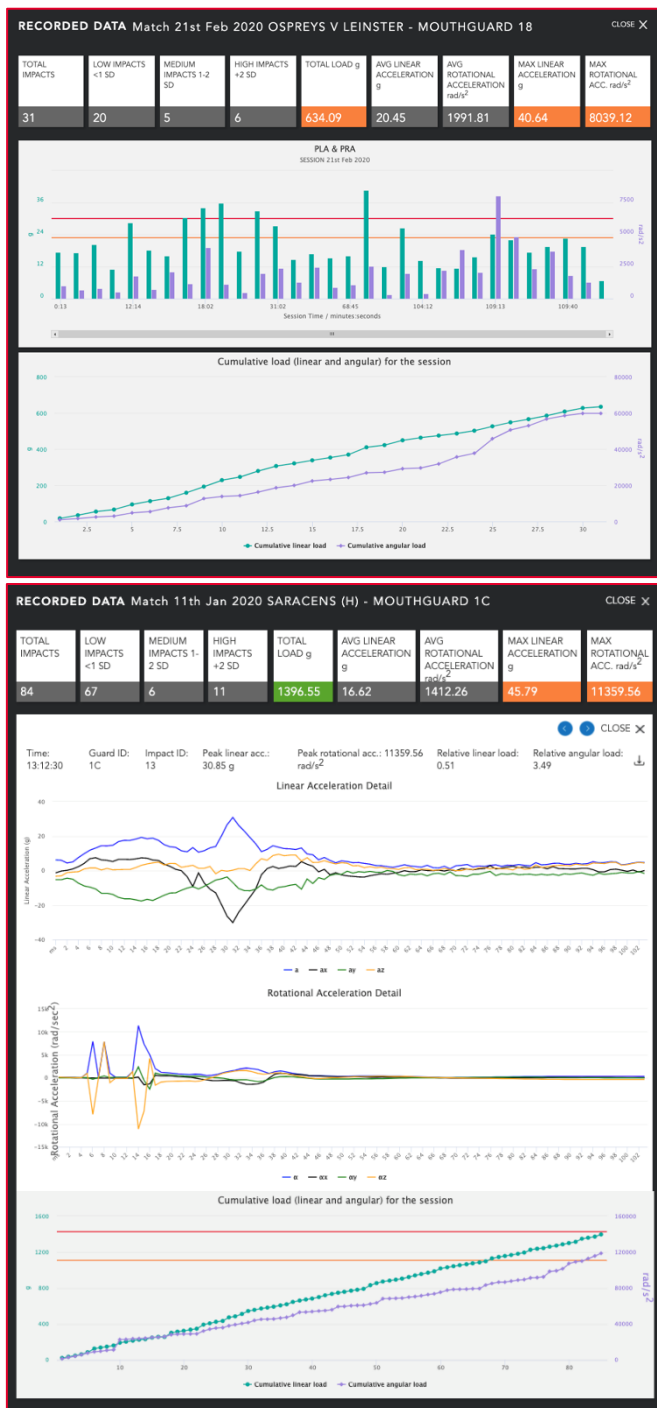


The first two options allow you to edit player or return to squad view

The next row of information is the basic information on the player.

This row of information gives a summary of all impacts the player has received.

The last row of information displays the activity the individual has been present for.



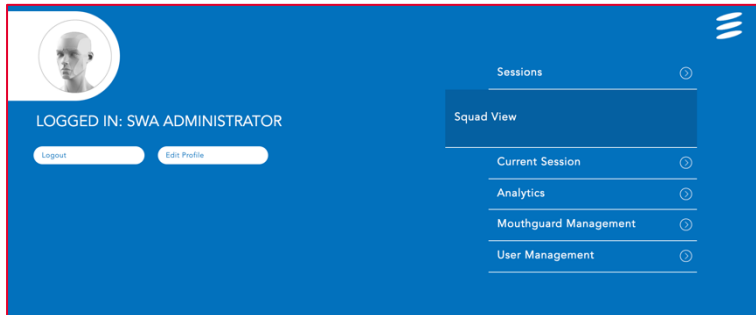
Clicking on a session tile will present information on the impacts sustained by a player during that activity.

