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Making Smart of Soccer Players Through Mind Simulation Knowledge and Psychology

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Abstract: Soccer is the most popular team sport in the world which consists of two teams of eleven players playing with a ball on natural or artificial grass, trying to score goals. Each team includes some halfbacks, defenders and a goal keeper who are arranged by a head coach. They work like a system which is called soccer. Today, there are >250 million soccer players in over 200 countries. Presence of art, creativity and personal-group tactics in soccer helps spectators to watch this game with a lot of enthusiasm and take more interest in it. In some countries, soccer has sometimes been a popular game; however, wrong policies and plans have stopped soccer from constant progress, making it incomparable to the soccer played in developed countries. In such countries, adolescents show perseverance and enthusiasm for soccer. But, as mentioned, inadequacies result from mismanagement and improper planning, quantity and quality.

Key words: Making smart of soccer players, mind simulation, psychology, progress, perseverance

INTRODUCTION

Sport is an institutionalized activity which requires intense physical force in sports people, being induced by an internal-external factor. This definition is associated with organized sports activities (Kushafar, 2002). Studies of socialization in sports are directly related to development in sports sociology. Conveyance and use of social lessons in sports and reflection of these learned behaviors prepares individuals for living in groups. Social lessons taken from sports-related group activities are very useful in terms of social issues. Their sensible decisions, ethics judgments and their experiences in sports events can be reflected in life. Following coaches and leaders in terms of behavior and speech results in favorable merits in students and sportsmen. Controlling feelings, respecting rules and observation of communal benefits are some of the habits seen in sportsmen. Most sportsmen have stated that the philosophy of instructors' lives and their behavior style affect social and ethical life, because they are in a better position for benchmarking. Ethical training for sportsmen results from coaches' behavior; therefore, they must follow ethical and humanistic principles (Kushafar, 2002). One of the factors which makes soccer attractive is that people can play it at any age or skill level. There is the belief that in a sensible organization for classification of sports programs in the society, there is a hierarchy, based on which training based sports is positioned in the lowest level of a pyramid scale, the top level of which is professional sports. Soccer is a beautiful, attractive and popular sport which is based on group and individual activities; in this sport, coordination in players is essential. There are many techniques and tactics in soccer which cannot be performed properly without the help of instructors. The hardest task for a head coach is to convey thoughts to players which requires a long time and a lot of effort while all of coach's thoughts are not implemented. Players need to be guided by their coaches standing by the field in order to complete their tasks. In order to teach a thought, coaches have designed exercise programs similar to actual conditions within which they teach lessons. There is the question, "To what extent can your layout be similar to the one in actual game?" What should we do if this does not happen in a game? Don't players become conditional within this method? Doesn't this method limit players' creativity? For implementing thoughts, every coach needs proper individuals; but because of the small number of talents and because talents and abilities are inherent, we cannot produce smart, talented and creative players through training. What should we do? Should we wait for stars? Technologies help humans, solve their problems and make things easy. Mind simulation knowledge and is a novel technology at the service of humanity which makes it possible to increase inherent abilities and talents as well as increasing intelligence and creativity. Mind simulation knowledge is the type of knowledge which helps to achieve invisible information in the mind and to convert it to data and physical information and it is possible to study mental performance from moment to moment. With the help of this novel knowledge, we can obtain data and formula from the minds of talents in

