

Using video technology for elite sport performance analysis, athlete screening, talent identification and coach/referee education



LIVE BETTER THROUGH SPORT

Benoit Ammann,
Deputy Director
High Performance Analytics & Technology



Video Technology used at London 2012 Olympics



COB Video service, Crystal Place



Team GB and EIS Performance services



Team Canada



Various Performance Analysts at Cycling Venue



BBC using Dartfish for TV Broadcast





"A Picture is Worth a Thousand Words - Video has Thousands of Pictures"





Dartfish – A world Leader looking at the entire Video Ecosystem



SINGAPORE SPORTS

INSTITUTE



Fields of application

Video Technology can cover many fields and processes within a Sport Organisation:

- Live Video feedback
- Video replay
- performance analysis
- competitions archives
- coach education
- referee education
- athlete screening
- talent identification
- scouting
- database creation
- VOD, online access for media, press, fans & athletes etc.













British Gymnastics, Women's National Junior Coach, Nick Ruddock



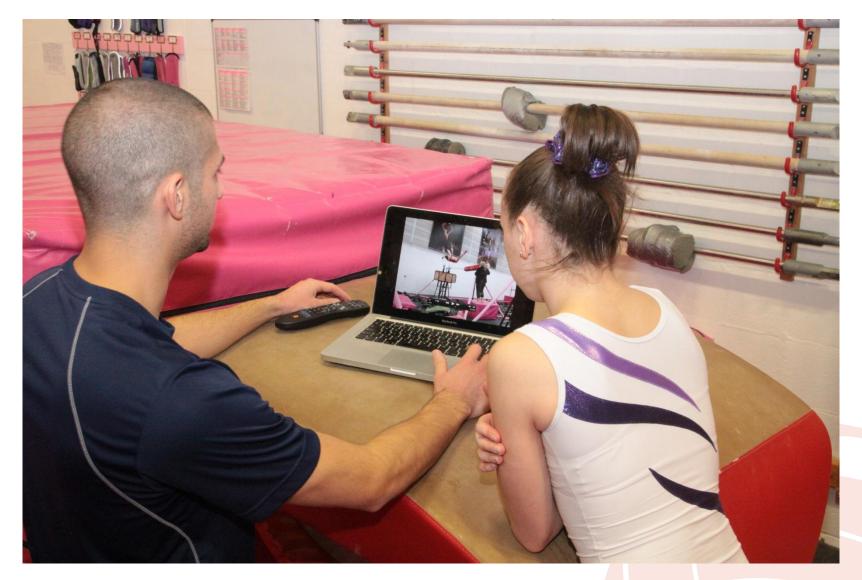




British Gymnastics, Women's National Junior Coach, Nick Ruddock



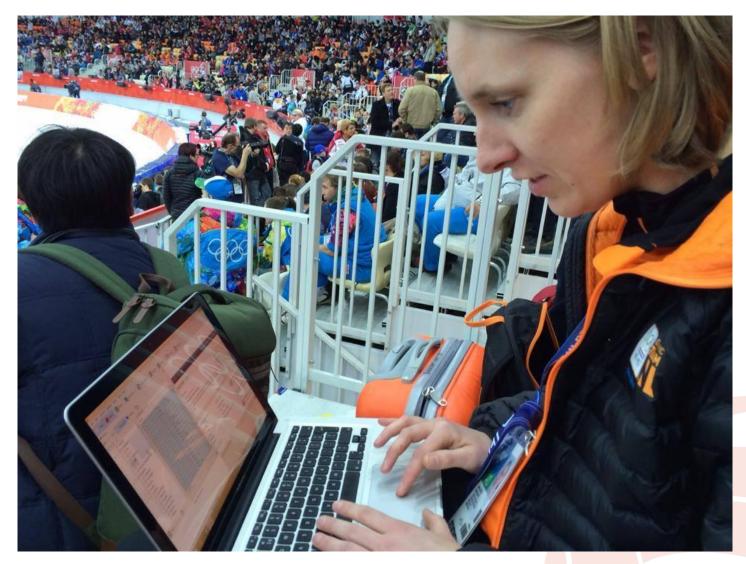




British Gymnastics, Women's National Junior Coach, Nick Ruddock











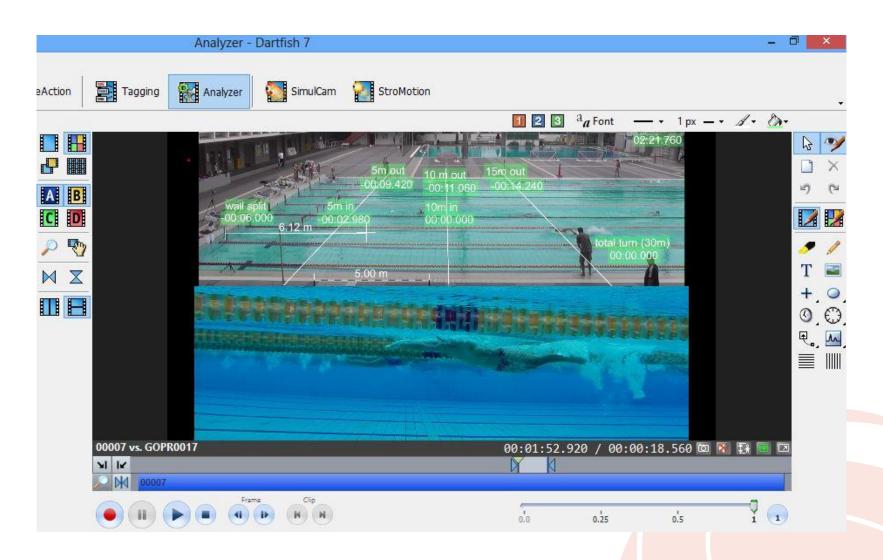




