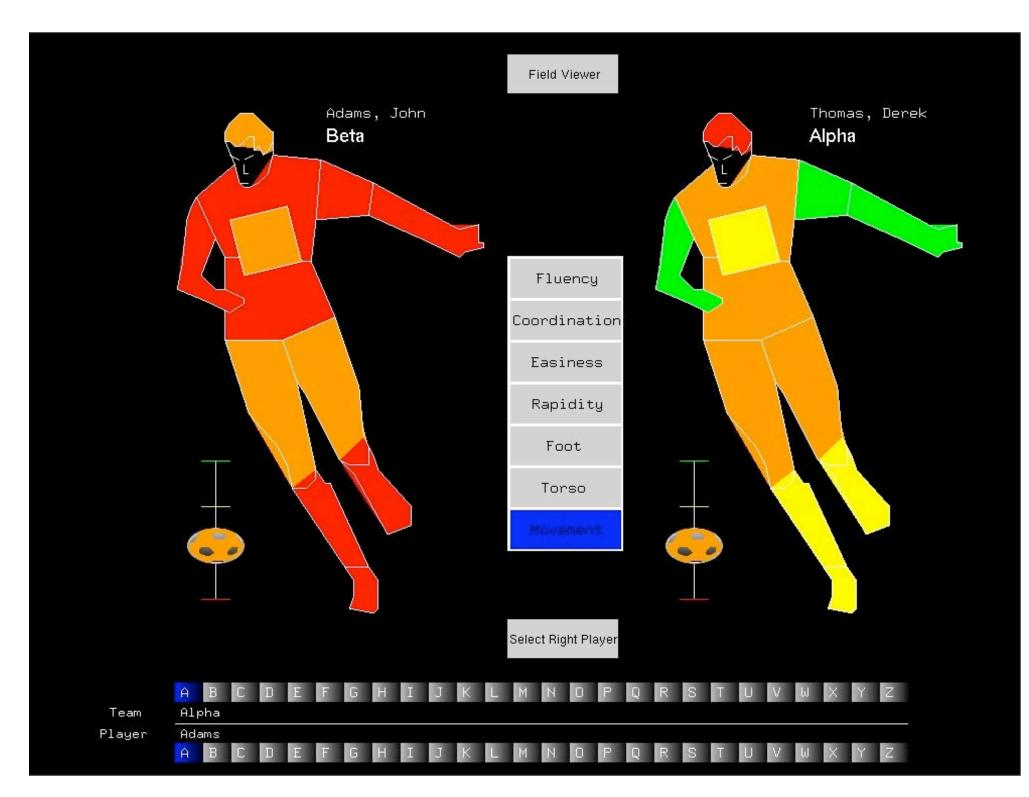


Thomas, Denek Alpha Execution Mechanics Tactical Utility Cordination Fluence Cordination Tackling Dribbling Tackling Dribbling Team Player R B C D F F H I D K L M N D P Q R S I D V M K Y E

The Field Viewer allows a team manager to view various attributes of a desired player dynamically.



The Player Viewer allows a team manager to compare two players dynamically

Dynamic Visualizations for Soccer Statistical Analysis

Edward Burns, Benjamin Hample, Kevin McGarry, Robert Russell

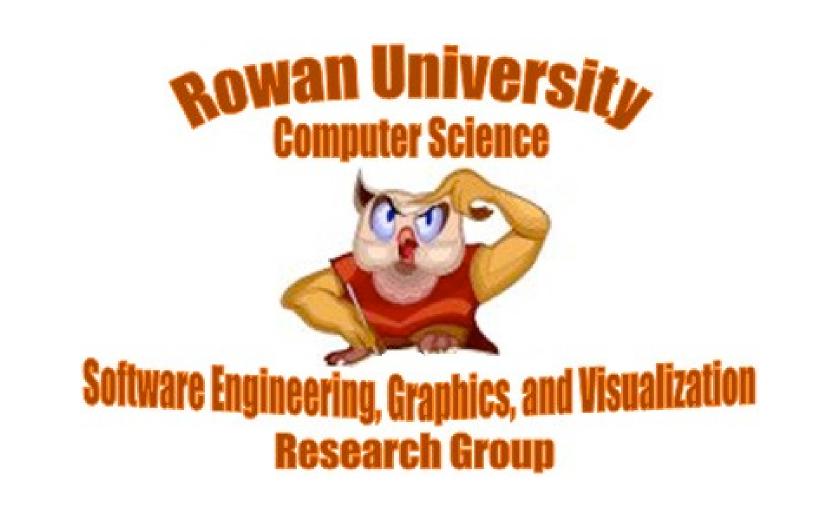
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Abstract:

The analysis of large sums of soccer statistics can be extremely difficult if the data is not presented graphically. As a result, we developed an application, titled Soccer Scoop, which provides two separate visualizations that can aid a soccer team manager. With this application, a team manager can compare two players on different teams, analyze a particular player before signing them to a contract, measure the performance of a particular player at different positions, generate practice exercises, and determine if a particular player plays better on the road or at home. The visualizations used in this application apply information visualization techniques, such as glyphs, modified star plots, details on demand, color, and gestalt principles.

				KICK			THROW IN	TRAP	TACKLING	DRIBBLING	FOOTWORK	BALL
		ı	total	unsuccessful	%	BALL						PROTECTION
Execution Mechanics	Precision	L	0	0	0.00	В	С	D	E	F	G	Н
		M	6	3	50%	64%	100%	76%	33%	68 sec	61,4 %	55%
		S	13	13	100%							
	Fluency		4	L		1 3	1 L	1 3	L 2	L	L 2	1 3
	Coordination Easiness		L L		L	L	L	L	L	L	L	
			3			3	3	3	3	3	3	3
			4	L		3 L	3 L	3 L	1 L	L 4	L 3	L 3
	Rapidity		4	L		3	L 2	L 3	2 L	L 4	3 L	L 3
Tactical Utility				Ţ		Ţ	K	M	N	0	р	R
•			9			0	14	21	0	428	0	8
Europe	Foot			~~`			****				7.7	*****
Frequent mistakes in execution	Foot		S(L) 4		T(L) 0	U(L) 0	V(L) 0	X(L) 0	Y(L) 0	Z(L) 0	W(L) 1	
	Torso		a(L) 3		b(L) 3	c(L) 2	d(L) 3	e(L) 3	f(L) 3	g(L) 3	h(L) 3	
	Slow execution of movement		L 3		3 L	2.5	1 3	2.5	3 L	3 L	3 L	





The Player Viewer after real data has been entered for two different players. The Easiness category has been selected.



The Field Viewer for a player ranking above average in the Trap category The Field Viewer for a player ranking below average in throw-in category.