soccer and teach them to ordinary players in order to make them socer prodigies; in addition, using smart exercises, we can teach players how to coordinate and do team work in a short time, in a way that they create new and unpredictable moves appropriate for game conditions instead of using dictated moves. Soccer is one of the most profit-making industries in the world. According to the world's financial record, it has been the only profit-making and leading industry which is moving forward at a considerably high speed. This big income results from the attractiveness of soccer especially the style of stars and talents which makes vast sums of money within advertisements, sales of tickets, sales of sports clothes, television broadcast patent and sales and purchase of players. The more attractive and beautiful this sport becomes, the more money it attracts. There is a small number of stars and considering changes in today's soccer and the attention to team work and tactics, soccer stars are fading, compared to past. This might lead to weakness and less attractiveness in future's soccer. Using mind simulation and practical psychology, we can eradicate these problems and by increasing individual and team power, we can increase the attractiveness of soccer and make big profits through production and sales of soccer talents (Taghizadeh, 2016). Considering the above-mentioned, the researcher is trying to respond to the question, "Is it possible to make players' technical behavior intelligent and capable by using mind simulation knowledge and practical psychology?" "Is it possible to convert ordinary players into unique prodigies by using mind simulation knowledge and practical psychology?"

Experimental background: Mind Enablers center, possessing an appropriate scientific board, has focused on increasing soccer players' capabilities for ten years. It has been able to achieve novel scientific results in a short time, enhancing quality level. This project is a combination of psychology, artificial intelligence, physical training, sport management, computer engineering, mind philosophy and some advanced technologies and soccer science. There are scientific and practical programs which lead to big revolutions in soccer in a short period of time; this unique act has especially been done in skills, techniques and group activities. Using mind simulation knowledge, we can simulate soccer talents' acts in a short time, in order to raise stars. We can teach skills in players such as Messi, Ronaldo and others to ordinary players in order to have an all-star team. This can be done through simulating thoughts and mind formula of soccer talents. Within this novel method, we can embed tactic-based thoughts in mind layers and raise intelligent players with upgraded minds, who are mostly unpredictable. This project was for the first time conducted in Foolad Khuzestan soccer club, leading to considerable results, receiving an approval from the club. For instance, Milad Mirdavoodi's free kicks are the result of this project. In addition, successful results of this project are available in Saipa basic teams and national Haffari futsal. It must be noted that this plan is completely novel and innovative without any domestic and foreign samples which has been designed by Dr. Mohammad Ehsan Taghizadeh. This design is currently used in the field of treating individuals who stammer with the help of this knowledge, we have managed to successfully treat those who stammer. Two articles, connected to treatment of stammer using mind simulation, have been published. So far, more than 200 individuals have been completely treated. In order to prove this, we can refer to cases and documents of individuals treated in enablers' clinic (Taghizadeh and Shamloo, 2016).

MATERIALS AND METHODS

Raising soccer stars through mind simulation

Mind simulation and language: Mind simulation knowledge is the type of knowledge which helps to reach human mind information. Mind simulation is referred to as mind information simulation and converting it to materialistic-physical data and observing it. Using this novel knowledge, we can have access to mind information and immediately apply most changes in the mind. Not many people have had access to mind information and the real essence of the mind which is a non-physical area of existence. Hence, all efforts and courses for treating mental problems, stammer treatment, increasing intelligence, memory and creativity, educational and occupational success, gaining wealth and more sales, law of attraction and building high confidence have been completely fruitful in terms of meeting individuals' needs. You might have experienced such courses but not have gained favorable results. Hence, not many have been able to exhibit samples of before and after their work. In this study, we have tried to learn about mind language and enter the unknown world of the mind. Mind simulation knowledge has changed some hypotheses to reality and we have tried to record the effect of our work clearly in video. As you know, there is a little similarity between humans and computers. Human's brain is hardware and human's mind is software. Software is run by hardware. The brain takes orders from the mind. Most problems, grievances, successes and capabilities are associated with the mind. We can make changes in the mind only if we learn mind language. Like the mind, by learning about computer programs and programing language, we can

make changes in operation systems and computer programs. Without knowing computer and software language, we cannot enter and change software environments. By studying mind language, we tried to understand the relationship between mind language and body language; we also tried to study mind mechanisms and do programing in this field (Taghizadeh, 2016).

