



**a few steps guide**

[www.sportscout.gr](http://www.sportscout.gr)

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# 1. Introduction

SportScout, the ultimate software system for analysing sports tactics by digital video on PC

## 1.1 Basic System Requirements

1. PC min P IV at 2,4 MHz
2. 512 MB (RAM)
3. Hardware for digitizing video if you will work with analog tapes
4. Windows (any version)

## 1.2 Software

Follow the instruction of the software CD

# 2. Basic components

You need 3 basic system components

🚦 For every game observation you need:

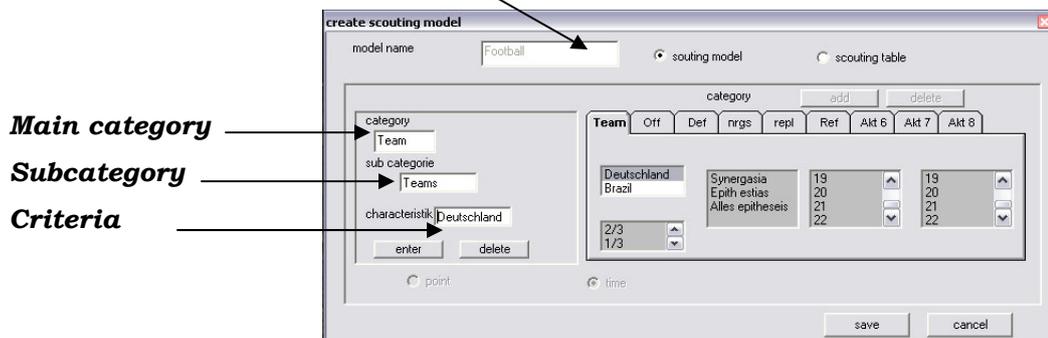
1. **A digitized video** in any well known format \*.mpg \*.avi, \*.vob (recommended MPEG I for small files (1h video ~ 1GB) or MPEG II / vob for the best quality (1h video ~ 4GB))
2. **Analysis scheme** \*.sca (an open tool to make your own observation scheme to annotate the game). Free selection of 10 main categories, 5 subcategories for each main category and about 17.000 criteria for each subcategory (“ready to use analysis schemes” at your disposal)
3. **Field depiction** A known image file (\*.bmp, \*.jpg) to depict the game field



### 3.1.1 Scheme analysis Σχήμα ανάλυσης

To create a new scheme analysis you have to define on your own all the categories  
Name you scheme by using the model name window

**'new scale'** create scouting model (new scheme analysis).



After every entry select the enter button or push “enter” on your keyboard

If necessary, press delete after selecting the word you want to delete

Finally press the save button to close and save your scheme.