To get the specific Peak Linear Acceleration (PLA) and Peak Rotational Acceleration (PRA) for an impact hover the cursor over the top of the impact column.

To see the detailed PLA and PRA for an impact click on the bar. This will present 100ms of data

PLAYER ADMINISTRATION

Editing a Player



Click on the menu button and select 'Squad View'



Select the relevant player and at the top of the Squad View screen click 'Edit Player Details'

Make the relevant changes to the available fields.

Click on 'Save Edit' below the menu button.

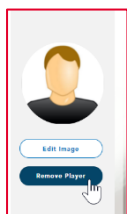
You will receive a confirmation messages that changes have been actioned.

Adding a Player

In the Squad View screen there is an option in the top left to add more players. Follow the same process as adding a User and ensure you click 'Save edit' to complete the record.

Removing a Player

In the Squad View screen, select the player you wish to remove and then click 'Edit Player Details'.



Click on 'Remove Player'

You will be asked to confirm this action. Please note that once a player is removed from the squad they cannot be returned.

The removed player will now be displayed in the 'Players Removed from Squad' section of the Squad View

ASSIGNING AN ACCOUNT

Assigning a new Account



In the Squad View screen, select the relevant player, click on 'Edit Player Details' and then click on 'Edit Player Account'

This screen will be displayed.

Enter a unique player Username and the player's e mail address.

Click on 'Update' under the menu button in the top right of the screen.

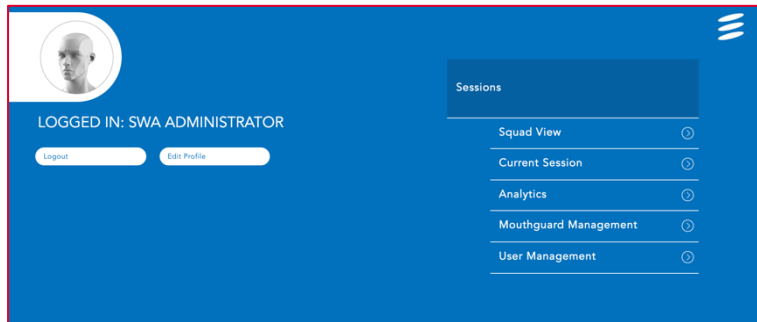
You will receive a confirmation message.

The Player will receive an e mail with a link requesting they activate their account. They need to set up a password and then click 'Done'

Editing an Account

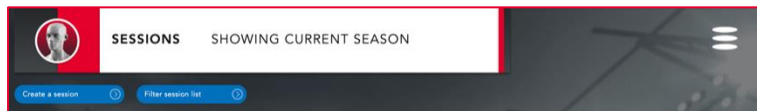
This is done using the same method. Ensure you click 'Done' to complete the process.

CONSTRUCT A TRAINING SESSION/MATCH



Click on the menu button in the top right hand corner.

Click on 'Sessions'



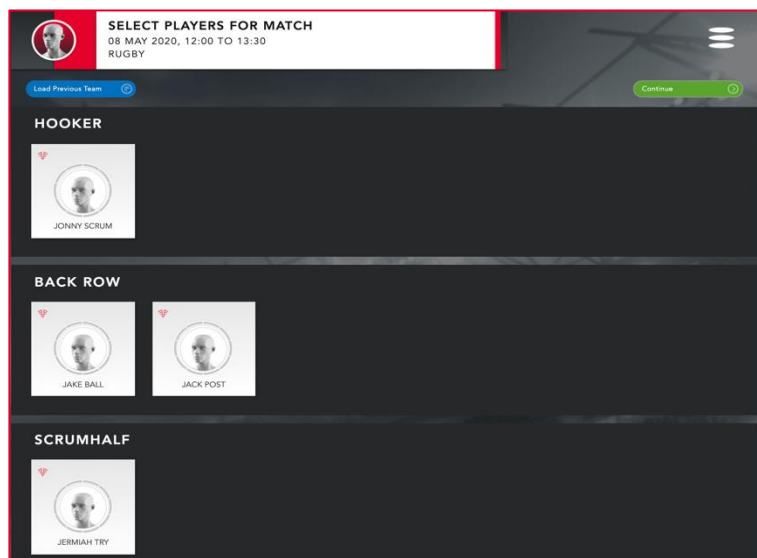
Click on 'Create a Session'