All prodigies such as Einstein, newton and so forth in science fields and individuals such as Mara Dona, Messi, Ronaldo and so forth in sports fields and people such as Bill Gates, Steve Jobs, Warren Buffet, Zuckerberg in success and wealth areas have had and have particular thoughts; with the help of these software, they have been able to achieve big success in the world and make a difference. In imitating the behavior of prodigies, you are just ding role play. Without knowing how prodigies think, you will not get anywhere. If you can have access to the minds of prodigies, you can revolutionize your lives and realize your goals to a favorable extent. Mind simulation knowledge is a combination of different sciences such as social sciences, mind philosophy, computer and psychology. You are all familiar with digital and smart devices such as mobiles, tablets, laptops and computers. There are three main factors in these systems: electricity, hardware and software. Humans are composed of three main elements: soul, body and mind. Soul is like electricity which provides the main energy for life and activity. Body and brain are hardware which receive orders from the mind (software) and control important behaviors and activities. Our mind is software which transfers our requests in the form of orders to hardware and most events begin with the mind. The mind is software which controls the relationship between soul and body, sending orders in the form of electromagnetic waves to the brain, controlling our behaviors and motions. The mind is a medium between humans and their bodies, like software which is a medium between users and hardware; like software which is managed by operation systems such as android, Linux, Macintosh and so forth in smart devices and computers. Our mind which is a completely software-like structure, is managed by an operation system called mind operation system and this operation system manages software which is the main source of all our behaviors. If we can change our software, we can change ourselves and revolutionize our lives. To change our software, we need to become familiar with operation system language and software language. With the help of mind language, we can learn about the mind and its software. Mind language is an innate communicational language between the mind and the brain; using this language, we can communicate with the brain and mind. To study behaviors, we have defined data and after case study, we have become familiar with a language which is a common language for the mind and the brain, i.e., a language similar to (C#) language in computers. Using this language, we can analyze behaviors and study and compile mind programs line by line; we can also observe mind stages and learn about the unknown of the mind. The difference between humans is rooted in their mind information. We had access to some of this information and we can have access to some mind formula and calculations in the world's prodigies. For better understanding, let's look at a simple example. Chris Ronaldo is a soccer star who does special shoots that are not easy to control. Using mind simulation knowledge, we can have access to individuals' information and transfer it to other individuals, converting training to learning and learning to skill. Using mind language, we can study individual behaviors and solve an equation (sent order and code); mind+brain = behavior. By solving this equation, a code is obtained which is a solution. If this code is transferred to another person, the desired behavior is formed in the other individual too. And, this information is transferred to another individual in a short time. This code is formed of mind language and it is somewhat unclear. We can translate the code write it down on paper and convert it to an educational program and file by designing a special eucational program and after training, learning is done and skills are achieved (Taghizadeh, 2016).

Mind language: Mind language is a common language among humans with the help of which we can directly correlate with the mind. This language is similar to programing language in computers. Using mind language, we can have access to individuals' thoughts to a great degree, observe mind functions and write programs for the mind. This language has been made by understandable orders in the mind and its codes are in video and audio formats. In computer language, defined characters are converted into the primary language of assembly machine by compilers which is 01 language called machine language. Mind programing language is a medium between the mind and the brain; it can transfer orders to the brain make them understandable and determine brain functions. In computer architecture, it is said that some parts of motherboards are never used. However, certain software can use these parts (Taghizadeh, 2016).

Human mind has a software essence. This software possesses a structural language. One of the ways to change and communicate with the mind is to use this same language. Human mind possesses an operation system which is called "Mindos". To communicate with

windows operation system, we need to know computer language and to make a change in it, we need to know programing language. In order to study this language, we have used the translation of behaviors and behavioral feedbacks. Like bats which can understand the environment by sending waves and translating feedbacks, helping them to move and fly in the dark. After years of struggling and translating different behaviors, we realized that each behavior can bring about different functions in the mind and the brain. For example, imagining a green tree produces a certain mental state; imagination of a sun produces a different state; combination of these two states produces a new state. Each move in mind language has its own definition. Making a fist along with jerking arms produces one state; but when opening the arms, a different state is produced (Taghizadeh, 2016).