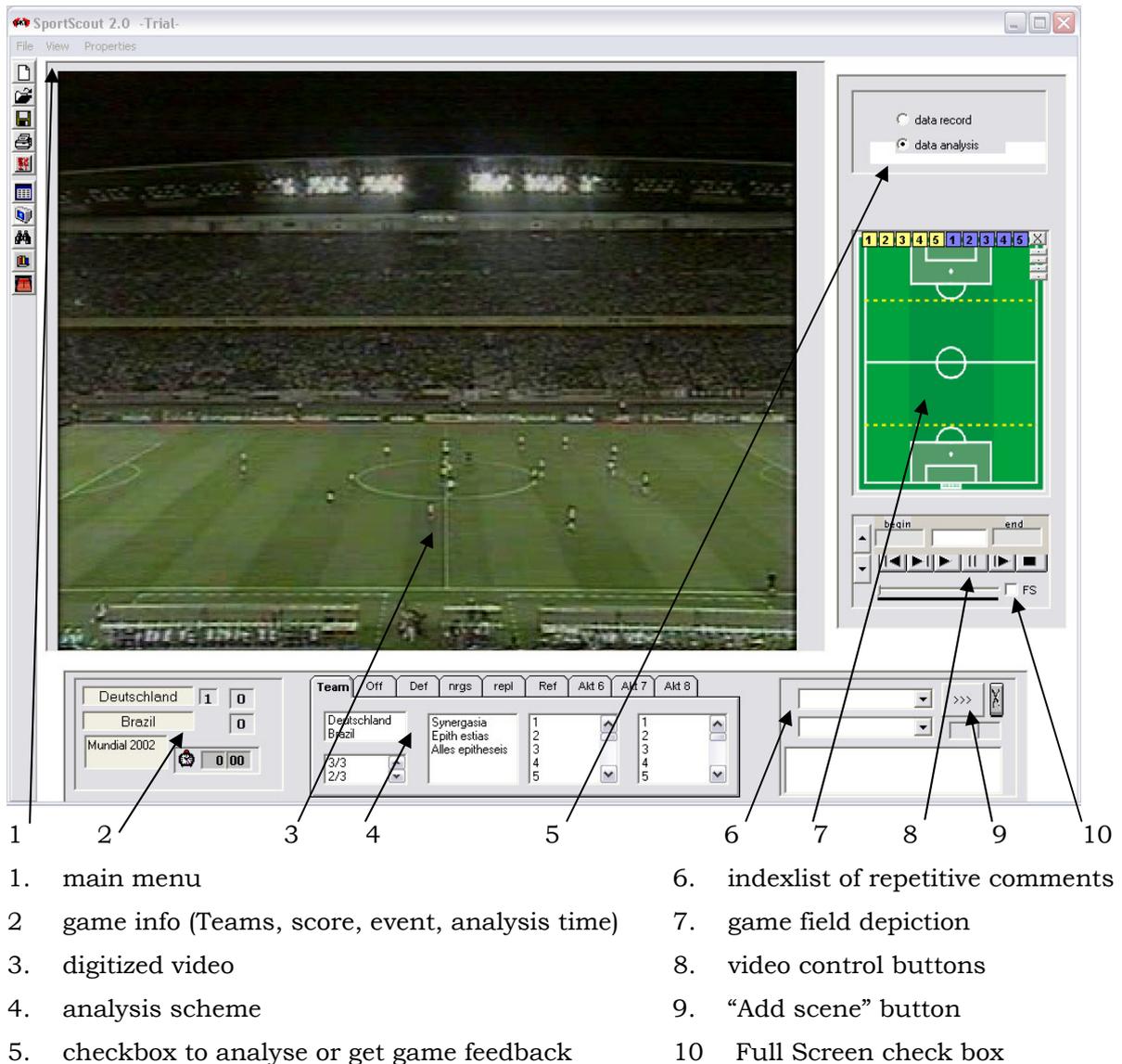
## 4. Opening an existing analysis

To open an existing analysis select **'open project'** from the file tab. Choose the right path and select **'ok'**



## 5. The main window

After you make your selections the below window appears:



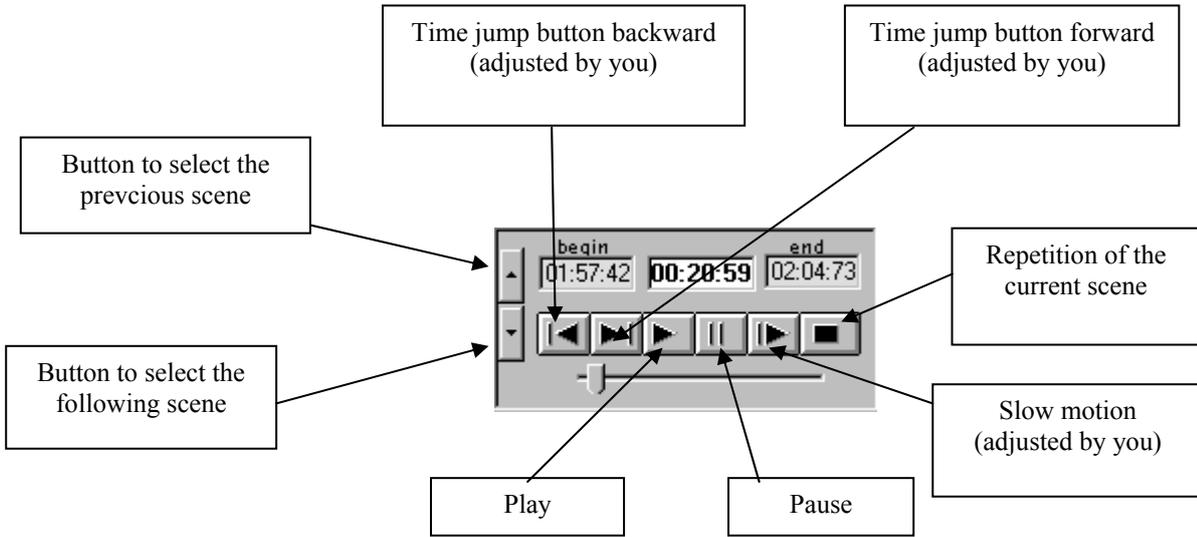
Symbols:

 → e.g. video clip number 2 of total 150 clips

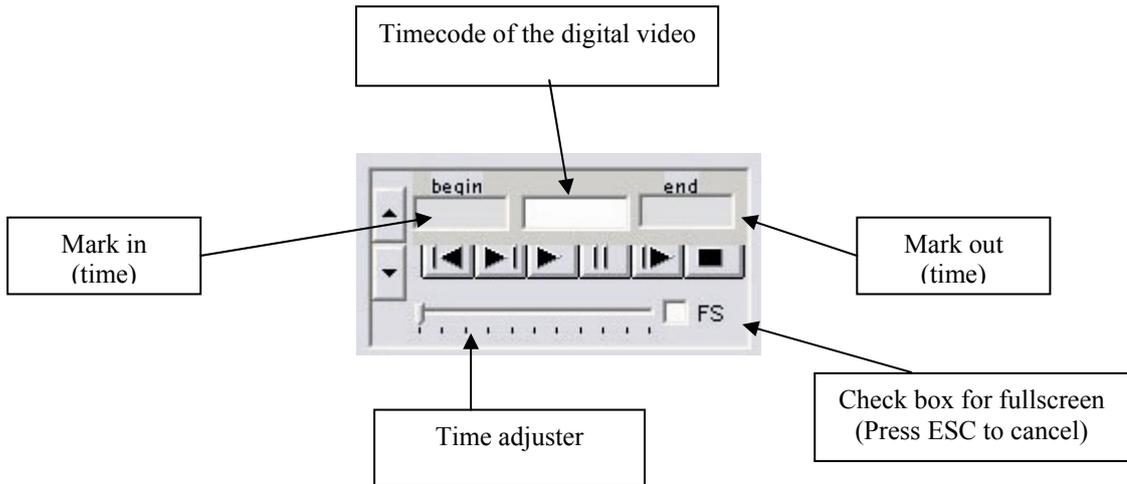
 → Cancel button

### 5.1 Video control buttons

Similar to an known control buttons of your home appliances



Using the digital video benefits...



## 6. Game analysis - Data entry

### 6.1 Entry of game field scenes

To start an analysis firstly select the option **'data record'** (right top corner of your screen)

#### 6.1.1 Helpful adjustments

Select the tab **'Properties'** following **'adjustment'**.

- **Video Control** (καθοδήγηση του βίντεο):



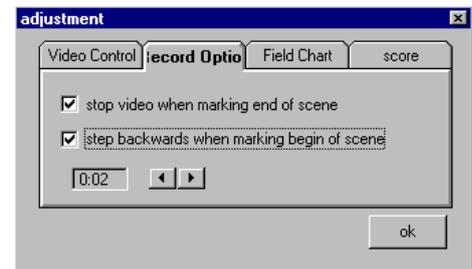
Adjustment of the slow motion speed default is 0,5 of normal time (set the speed from 0,05 to 1).

Here you can also adjust the Time jump button (default is 2 sec)

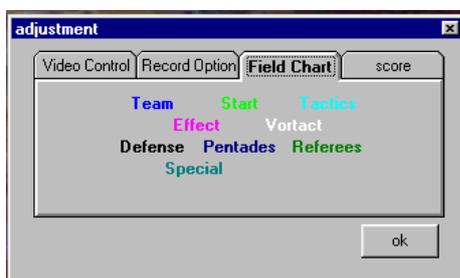
- **Record Option** (καταχώρηση επιλογής):

Check the “mark out” box when you want to stop the video during the analysis.

Check the second box in case you want to jump some seconds backwards (2 sec is default), when you select the “mark in” box.



- **Field Chart** (γράφημα):



Here you can see the colors of the lines if you use the game field depiction

- **Score** (χρόνος σκορ):

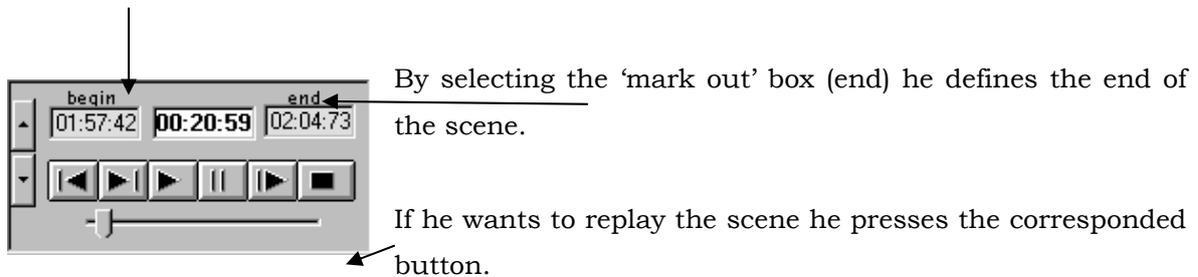
Here you can choose the way you want to use the analysis (forward or backward).