Fill in the relevant information:

- Date
- Hour – required start time
- Minutes – required start time
- Session duration – can be set manually or by selecting one of the quick options
- Match or Training Session
- Name for Session

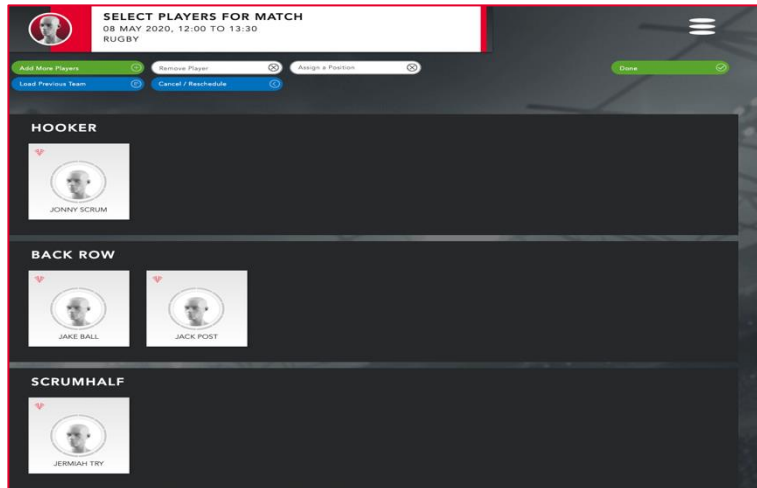
Session must be set for a future date and time.

On completion, click the 'Continue' button in the top right



Confirm the players you wish to take part in the session by clicking their profile.

Then click 'Continue' in the top right of the screen.

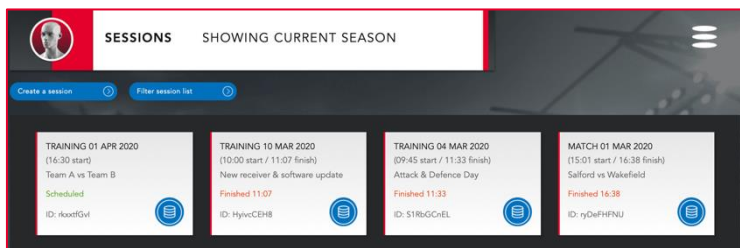


corner.

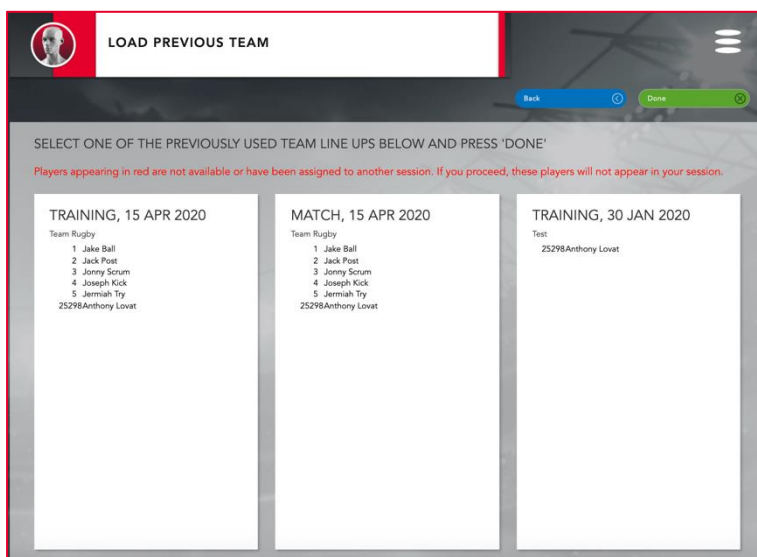
At this point it is possible to:

- Add players
- Remove Players
- Assign a different position to a player just for that session
- Load a previous team to the session
- Reschedule the session

When you are happy with the players involved in the session click 'Done' in the top right



The session will now be shown as a tile on the Sessions screen and has the green status of Scheduled.