Mind programing language: After studying mind language and achieving enough skills for learning it, we focused on mind programing language which acts based on mind language. In this programing language, there are certain characters and orders which have been predefined for human mind and we discovered that each order has effects on mind and brain functions. We collected them. And through these orders, mind programing language was introduced. Using these orders, we can design and implement the desired program. Then, using mind language, we can observe mind functions in order to calculate the effectiveness of our programs and to observe errors such as compiling in computer programing languages. In each stage, with new orders, we can modify program errors and recheck programs in order to complete the program; hence, we get closer to our goal and human mind can act in the desired state to some extent (Taghizadeh, 2016).

RESULTS AND DISCUSSION

Increasing capabilities and skills using mind simulation: According to the definition of talent and capability in the book "Motor Learning" (Giford, 2012), talents and capabilities are completely inherent phenomena; they flourish through practice and their usage pattern change. Talents and capabilities are products of a genetic happening in which there is no human intervention. Prodigies and talents exhibit complex and different habits which must be studied, because these behaviors change in different situations and we can only copy them by benchmarking. Let's have a look at a simpler example for more clarity. Imagine you hear the term "space" from a person. Through practice, you can pronounce it exactly in the same way as they do. If you do not know the meaning of this word, you cannot use it in your conversations and you do not know where to use it. By learning the meaning of it, your cognition system can find the right place and time for using that word. The above-mentioned example clarifies the reason why talents and abilities are complex. In fact, behaviors which are observed in prodigies and talents are the output of sources that are the main reasons for all behaviors (Taghizadeh , 2016).

What is mind software? It is programs similar to computer software which can convert input data into behaviors which are proper for the type of program. e.g., we can refer to violence software which produces tough and violent behaviors when activated. The form of these behaviors is due to the presence of violence software. In fact, all human behaviors are the export of mind software. This software has a special and complex environment and it is impossible to have access to them through conventional methods. With a simple example, we try to clarify the subject. All humans have fairly the same physiology and in this case, they are almost the same. However, there is something which makes prodigies, talents and ordinary people different; we call this thing "intelligence" or "talent". All prodigies and talents use certain software. But because they use this software differently, internal and external behaviors have become different. All people possess mind software. However, prodigies possess stronger and more complete software. Example: We consider painting talent to be similar to the software "Photoshop". Now, if we have two computers with the same hardware A, B and if we install Photoshop CS5 (latest version) on system A and if we install Paint on system B, with windows XP which computer is more capable of painting? Obviously computer A. Why? Because it has stronger software, compared to system B. Now, we can call computer A "Picasso" or "Rembrandt" and we can call system B an ordinary person. The above example clarifies mind software and the differences between humans. Now, if we can copy mind software of talents and prodigies and transfer them to other people, we can make receivers capable of new and powerful activities (Taghizadeh, 2016).

Simulation knowledge is a novel innovation and tool for access to the mind and its structures. In order to do simulation, one must have enough knowledge of mind framework and they must be experts in mind engineering and programing. Hence, doing this is completely sensitive; it is not easily learned; smallest mistakes can lead to failure or have negative effects on previous abilities. In this novel knowledge, one learns about the desired software through analysis of behavior and use of behavioral rooting technique. After becoming familiar with the software's environment and its functions, they start

to translate and convert it into educational files; then they simulate the corresponding software through a completely novel and exclusive method called "mind programing". And after that, using software model, they start to write software similar to the main software. Because the mind is extremely complex, we cannot objectively simulate the software. However, by becoming familiar with the contents of the main software and by reaching its environment, a similar program is written which is different from the main software but in terms of functions, it acts like the main software while it is not the same old software. The output of the new software is not 100% equal to that of the main software because the structured software is similar to the main software. Generally, receiver might not become a prodigy but they exhibit behaviors similar or close to those observed in prodigies, who are called semi-smart players (Taghizadeh, 2016).

