Claims:

1. A method for measuring at least one physiological parameter from an athlete participating in a sporting event, the method comprising:

disposing a wearable on the athlete;

measuring the at least one physiological parameter of the athlete with at least one sensor disposed in the wearable, wherein the step of measuring the at least one physiological parameter is performed at least during participation in the sporting event; and

detecting a physiological abnormality in the at least one physiological parameter during participation in the sporting event and alerting at least one of the athlete and a third party of such abnormality with an alert sent directly from the wearable;

time tracking the measurement of the at least one physiological parameter;

providing playback to a user of a video of performance of the athlete in the athletic event while tracking, in real time with the playback, the at least one physiological parameter monitored by the wearable device;

marking, on a computing device, two or more times of the athlete's performance, where performance levels are observed, during participation in the sporting event; and

providing feedback, from the computing device, of which level of the at least one physiological parameters that have been consistent during the marked two or more times,

wherein the detection of the physiological abnormality occurs within the wearable based upon processing of data representing the at least one physiological parameter from the at least one sensor by a processor.

2. The method of claim 1, further comprising providing output to a viewer on the computing device showing data measured by the sensor during participation in the sporting event.

3. The method of claim 2, further comprising coordinating performance in the sporting event with the output from that at least one sensor.

4. The method of claim 1, further comprising measuring the at least one physiological parameter of the athlete before participation in the sporting event.

5. The method of claim 4, further comprising comparing the at least one measured physiological parameter during participation in the sporting event to an athlete's baseline obtained before participation in the sporting event.

6. The method of claim 1, further comprising measuring the at least one physiological parameter of the athlete after participation in the sporting event.

7. The method of claim 1, wherein the physiological abnormality includes at least one of fatigue and distress of the athlete at least during participation in the sporting event.

8. The method of claim 7, wherein the physiological abnormality is at least one of a cardio and a pulmonary abnormality.

9. The method of claim 1, further comprising engaging a sporting event viewer by providing data regarding the at least one physiological parameter to the sporting event viewer.

10. The method of claim 9, further comprising permitting betting by the sporting event viewer based at least in part on the at least one physiological parameter displayed to the sporting event viewer.

11. The method of claim 1, wherein the sporting event is a physical sporting event.

12. The method of claim 1, wherein the sporting event is a mental sporting event.

13. The method of claim 1, wherein the sporting event is a virtual reality or software-based game.

14. The method of claim 1, wherein the marked times correspond to a performance level of the athlete.

15. A method for measuring at least one physiological parameter from an athlete participating in a sporting event, the method comprising:

disposing a wearable on the athlete;

measuring the at least one physiological parameter of the athlete with at least one sensor disposed in the wearable, wherein the step of measuring the at least one physiological parameter is performed at least during participation in the sporting event;

providing output to a viewer on a computing device showing data measured by the sensor during participation in the sporting event;

coordinating performance in the sporting event with the output from that at least one sensor;

marking, on a computing device, two or more times of the athlete's performance, where performance levels are observed, during participation in the sporting event; and

providing feedback, from the computing device, of which level of the at least one physiological parameters that have been consistent during the marked two or more times; and

measuring the at least one physiological parameter of the athlete before participation in the sporting event to obtain a baseline measurement.

16. The method of claim 15, further comprising detecting a physiological abnormality in the at least one physiological parameter during participation in the sporting event and alerting the athlete of such abnormality.

17. The method of claim 15, wherein the sporting event is selected from the consisting of a physical sporting event, a mental sporting event and a virtual reality or software-based game.

18. A method for measuring at least one physiological parameter from an athlete participating in a sporting event, the method comprising:

disposing a wearable on the athlete;

measuring the at least one physiological parameter of the athlete with at least one sensor

disposed in the wearable, wherein the step of measuring the at least one physiological parameter is performed at least during participation in the sporting event;

comparing the at least one measured physiological parameter during participation in the sporting event to an athlete's baseline obtained by the wearable before participation in the sporting event;

measuring the at least one physiological parameter of the athlete after participation in the sporting event by the wearable;

detecting a physiological abnormality in the at least one physiological parameter during participation in the sporting event and alerting at least one of the athlete and a third party of such abnormality with an alert sent directly from the wearable;

time tracking the measurement of the at least one physiological parameter;

providing playback to a user of a video of performance in the athletic event while tracking, in real time with the playback, the at least one physiological parameter monitored by the wearable device;

marking, on a computing device, two or more times of the athlete's performance, where performance levels are observed, during participation in the sporting event;

receiving feedback, from the computing device, of which level of the at least one physiological parameters that have been consistent during the marked two or more times,

wherein the detection of the physiological abnormality occurs within the wearable based upon processing of data representing the at least one physiological parameter from the at least one sensor by a processor.

19. The method of claim 18, further comprising permitting betting by the sporting event viewer based at least in part on the at least one physiological parameter displayed to a sporting event viewer.

20. The method of claim 18, wherein the sporting event is selected from the consisting of a physical sporting event, a mental sporting event and a virtual reality or software-based game.