London 2012, Taekwondo venue Video rep<mark>la</mark>y













"3 steps process"

Capture

Video content of games, competition, practice, training



Analyze

Enrich and analyse your video content easily, anytime, anywhere





Which camera?

		CAMERAS				CONVERTERS		
		i i		DARTFISH 7 ONLY (or newer)	(©)	DARTFISH 7 ONLY (or newer)		7
		DV/HDV	Microsoft Lifecam Studio HD Webcam	Onvif IP camera	Basler High Speed camera	Blackmagic H.264 Pro Recorder	DV/ HDV Canopus converter	USB converter
	Connection	FireWire	USB 2.0	Ethernet (RJ45)	Ethernet (RJ45), FireWire	Camera to converter : Composite /HDMI / SDI Converter to PC : USB 2.0	Camera to converter : Composite/ HDMI Converter to PC : FireWire	Camera to converter : Composite Converter to PC: USB 2.0
	Max. cable length	20 m	1.5 m (extendable)	100 m	100 m	Composite: 30 m HDMI: 100 m SDI: 5 m USB: 5 m	Composite: 30 m HDMI: 5 m Firewire: 20 m	Composite: 30 m USB: 5 m
	Dual camera input	✓	✓	✓	✓	✓	✓	Not recommended
	Video stream	DV/HDV	MJPG	H.264	BYGB	H.264	DV/HDV	RCB/YUV
IMAGE QUALITY	Zoom (optical/digital)	√/√	Limited digital zoom	√/√	√/√	Image settings defined by video source		
	Focus	Manual	Automatic	Manual	Manual			
	Shutter speed	Max 1/10000	Basic control	Max 1/30000	Max 1/10000000			
	Frame rate	Max 60 fps	Max 30 fps	Max 60 fps	Max 60 fps			
	Resolution	480i/1080i	Max 1080p	Max 1080p	Max 1080p			
	1		NAS-SI	A dd	^			

Which Hardware?