Skills: For skills, mind simulation knowledge has a very interesting idea referring to the fact that we can make the process of reaching skills faster and easier through-cognition system in learning models, leading to reduction in costs, equipment and time. In terms of skills, we can discover the main sources of skills and call them "action script". With a simple example, we clarify the subject. Imagine you are sitting on a table and want to lift a cup of tea and drink it. What is the first thing that you do? The first thing that you do is lifting the cup. This decision is in fact an order box, including very accurate and complex settings which are sent from the mind to the brain; the brain analyzes them, converts them into nervous messages and sends them to corresponding organs. All these complexities are hidden in an order file called "decision"; we call them implementation orders. "Actions" are positioned in "Photoshop" software or other software including numerous subsets and settings. You will observe many settings and changes by implementing an "action". Subsets of "action" are multiple and complex. Our decisions are kind of an action too, with multiple and very complex subsets. Imagine someone shoots a ball from a distance of 40-1m goal in a way that it goes into the goal after passing an obstacle. According to the definition of motor learning by repeating this shot, players become skilled. Now, if we want to teach this type of shot to a non-skilled player, what should we do? Using mind simulation knowledge and mind language and by resourcing and rooting skills, we reach constructive thoughts and decisions or mind orders before moving and through smart exercise, these thoughts and decisions are taught to other players. Hence, players acquire new skills in a short time although they need months of practice and effort to learn the skills in a normal state (Taghizadeh, 2016).

Comparison of mind simulation technology with current methods : In normal methods for learning this complex move, we must practice for a long time in order to achieve positive results after trial and error. In this trial and error, certain information is sent from nervous system to the brain and through a nerve coherence called neuron circuits, one can correctly repeat the move. There will be an order file in the mind including implementation orders. This single and small file is "decision". In fact, after trial and error, the obtained data in the mind produce an implementation order called decision and it is the decision that leads to a move. If we can transfer the decision to another person, that person can do a move similar to that in the previous person and this is something like a dream (Taghizadeh, 2016).

Smart soccer and making smart of soccer players: Unfortunately, creativity in soccer is fading; FIFA has referred to this too. On the other hand, creative coaching is considered to be a new coaching method, based on which game drawbacks is dominated using creativity. This creativity is over and over exercised in training sessions. Instead of using linear and vector data, based on which all details and methods are defined for players completely, we can utilize a new and different type of exercise including "mind language" which is a language similar to artificial intelligence programing languages in computers, with direct and wonderful effects on players' minds in a short time; hence, players can sustainably implement coaches' desired programs in game conditions. In fact, coaches act like a program writer for thought systems and they install the programs on players' minds in training sessions.

Normal training: as a result of repetition, high physical pressure and spending much time and energy, we can achieve skills: (lack of understanding, repeated and dictated moves, analyzable and predictable).

Smart training with concurrent advances in the mind and the body, without any need to do repetitions, we learn skills in a short time and using the smallest amount of energy. Result (complete understanding, creative moves, non-analyzable and unpredictable).

Human mind does not accept linear data and it only accepts three formats; audio, video and sense. By combining them, we obtain concepts and only through understanding concepts based on data analysis, we can learn profoundly. In smart training, instead of mere physical pressure and a lot of repetition which are always incomplete, exercise sessions focus on educational concepts and they have conceptual structures which are similar to a dilemma, within which players must get results with the help of their minds. The environment of these

exercises is in a way that it can position coaches' desired concepts in the minds of players, it can and lead to complete understanding of all goals and thoughts in a short time with a difference that players use coaches' programs at the right time and place using their creativity and they can produce numerous shapes and forms from the same program and tactic in a game. In matches, smart players make the right decisions based on their opponents'' playing styles and sudden changes in games. And this feature helps smart players to be unpredictable and non-analyzable, because they constantly use different forms and styles of playing in individual and team moves. This is considered to be a bonus for every team. The design of smart training sessions is very complex and it is based on mind language. Smart players, by receiving paths from coaches, can adapt their style to the game and remain unpredictable. Soccer stars such as Messi, Chris Ronaldo, Inista and so forth have this feature which not only adds to their attractiveness but it also makes them successful. When all players are creative in terms of techniques and tactics, in addition to achieving much success, we can get to a new level in the world's soccer (Taghizadeh, 2016).

