

# "Give Voice to Football" Concept

## FIFA Women's World Cup

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## The idea

Together with LAOLA1.at, Austria's largest sports portal, and Sportradar we developed the **most advanced messenger chatbot for the men's football World Cup 2018**. It was a fully multi-language virtual assistant with a lot of knowledge around football. (see here the demo video: <http://bit.ly/ToniChatbots-BestOfVideo-FußballWM>)

Now we want to **bring this functionality to voice assistants**. The underlying technology and **natural language processing capabilities** of our Toni.ai platform will give us a head start allow us to quickly develop a voice interface.

The voice assistant should be a **central hub for all the information around a tournament**, so that fans can keep up with all the matches even if they don't watch them. The main focus is on results, upcoming matches, standings, live scores, team and player information as well as statistics.

We already worked on a prototype for Google Assistant back in 2017. By that time sending „push“ notifications was not possible neither on Amazon Alexa not Actions on Google. In the meantime both platforms offer **push notifications** which we can use to inform users about important events.

## FIFA API usage

Our concept makes heavy use of the FIFA API

(<https://givevoicetofootball.github.io/api/>) as it is the main data source. This includes data about matches (including live data), teams, players, tournament standings, statistics, etc.

## Features

### Q&A & Small Talk

This feature allows users to ask all kind of questions about the tournament including results and upcoming matches, tables, statistics, lineups, team player Infos etc. But also general info about the tournament regarding the stadiums, tickets, traveling, security, etc.

### Examples

*Q: "When is the next game of Germany?"*

*A: "Germany plays against Spain tomorrow at 6 o'clock in Valenciennes."*

*Q: "What's the result of yesterday's match of Italy?"*

*A: "Italy won 2:0 against Australia yesterday."*

*Q: "How goals did Andrea Falcon score?"*

*A: "She scored 2 goals so far at the World Cup France 2019."*

*Q: "How many teams are playing at the World Cup 2019?"*

*A: "In total 24 teams are playing at the World Cup 2019."*

### FIFA APIs used

- All stages of the season
- All the squad of the season
- All players
- All coaches
- All matches
- Standings of the matches
- Standings for a stage
- Standings for a specific group
- Line-ups of a match
- Season stats
- Team and player stats
- + others

## Daily Roundup

The daily roundup is a notification that the user receives at a fixed time of the day (usually) in the morning. It contains the most important infos (results) about the matches of the last day, as all as info about the upcoming matches of the day. Based upon the daily roundup, users can also subscribe to [lives scores](#) of matches.

## Examples

You have a new notification:

*"Here are yesterday's results: France vs. Korea Republic: 4 - 0. Today there are three matches: Germany vs. China at 3 pm, Spain vs. South Africa at 6 pm, and Norway vs. Nigeria at 9 pm".*

Follow-up command:

*"Subscribe to live score for Germany vs. China!"*

## FIFA APIs used

- All matches
- Standings of the matches

## Live Scores

This feature delivers the events of matches in realtime to users as something important happens. The type of match events include:

- Match start and end
- Half time break and start of 2nd period
- Goal scored
- Red card

Users will get a notification to their voice enabled device as soon as an event happens.

## Examples

You have a new notification:

*"Giulia Gwinn scored a goal for Germany in the 66. minute! The new score is: Germany 1, China 0."*

You have a new notification:

*"The match between Germany and China is over! Final score: Germany 1, China 0."*

## FIFA APIs used

- All matches
- LiveMatch
- Timeline (live events) of a match

## Preferences

The user can save personal preferences, like for example his or her favorite team, or the preferred time for the daily roundup. In addition we use machine learning technologies to automatically detect preferences of the user based on his or her behavior.

## Examples

*Q: "I support England."*

*A: "Awesome! I set England as your preferred team!"*

*Q: "Send me the daily roundup every morning at 8 am."*

*A: "Sure, from now on I will send the roundup at 8 am."*