- Laptops (Windows 8/32 Bit Pro, Firewire, 4GB RAM)
- Tablets / Ipads
- Camcorder (High Def, Hard Drive or Tape)
- IP cameras for fixed locations
- Ext. Hard Drives (500GB-1TB)
- Camera Bag and Case
- Tripod
- Cables & Connectors
- Force plates (i.e. AMTI),
- HR monitoring system,
- GPS system (i.e GPSports)
- Human condition and performance data (respiratory rate, skin temperature, body position (i.e Equivital)













Or just Mobile?



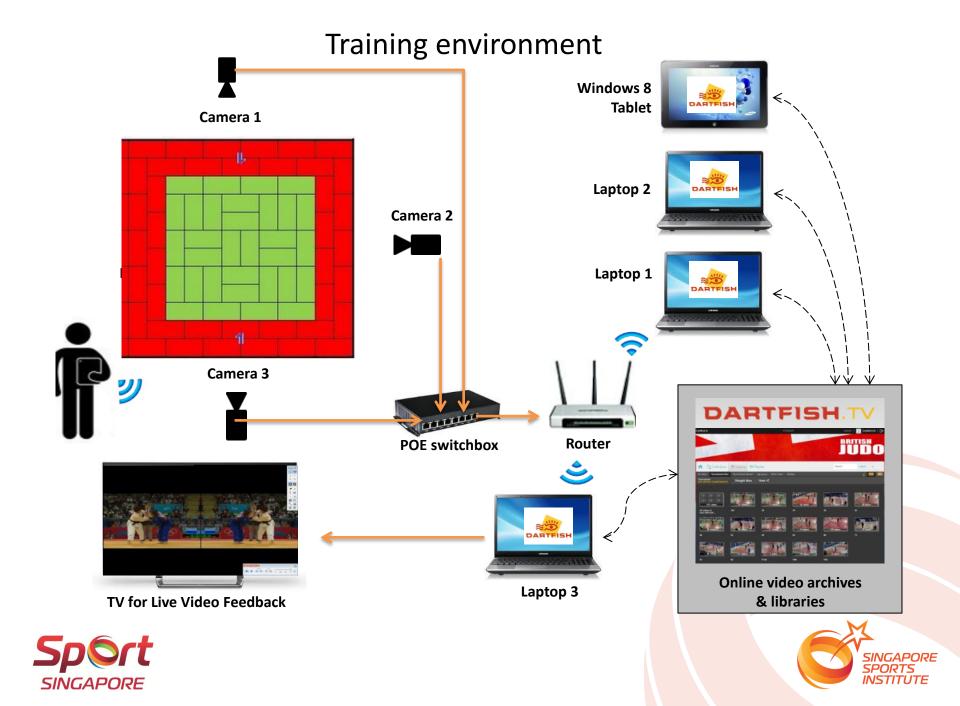




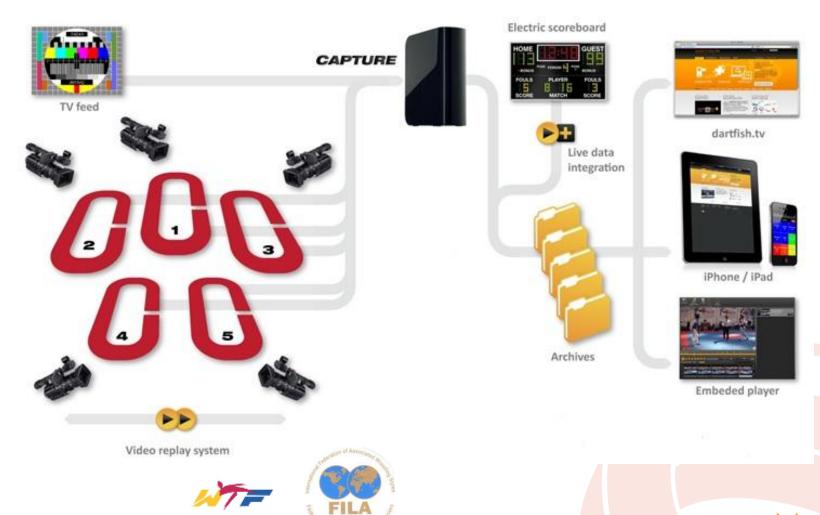








Competition environment







Selected Dartfish TV private video platform users









































































www.dartfish.tv/customers.aspx





Case study – World Taekwondo Federation www.dartfish.tv/wtf



Organisation

World Taekwondo Federation

- Olympic sport, 60 Million players globally
- Typical case of a sport with limited broadcast exposure