Advantages of the design: Considering the fact that today's soccer matches are compressed, there is a very small amount of physical pressure on players in such training sessions. In such training sessions, the most pressure is on players' minds which results in mind and brain development and personal performance.

Using such training programs instead of absolute physical work, we can make an effective use of players' brain and mind, leading to a delay in physical fatigue, making it easier for players to make decisions. For sure, professional players are not ordinary individuals in terms of intelligence. Hence, we can use their intelligence in order to enhance teams' professional performance. When we institutionalize quick creativity and decision-making in players, it will be difficult for other teams to predict our team's tactics.

When players' bodies and minds are used together in order to improve performance (in training sessions and matches), all players play roles in team functions in relation to their capacities; this is maximum productivity which results in high team spirit and more unity which must be an objective for us.

By performing this new type of training, there will be a reduction in reliance on single players and when stars are absent, we can easily replace other players based on group and team work and methods (Taghizadeh, 2016).

Having presented this modern method to different coaches, we can achieve different results; here, the role of creativity in coaches is very effective. This method is not a special version for treatment, but it is a medical method which is used by coaches based on their perceptions and capabilities and creativity. Therefore, coaches are not limited and like players, they use their minds completely freely and based on coaching principles and styles because this style of coaching can make players creative. Adolescents, who are interested in technological processes and innovations as well as operational environments can interact with this creative style of coaching in a meaningful and sustainable way. Hence, using this scientific innovation, we can objectively produce creativity, interest and motivation in players. Smart players are those players who go along game paths but they use their own creative methods in order to achieve goals. Thus, players learn about paths well and go along paths creatively. This way these types of players do not need repeated pieces of advice from their coaches standing by the field. Considering the fact that matches are compact and the fact that coaches are given short periods, in order to make changes and eradicate weaknesses, using this novel method, coaches can make their desired changes in teams and they can see results quickly. These training sessions, through direct effects on mind layers, embed coaches' desired programs in players' minds which will be performed in smart ways. Hence, considering changes in other teams, players can make the best decisions in a creative and smart way. This novel method has considerable effects on personal and technical skills and it can lead to a new standard for the world's soccer. By performing this project, we can raise creative and smart players who match global standards in a period of 6 months to a year. The method of implementing the project uses new training sessions in a physical and mental way, there is relatively lower pressure in uch training than in the world's current training sessions. Our medical team does most exercises on the field and some special exercises in rooms or salons with the help of technical and specialized equipment. Considering the attractiveness of soccer and the increase in this attractiveness, with the mentioned plan, we can make more money through advertisements. It is possible to make vast sums of money annually through income transference and sales of smart players.

Method of cooperating with league organization: In order to start work, we do this for free and as a sample on the national team's players in one or more sessions for cases such as free kicks and distance shootout. Before starting our week, necessary tests are done by coaches and they

can observe differences and changes in a short time. If coaches and technical board are satisfied with results, we move on to the level of signing contracts and considering available potentials in applicant countries, within a 1-year program, we can help our team to advance and become one of the top ten teams in the world. And in the next level, by reinforcing technical infrastructures of soccer and by raising talents and developing this novel knowledge, we will achieve considerable and sustainable results in the world's soccer.

CONCLUSION

This descriptive research indicates that by exploiting advanced sciences (combination of mind simulation knowledge and practical psychology) it is possible to raise numerous talents in this field. In fact, implementation of this fantastic technique for players helps to manage time and financial costs, reinforce coaches and players' spirits and produce positive emotions in spectators.

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