SPECTATOR EXPERIENCE

How can we provide viewers with interesting player stats in a simple yet entertaining way? Is there a tool that would help commentators keep on top of all aspects of the game and deliver information they could share with viewers?

The Second Spectrum startup and the Computer Vision lab (CVLab) have launched a project that analyses games using video imaging tools. The exact position of every player and the ball at any one time are extracted from the raw data collected by the cameras. The information is analyzed by computer programs able to pick up on easily overlooked details and to include historical stats for each player.

This is a large amount of information, yet it is displayed in an easy-to-understand way. The interface allows commentators to intuitively browse through the content, which they can use to enhance their commentary during breaks in the action or at the end of the game. At this point, Second Spectrum still needs to set up a network of proprietary cameras to capture the game data, which is then linked up with the broadcast feed. In the future, broadcast images will be used directly for analysis, simplifying the installation process.

MORE INFORMATION PROVIDED IN BROADCAST COVERAGE

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