Some templates will be set up for you as part of the induction process with the PROTECHT team such as full team, forwards unit session, backs unit session etc.

These can be selected in the 'Load a Previous Team' button.

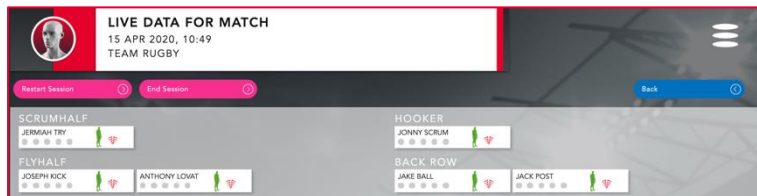
CONDUCTING A TRAINING SESSION/MATCH

Starting Session

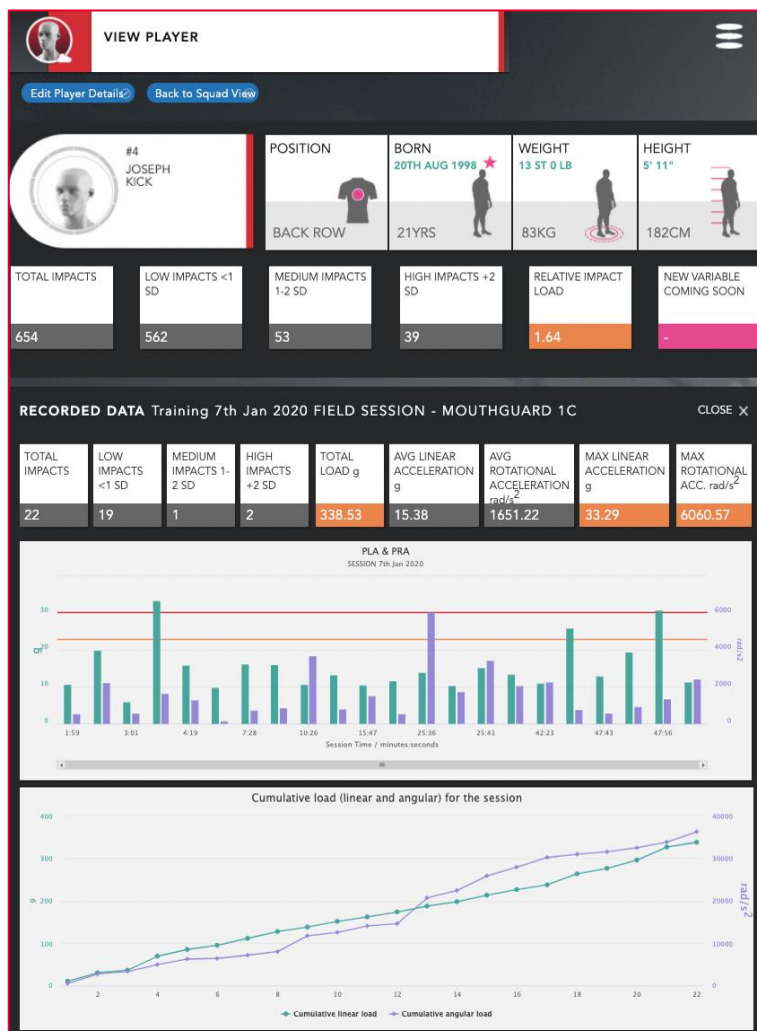
The session will start automatically at the specified time and date. To do this manually click on the 'Start Session' button in the top left menu options

Training Session/ Match Display

All players selected to be taking part in the Training Session/Match will appear in the session screen.