Goals

- Get more public exposure w/ online videos
- Production & diffusion at affordable costs
- Every minute of a competition is of importance to someone



- To efficiently create massive volumes of quality content
- To have a structured library of all relevant matches
- As a communication tool to promote the sport
- To build a community with highlights and sharing tools
- 18,000+ videos in 90+ events covered, including all major championships since 2009
- Fans to access videos anywhere at anytime via branded app











Case study – European Judo Union www.dartfish.tv/eju



Organisation

European Judo Union

- Olympic sport, 20 Million practitioners globally
- Typical case of a sport with limited broadcast exposure

Goals

- Production & diffusion at affordable costs
- Every minute of a competition is of importance to someone
- To bring it from a private to a public space

- To efficiently create massive volumes of quality content
- To have a structured library of all relevant matches
- As a communication tool for the sport
- To build a community with highlights and sharing tools
- 33,000+ matches in 120+ events covered including all major championships since 2009





Case study – USSA - coach education www.dartfish.tv/ussa



Organisation

US Skiing & Snowboarding Association

National governing body

Goals

- Use video technology to improve performance of athletes
- One single platform to exchange and communicate internally
- Library of educational content for fan community

- Events & practice footage created by the coaches
- 700 public videos enriched with comments, analysis and drawings
- Used by multiple sports within the organization
- 'More eyes' contributing to success of athletes









Case study – USTA

www.dartfish.tv/usta



Organisation

US Tennis Association

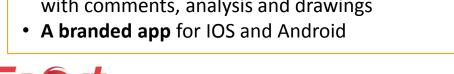
- National governing body
- Organizer of the US Open

Goals

- Use video technology to improve performance of players
- One single platform for player development
- Library of educational content for fan community

United States Texas Association Player Exystophers All videos Ct. All videos

- Events & practice footage created by the coaches and during the US Open
- **130 public and 5,000** private **videos** enriched with comments, analysis and drawings









Case study – LTA – Athlete screening



Organisation

Lawn Tennis Association

- National governing body
- Organizer of Wimbledon

Goals

- Screen Top 150 athletes and track their performance and improvement /evolution
- One single platform for player development
- Library of educational content for coaches education

- Competition & practice footage created by the performance analysis team
- Database with 3 years or performance data for the TOP 50 athletes
- A branded app (iOS and Android) for coaches and athletes private access









Case Study – UEFA – referee education



Organisation

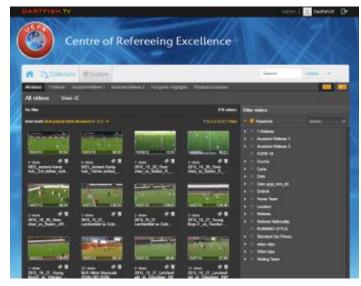
UEFA

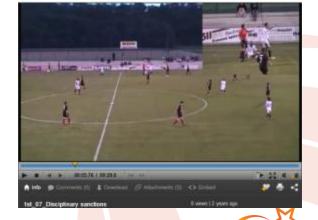
- European governing body
- Organizer of the European Championships

Goals

- Use video technology to improve performance of the referees
- One single platform for referee development
- Library of educational content for **referees**

- Train referees during courses using Dartfish video analysis software
- Distribute educational content to referees via Dartfish TV
- Analyse and assess referees







Thank you!

benoit_ammann@sport.gov.sg

Linkedin: Benoit Ammann



