Generative AI meets text analysis for a quant and qual understanding of rugby players' attitudes







Data driven insights strategy

Fan surveys

Online player experience panel

Text analytics

Storytelling

Review analysis

Topic discovery

Driver analysis

Presenters



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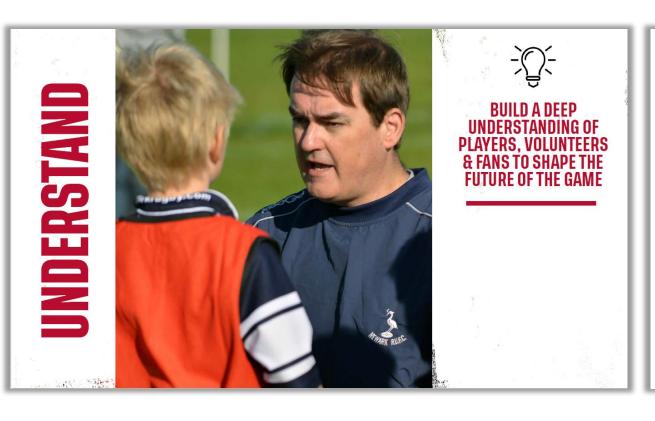
Agenda 🛇

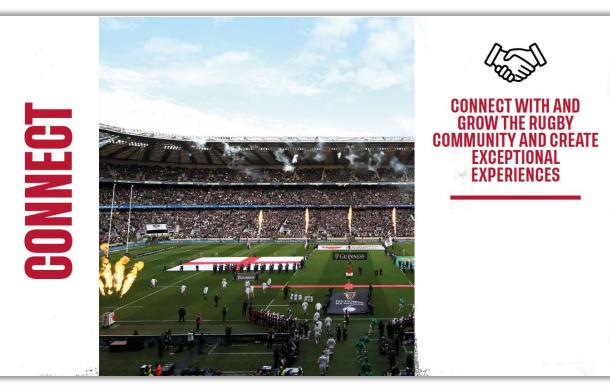
Generative AI meets text analysis for a quant and qual understanding of rugby players' attitudes

- 1. Research Approach
- 2. New **Sources** of Feedback
- 3. Generative AI use case
- 4. Results & Challenges



The England Rugby Strategy: Data & Insights







England Rugby's in-house approach



Improve collaboration and intelligence sharing between departments



Consistent data sources, measures and people



Share insights platforms across departments



England Rugby's insights suppliers

PLATFORMS

- Enabling automation
- Inviting innovation
- Flexible licenses
- Always available



Alchemer









DATA

- Consistent, comparable datapoints
- Year-on-year trends



YouGovProfiles



CONSULTANCY

- Market knowledge
- Technical expertise
- Easing bottlenecks
- Independent perspectives