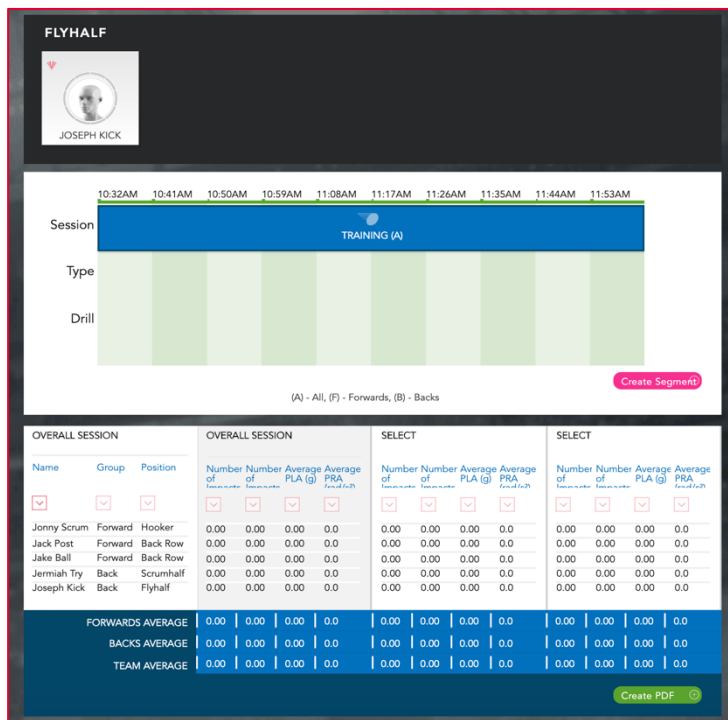
Live data will be displayed as the progressive colouration of the data on a player's tile.



To view data about a specific individual player, click on the player tile and the following information will display.

Click on the individual impacts bar to see the detailed PLA and PRA for an impact. This will present 100ms of data

Tagging a Session



Click on the relevant scheduled, in-progress or finished session.

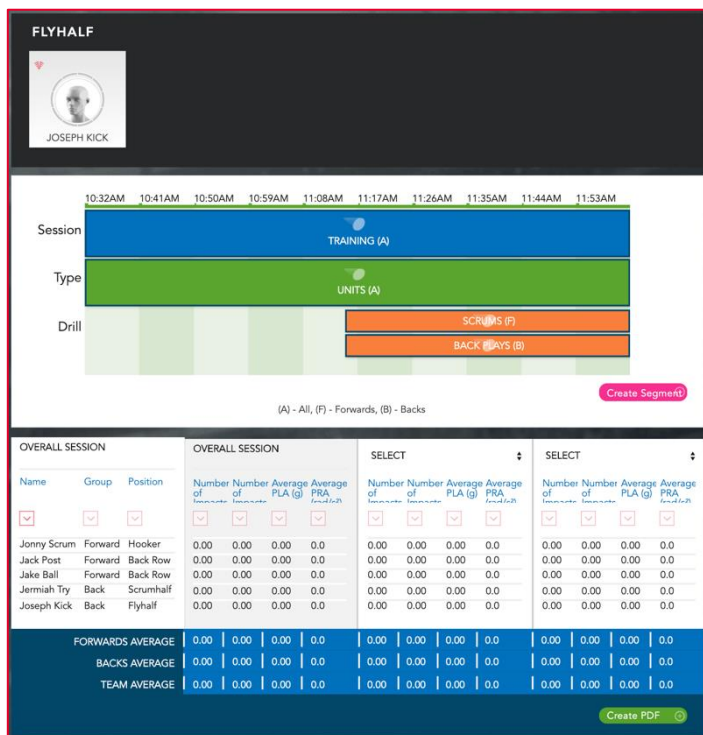
At the bottom of the screen, below the active players, the tagging section is displayed.

Click 'Create Segment'

The 'NEW SEGMENT' form is shown. It has a 'Session Name' field with the value 'Test Session'. Below this are four rows of dropdown menus: 'Group' (All), 'Level' (Type), 'Activity Type' (Units), and 'Start Time' (10:32AM). The 'End Time' field is set to 12:02PM. At the bottom, there are 'Cancel' and 'Create Segment' buttons.

Manually enter the length of the segment and use the dropdowns to fill in the group, level and activity type.