## 6.2 Scene description

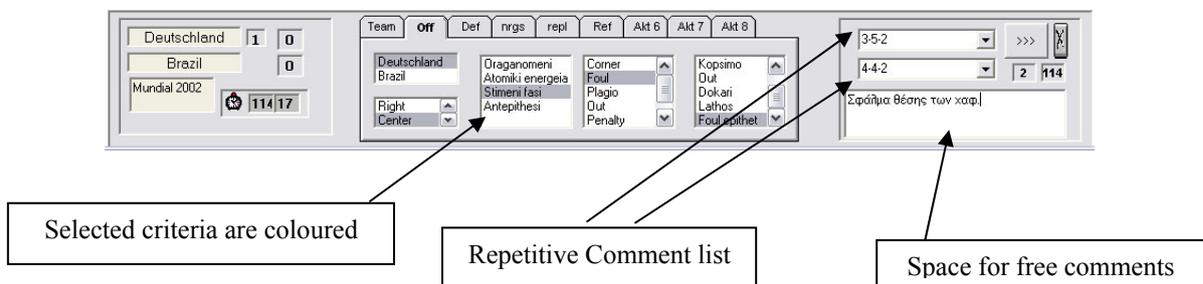
### 6.2.1 Game annotation

The scouter has to watch the game once. By using the 'mark in' box (begin) he sets the start time of the scene he is interested in.



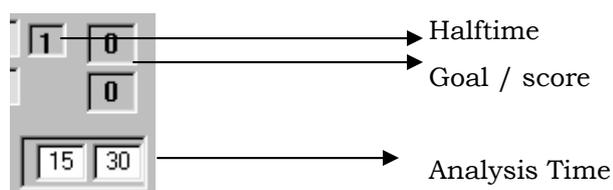
### 6.2.2 Scene description

Scheme analysis is the "core" of SportScout. It is simple and fast process. After marking the time by using the mouse you choose the criteria:



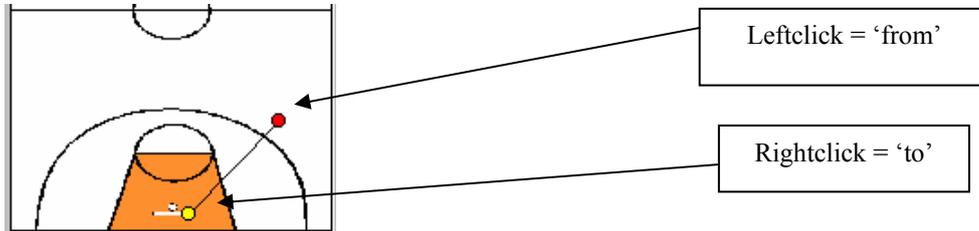
### 6.2.3 Score

By using the left mouseclick you can add the score. By rightclick you correct the score. Here you can also record the halftime



### 6.2.4 Position defining

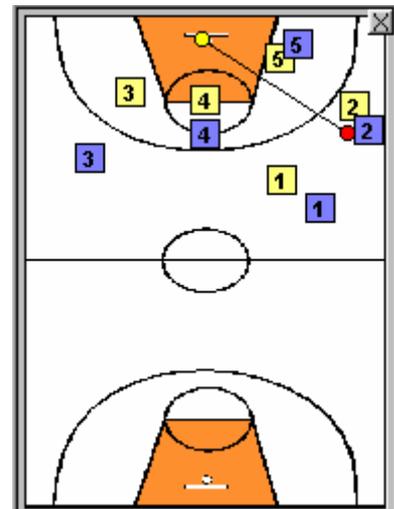
1. By using the left click you create a start point (red dot)
2. By using the right click you create the end position (yellow dot)



For every main category you have a set of dots which make up a line.

You have also the possibility of placing the players by their number when you feedback the scenes. Check the **X** at the top righthand corner to cancel your selection (left for the positions and right for the players)

**Note:** The players' position is not stored. This option exists only for the players' feedback.



### 6.2.5 Corrections

The symbol  cancels any selection. To delete a described scene press **'Delete'** and **Ctrl** at the same time.