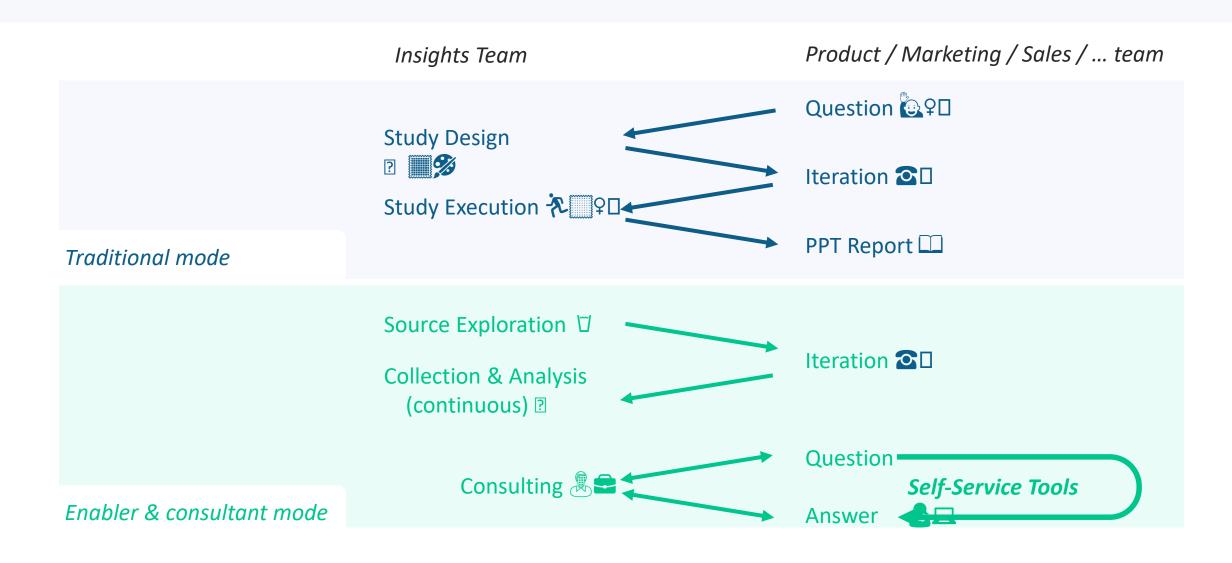








Becoming enablers & consultants





3. New **Sources** of Feedback



BEHAVIOUR

Player registrations Match completions Player Appearances



"1,300 more players have only played a single match so far this season"

#2

ATTITUDES AT SCALE

NATIONAL RUGBY SURVEY



"A quality social experience was the top-ranked influence on play among all age-groups"

#3

ATTITUDES AT DEPTH



"One of the most common things we see below 1st team level is teams not having a full front row. The adapted laws that we played in the summer would be a solution to this problem. Mauls wouldn't have to be removed but replacing a scrum with a free kick would probably get more games on each weekend."

- Andrew, front row, lower XV, infrequent male player





Using insights to improve player experiences

MATCH TRACKING

SURVEY

PANEL

PILOT

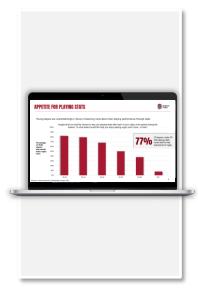
Review of player & matches data

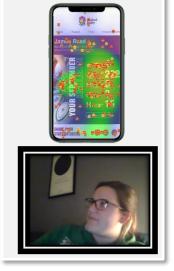
Quantitative survey of 3,000 current players

Week of qualitative research with infrequent players

Pilot CRM campaign to 5,000 players







Really cool to see my month and season's stats broken down. Also, makes me want to play more in the coming games