Click the 'Create Segment' button to create the segment or 'Cancel' to abort.

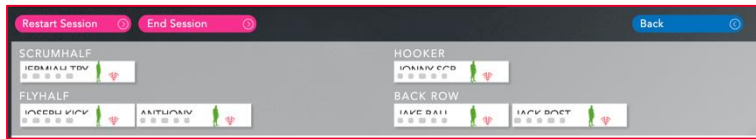


You can now see the created segment on the graph.

As live session data is captured, you can observe it in the summary table below for overall session and segment (select from drop down list) respectively.

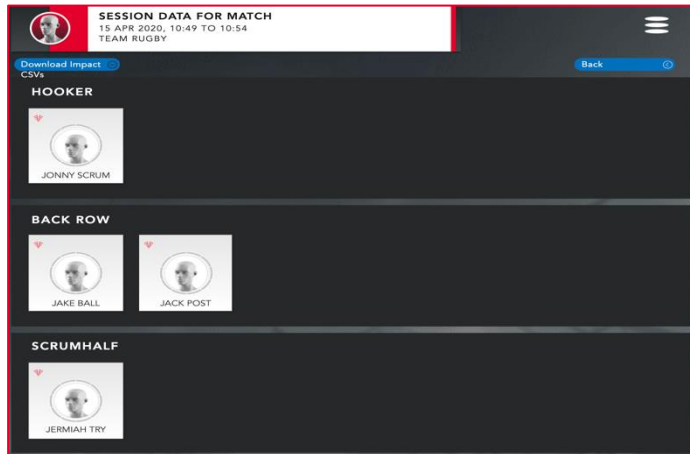
Completing the Session

Click on the current session tile.



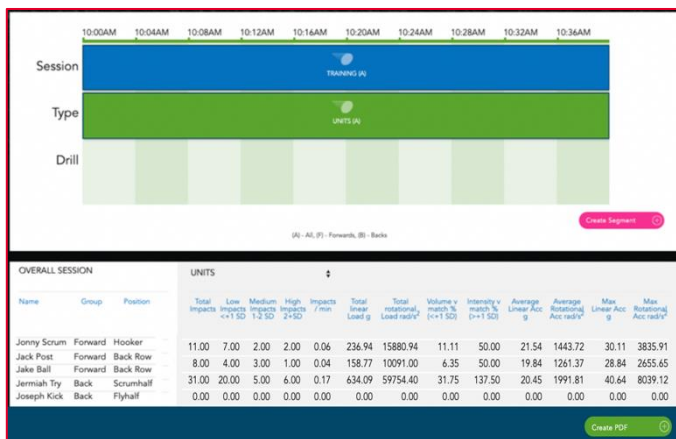
Click the 'End Session' button.

It is also possible to restart the session by clicking the 'Restart Session' button.



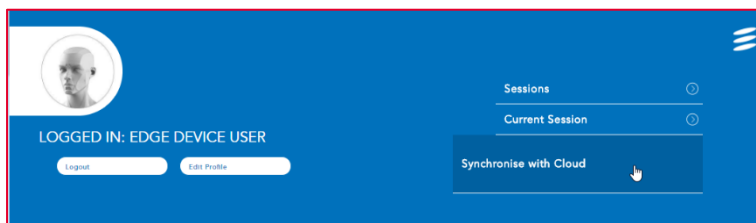
If a session is finished and selected from the Sessions Screen, this summary is presented.

Each player who participated in the session will have an impact ring around their image that indicates their impact data from that session.



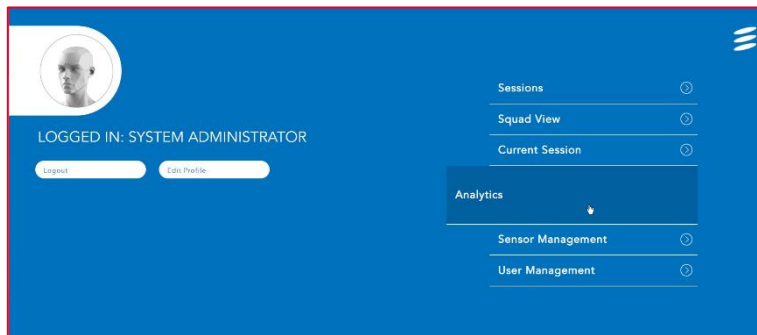
It is possible to sort data by clicking on the arrows in the top row of the table.