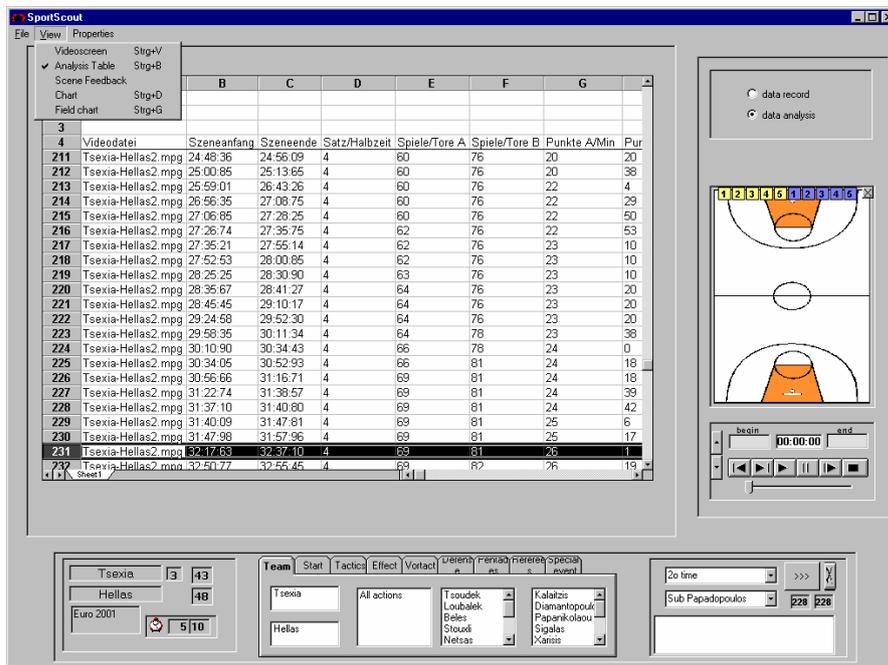
To correct a a described scene press **'enter'**  and **Ctrl** at the same time after your corrections

### 6.2.6 Entry storage

Don't forget to save your work **'File → Save Project'** .

### 6.3 Datasheet – Analysis Table

You can see all your selections behind the video by choosing **‘View’ -> ‘Video Screen’**.



### 7. Feedback

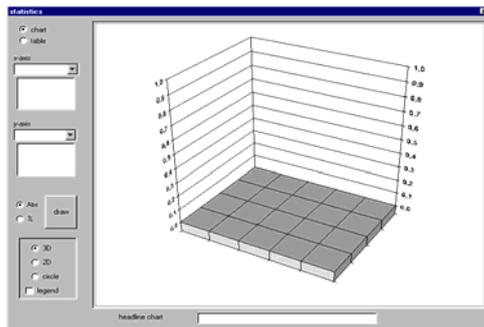
Choosing **‘View’ -> ‘Scene Feedback’** you will see the window **‘Video Feedback’** (similar to your analysis scheme):



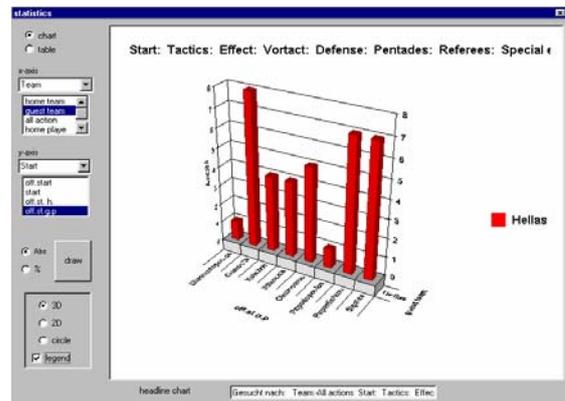
## 8. Statistics

For every given input you can get statistic correlations

Select **'View' -> 'Chart'** and give the first main category as the x-axis and a second one for the y-axis. By choosing any subcategory you can get any correlation