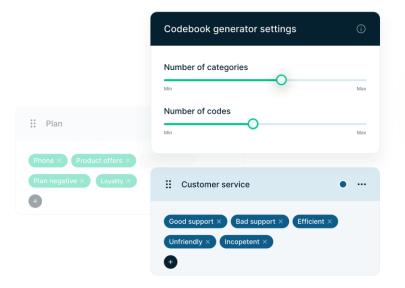


3. Storytelling & Analytics



Structured analysis of open-ended feedback

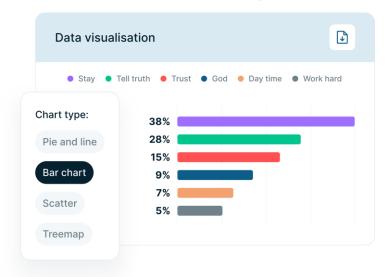
1 Discover & Refine



2 Auto-tag & Fine-Tune



3 Visualize, Analyze & Share





Elevating open-end analysis

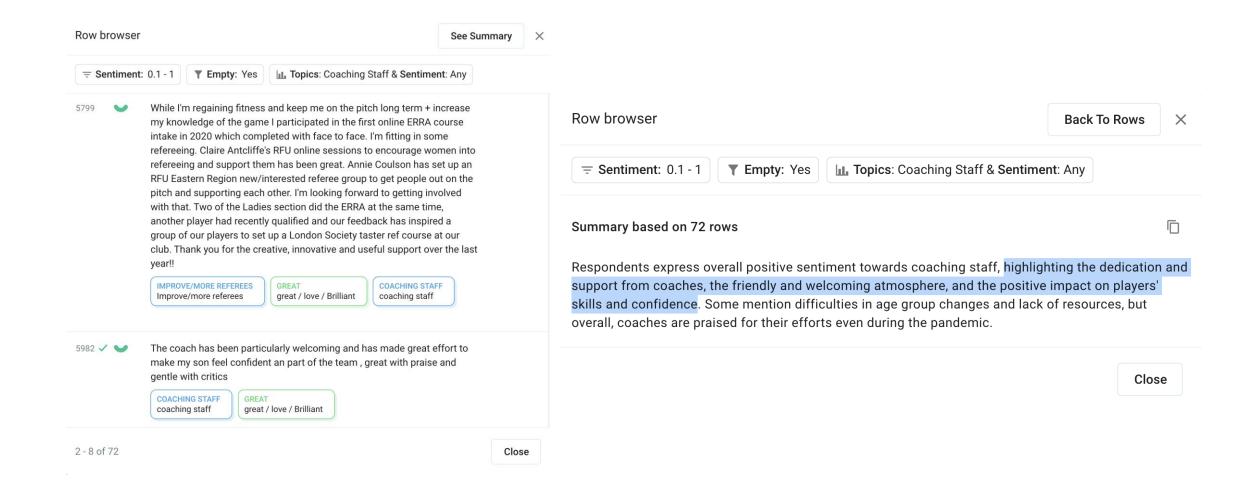
Problems with traditional analysis

- Loses detail by aggregation
- Can be rather static

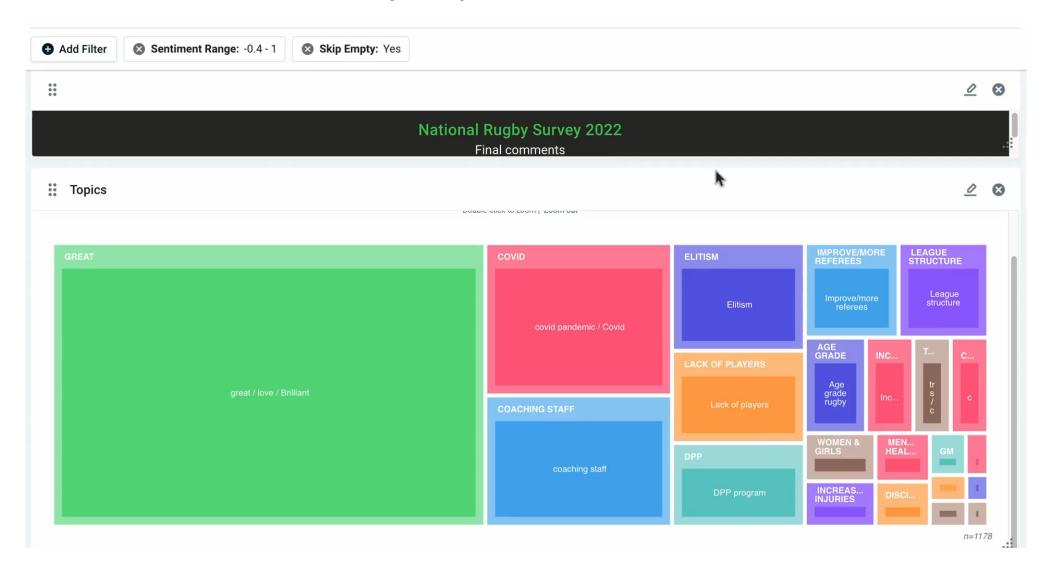




Generative AI for context and detail



Embedded in fully dynamic Dashboards

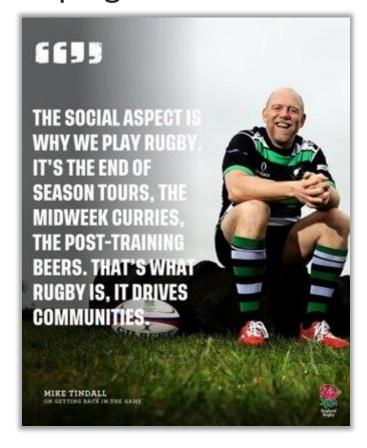




4. Results & Challenges

Campaigns influenced by insights

Recent work on the factors influencing player enjoyment have driven two campaigns on the social benefits of rugby:







Next challenges for England Rugby Insights

- Comfort around data
- Managing analysis paralysis
- More stakeholder involvement in research



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