It is possible to generate a summary report and print out by clicking 'Create PDF'



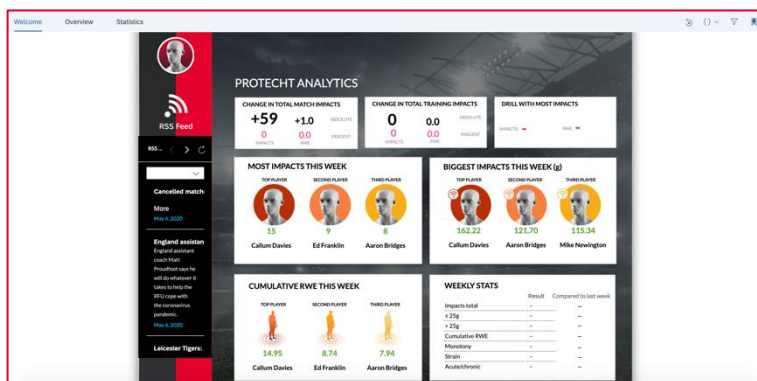
To import and export data from the Cloud, click on the 'Synchronise with Cloud' button

PROTECHT ANALYTICS

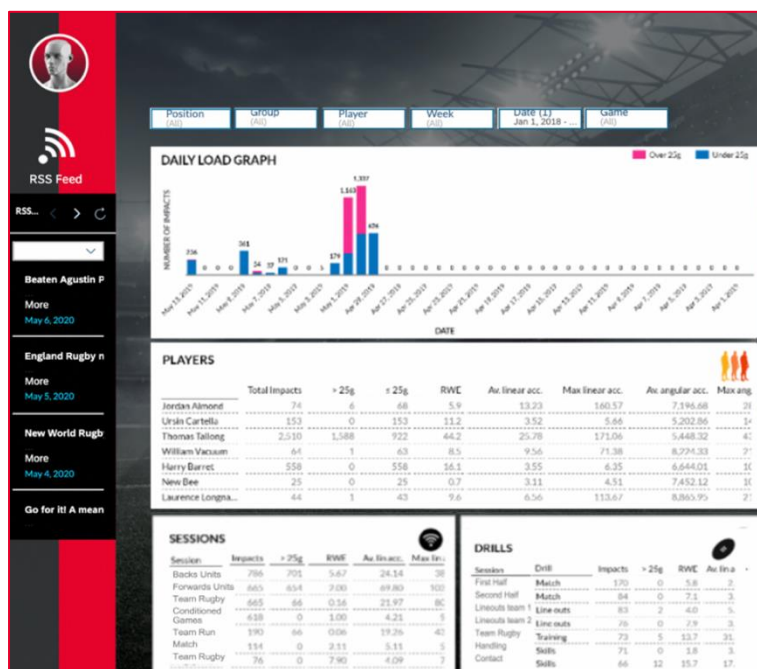


Select 'Analytics' from the menu button in the top right hand corner.

You will be requested to log in to the cloud application with your E mail address and password.

