

## USER GUIDE – SMART “EVENT” TAGS

Another improvement would be to make the “event tags” smarter. Event tags are of the type used by Hudl and Dartfish to generate summary statistics on a game or practice. What are some of the possibilities here?

### 1) Calibration and Location

Dartfish supports a tag that allows the user to click on a small, simulated field to show where an event occurred. This is useful to know if a play happened in a specific location on the field, such as scoring a goal in soccer (football).

If the video cameras used to record the game are in a fixed position we may be able to calibrate the field dimensions by identifying the 4 corner boundary points on a rectangle in the video canvas. Then, when the radial menu object is placed (clicked) on a position on the canvas, some type of machine learning could estimate where that was on a 100x100 grid and automatically record the location. This would cut out one repetitive step for the analyst.

### 2) Speech Recognition

Some information might be easier to capture if the analyst was able to give an audio instruction when tagging. For example, change of possession occurs in soccer frequently. We might be able to use speech to text to add tags when a predetermined “phrase” is recorded. Other examples include the time remaining on the clock in a game for the sports that use a clock for game duration, or the gain or loss of field position in football, or the down and distance. The analyst could even use a headset to give continuous audio commentary and have this converted to tags. It would be fast and could complement clicks, keyboards and touch screen events.

### 3) Pre-populate Metadata

There is a lot of data that needs to be available for tagging, the first example is the roster of players; they could be downloaded from MongoDB to the devices used during tagging. Other examples could be offensive and defensive plays which can be selected using the radial menu. A sophisticated team could have hundreds of plays which may be needed in the tagging process.

### 4) Pre-generated Reports

We have samples of the types of reports generated by sports teams (see the NFL example I sent). These could be formatted and structured in advance and make it easier to understand and collect the data needed to populate the reports.

### 5) Custom Keyboards

There are custom keyboards designed for video editing and computer games. They have different symbols on the keys. We could create a custom keyboard for tagging. It would make entering a lot of data much more user friendly and efficient.

<https://www.youtube.com/watch?v=AKmgT8rj9uM>

<https://logickeyboard.com/shop/adobe-premiere-pro-pc-keyboards-1034c1.html>

<https://www.wasdkeyboards.com/>

[https://www.corsair.com/ca/en/Categories/Products/Gaming-Keyboards/c/Cor\\_Products\\_Keyboards](https://www.corsair.com/ca/en/Categories/Products/Gaming-Keyboards/c/Cor_Products_Keyboards)

## 6) Sensor Data Capture

This is one we have already discussed. I think it is the future, but it is going to take a bigger development effort than we can take-on at this time. Here is an example from the new 2020 version of the V1 Golf Pro app. <https://v1sports.com/blog/announcing-the-new-partnership-with-boditrak-with-the-v1-pressure-mat-launch/>

I like it, we could do the same thing. But, this is probably something we can investigate in the future.