Basketball - The University of Michigan's Men's and Women's basketball teams are using wearable devices from a company called Catapult to produce information on their players. Largely, the device is able to capture various metrics of the player using the movements of that specific player. Thus far, it has been used to monitor a player over-working or under-working which can possibly lead to injury. Athletics is definitely interested in using it to predict injuries or determine why an injury occurred. Although it would take a lot of time to determine anything significant because there are so few injuries in a season, what we have already done is provided athletics a good basis for what has taken place with the catapult device and how it relates to injuries. This project team was able to investigate the acute/chronic ratio with relation to injuries. They were also able to build a simple calculator for a coach to enter time and drill name, and it would let them know what the expected output of the wearable device. Now what we can do next is to connect the wearable devices to in-game performance and really figure out the best practice schedules to create better player performance and hopefully lead to wins!