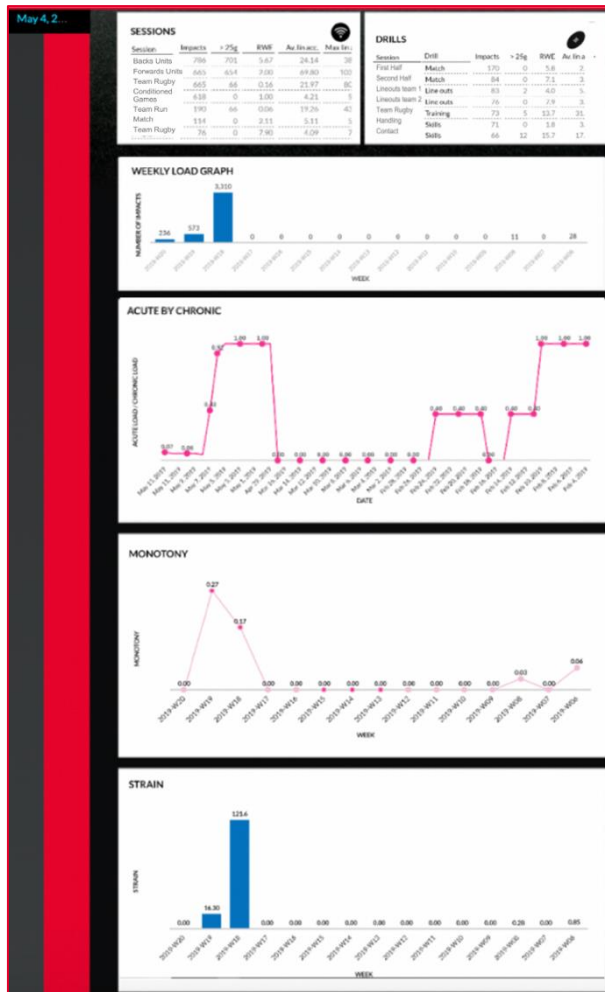


When logged in, the 'Welcome' page will be displayed. This provides a summary of the most notable data from your players.



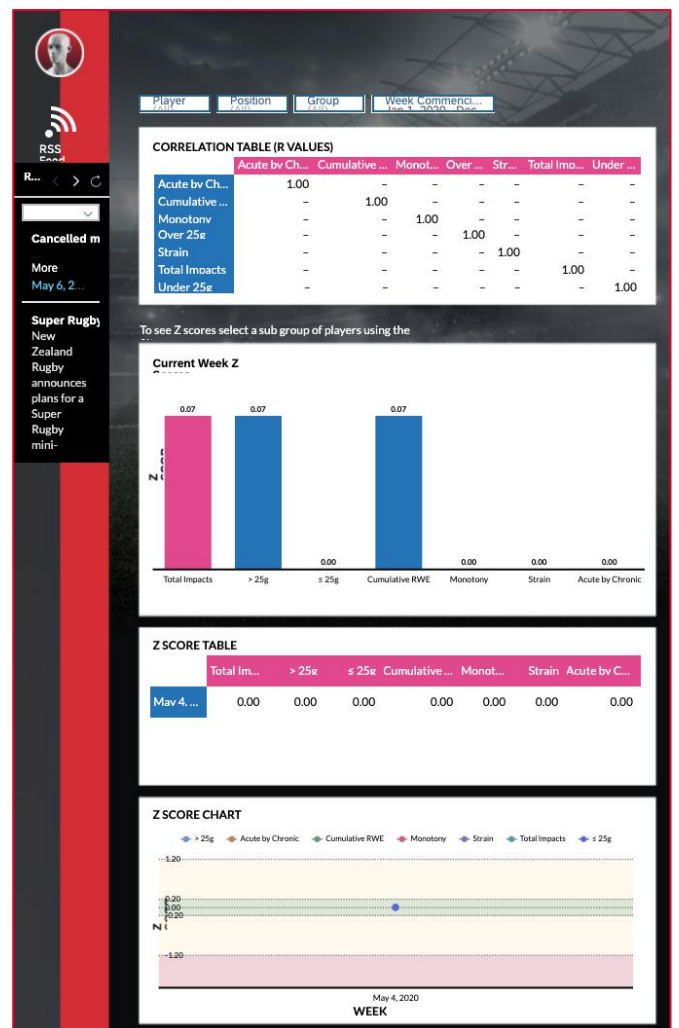
To view a breakdown of the session data, click the 'Overview' tab at the top of the page.


To sort or find a specific player and match data, use the filters at the top of the screen



To scroll along a diagram or table select any point on the relevant tile and a scroll bar will appear.

Click on the 'Statistics' tap at the top of the page to display the correlation table for the various variables collected and the Z scores of the variables collected over the season.





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PROTECHT

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VAT REG. NO. 264 2098 04 MAY 2008