


# DOCTORANTS DIGISPORT


SPORT SCIENCES DATA SCIENCE COMPUTER SCIENCE ELECTRONICS HUMAN AND SOCIAL SCIENCES LIFE SCIENCES



**KOFFI  
AMEZOUWUI**

*Analysis and clustering of soccer game situations in order to populate virtual environments*


SPORT SCIENCES DATA SCIENCE COMPUTER SCIENCE



**LOUIS  
ARLES**

*Understanding and optimising lower limb action in tennis serving: analysis of biomechanical determinants and links with performance and injury risk*


SPORT SCIENCES DATA SCIENCE



**OUMAIMA  
BADI**

*(PHOTOMOVE) Photorealistic human motion and style transfer for improving sports training*


SPORT SCIENCES COMPUTER SCIENCE



**KILIAN  
BERTHOLON**

*(Advanced Quantitative Underwater Tracking and Inertial Capture) : An IMU-based approach*


SPORT SCIENCES



**CLELIA  
BOULATI**

*Analysis of spatio-temporal coordination in team sports for behavioural modelling in virtual environments: application to rugby scrums*


COMPUTER SCIENCE DATA SCIENCE



**SOUEBOU  
BOURO**

*Multi-sensors System for in Situ motion Analysis of Kayakers*


SPORT SCIENCES ELECTRONICS COMPUTER SCIENCE



**JOS  
DEFORGES**

*Keep Children Active*


DATA SCIENCE SPORT SCIENCES



**KAIES  
DEGHAIES**

*Optimising tennis performance: biomechanical analysis of the serve and natural preferences*


SPORT SCIENCES



**ROMAIN  
DEMAY**

*Origins and consequences of fatigue during prolonged exercise at variable intensity: application to high-performance cycling*


SPORT SCIENCES DATA SCIENCE



**LEO  
DENOUEL**

*Exploration of the relationships between muscle activity, soft tissue changes and movement strategies in individuals with persistent low back pain to support their return to sport and physical activity.*


SPORT SCIENCES DATA SCIENCE



**CORENTIN  
DEPONTAILIER**

*Low environmental impact system for monitoring the joint angles of a kayaker*


SPORT SCIENCES COMPUTER SCIENCE ELECTRONICS



**GUÉNOLÉ  
FICHE**

*Weakly supervised learning for 3D pose estimation: application to swimming*


DATA SCIENCE SPORT SCIENCES ELECTRONICS



**ARTHUR  
GUILLOTEL**

*A multidisciplinary approach to talent detection and the transition from high potential to professional footballer*


SPORT SCIENCES DATA SCIENCE



**NICOLAS  
GUILLUCQ  
dit BIRADE**

*Silicon nanoribbons, piezoresistivity, sensors, biocompatible flexible substrates, data acquisition, micro-electronics.*


ELECTRONICS



**EGLANTINE  
LE CHEVERT**

*Health prevention, energy metabolism, endurance performance, zero inflated skewed data, sparse modeling, soccer*


SPORT SCIENCES DATA SCIENCE LIFE SCIENCES



**GUILLAUME  
LE GULUDEC**

*Vi2Bi (Visual observations to Biomechanical quantities): building a differentiable visual and biomechanical model to retrieve biomechanical quantities from visual observations*


DATA SCIENCE ELECTRONICS



**AHMED  
ABDOURAHMANE  
MAHAMOUD**

*AI-driven character simulation based on Multi-Agents Interaction Imitation Learning*


DATA SCIENCE COMPUTER SCIENCE



**TIVIZIO  
PAVIC**

*Management of endometriosis through adapted physical activities using a digital tool: acceptance of programmes and tools*


SPORT SCIENCES HUMAN AND SOCIAL SCIENCES



**NOLWENN  
PINCZON DU SEL**

*Multifactorial approach to talent identification and development at the French Rugby Federation*

DATA SCIENCE SPORT SCIENCES



**NOLWENN  
POQUERUSSE**


*REAGILITY*

SPORT SCIENCES DATA SCIENCE COMPUTER SCIENCE



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SPORT SCIENCES DATA SCIENCE COMPUTER SCIENCE ELECTRONICS HUMAN AND SOCIAL SCIENCES LIFE SCIENCES



**SUZON  
PUCHEU**

*Quantification of landing impacts on gymnastics apparatus using source localisation and estimation methods*


SPORT SCIENCES DATA SCIENCE



**LORETTE  
QUEGUINER**

*Medical and tactical monitoring of athletes through bio-electronic on-body devices*


SPORT SCIENCES ELECTRONICS



**NOLWENN  
REGNAULT**

*Rider's perceptual training for the optimization of rider-horse interaction in jumping*


SPORT SCIENCES DATA SCIENCE ELECTRONICS



**VICTOR  
RESTRAT**

*Optimization of the pole-vaulter interaction coupling 3D rigid multi-body system and a slender deformable structure model driven by motion capture*


SPORT SCIENCES ELECTRONICS



**ROSSELLA  
RIZZO**

*Wearable stretchable interfaces for athletes' performance and health monitoring*


SPORT SCIENCES ELECTRONICS



**REMY  
ROINSON**

*Development of a methodology for assessing risk factors for injuries in running in situ*


SPORT SCIENCES DATA SCIENCE



**SONY  
SAINT-AURET**

*Virtual Collaborative Jeu de Paume*


SPORT SCIENCES COMPUTER SCIENCE LIFE SCIENCES



**MATHIS  
TIERCERY**

*Design of virtual environments for analysing and training specific skills of football goalkeepers*


SPORT SCIENCES DATA SCIENCE



**SUNNY  
WANG**

*Functional Data Modelling With Applications to Sports Performance*


SPORT SCIENCES DATA SCIENCE



**LOLA  
MASSON**

*Muscular properties of the lower limbs and running economy: what role do they play in running performance?*


SPORT SCIENCES DATA SCIENCE



**FLORIAN  
MATEOS**

*Biofidelity of foot-ball interaction in virtual reality for the assessment and optimisation of decision-making in football*


SPORT SCIENCES DATA SCIENCE COMPUTER SCIENCE



**SIMON  
OZAN**

*Validation and use of a markerless motion capture system to analyse and optimise the biomechanics of top tennis players' serves in situ.*

SPORT SCIENCES DATA SCIENCE



**VALENTIN  
RAMEL**

*Perception-Action Dynamics and Synchronization in Extended Reality Peloton Cycling*

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