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University of Tsukuba

### Game Classification

1.Invasion 2.Net/Wall 3.Striking/Fielding 4.Target

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Transfer of Tactical Knowledge in Games



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### Game Performance

- On the ball skills
- Off the ball movements



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### A tactical approach to games teaching



```
graph TD; A[1.Game form] --> B[2.Tactical awareness]; A --> C[3.Skill execution]; B --> C;
```