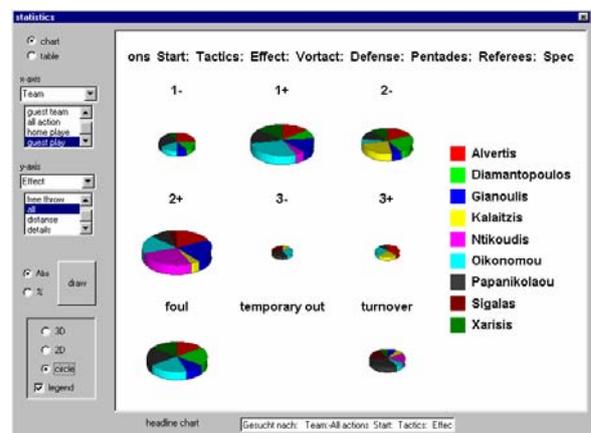
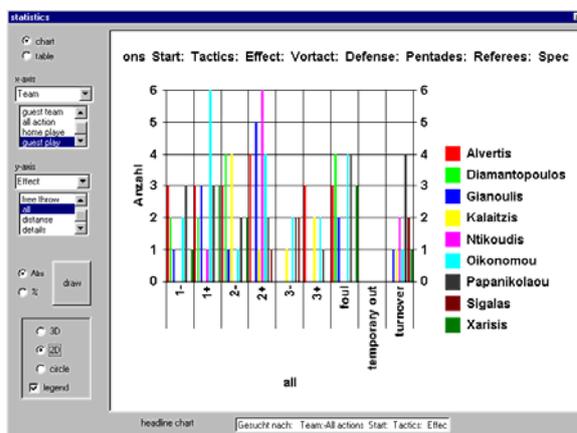


Following you select the "Draw" button and get your chart. At your disposal you have different depictions.



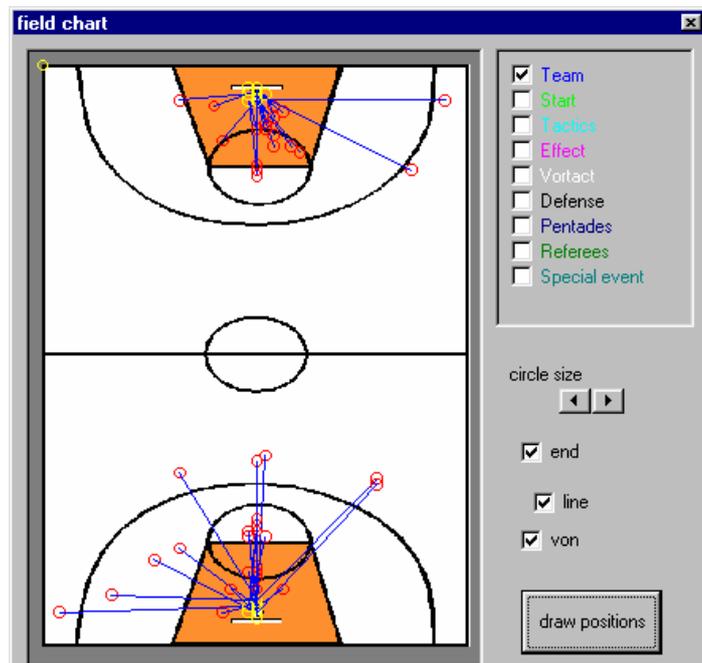
The results correspond to the given feedback choices (dynamic).

Every statistical correlation is printable and you have also the opportunity to export the data to other specialized statistical software (SPSS, matlab etc.) if needed



## 9. Graphical representation

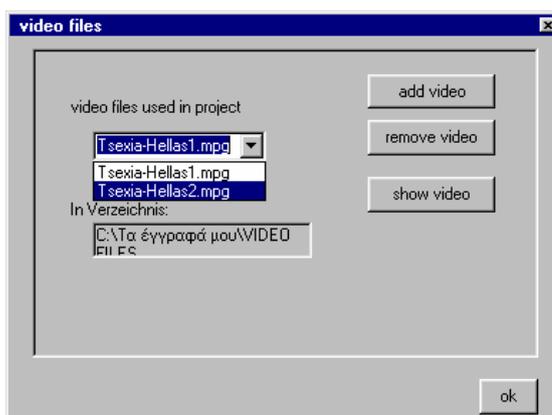
Choose **View** -> **Field chart** and you will see the following window. By checking the boxes for each main category you will get the positions of the players or the ball direction you have stored in your analysis.



## 10. Extra functions

### 10.1 Multiple video in one analysis

You can use more than one video if you want in your analysis



Select **Properties** -> **VideoFiles** to see the window above

## 10.2 Printing

You have the opportunity to print any data (statistics / graphical charts / tables) from the program.

***Thank you for trusting us and choosing our software for your game analysis***

***From the development team SportScout***

***Niko Sfingos***



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