

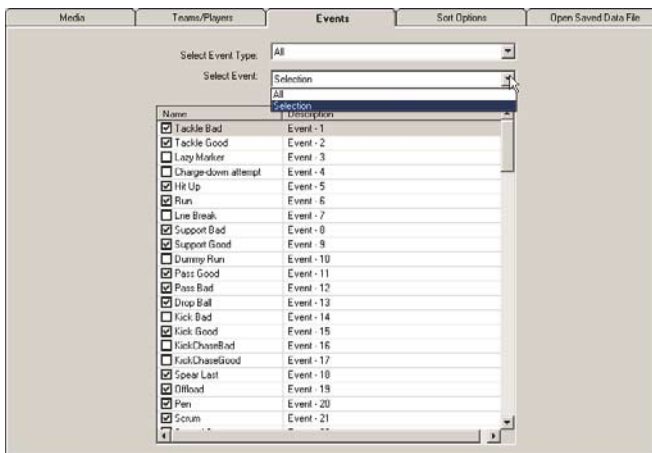


Digital Technology For Winners!

The use of video to aid in the coaching process

MatchPlay satisfies the needs of sporting coaches and analysts who have a need to quickly and efficiently study the successful and unsuccessful plays of their own and opposition teams' players. Most major sporting events are recorded by multiple TV cameras placed and controlled to provide close detail of all-important match events. Non broadcast sporting events may also be videotaped to provide for subsequent analysis. In order to compile this match footage into a form whereby coaches may use it as a training aid, and sports analysts to compile statistics to aid in training, an editing process must be employed.

In most team sports, any one match may produce thousands of individual "events" that could have a profound effect on the match. It is probable that any one of these events could make the difference between winning and losing. The task then is to use the video recordings of past matches to efficiently compile all of these individual events into a form whereby any single event may be accessed quickly and grouped with other such events so as to provide for useful analysis of each player's contribution.



Computerised video manipulation

Modern computerised video editing techniques are often compared to desktop publishing, because of the use of similar cut and paste techniques. Whilst MatchPlay uses these same techniques for re-arranging the video data, its exceedingly powerful operational techniques owe more to the technology of the computer database than to desktop publishing. The desktop publisher (and the video editor) arranges a limited number of components for best aesthetics and communication of ideas. Conversely, the database designer must develop a system to provide for the efficient input of large amounts of data and, more importantly, highly selective sorting and reporting processes so as to provide meaningful output reports.

For the purposes of explanation of the MatchPlay system, we shall assume that for every 5 seconds of play in a team sport there will be an important offensive "event" and a corresponding and equally important defensive "event". In this scenario, we have the potential for 1440 such "events" in every hour of play. So the task of the video database designer is to accurately log all of these events and store them in a form so that each event may be accessed immediately.

For the video data to be used in a meaningful way, the designer must then provide sorting (editing) and reporting (video playback) so as to provide an almost limitless number of ways to view the data. The developers of MatchPlay have based the design and implementation of the system on all of the above criteria.

How does MatchPlay work?

MatchPlay uses a system of splitting-off events into separate video scenes. There is no limit to the maximum or minimum duration of each of these event-scenes. The duration for each "type" of event is pre-set by the user and may be easily re-set, if required.

The user watches the video of the match and clicks user-defined on-screen buttons to log each required event. A single mouse click identifies the player and another click identifies the type of event. As each event is logged, the timecode, player number and event type is automatically stored in the MatchPlay database.

MatchPlay then allows the user to quickly find and playback the video of a single event, all similarly categorized "events" from one player, all "events" from one player, all similar events from a selection of players or all events from all players, in a previously sorted order.

When a number of matches are logged in this way, the user may then batch and playback the required event-scenes from all of the previously logged matches. For instance, it takes just seconds to prepare and begin viewing all the goal attempts performed by a single player or a selection of players from a single match or a selection of matches.

The completed event compilations can be saved for subsequent playback on the computer, or exported for playback on a remote computer or DVD player.



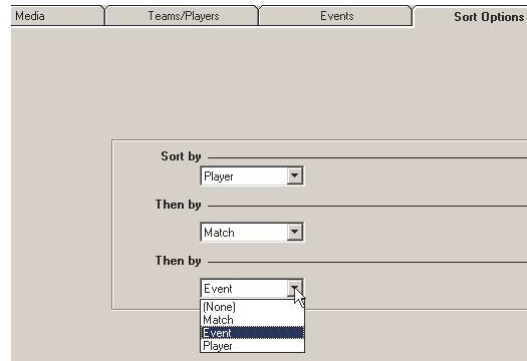
MatchPlay is unique in that it allows the user to "batch" events from an unlimited number of logged matches from a season, or even from several seasons and play the selected events back immediately. Once matches are logged, all sorting, compiling and playback operations are instantaneous.

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Dealer:

Selecting and sorting events for viewing

Sort by matches, teams, players, and event types. Then view, save or export the compiled event video data in any way you desire.



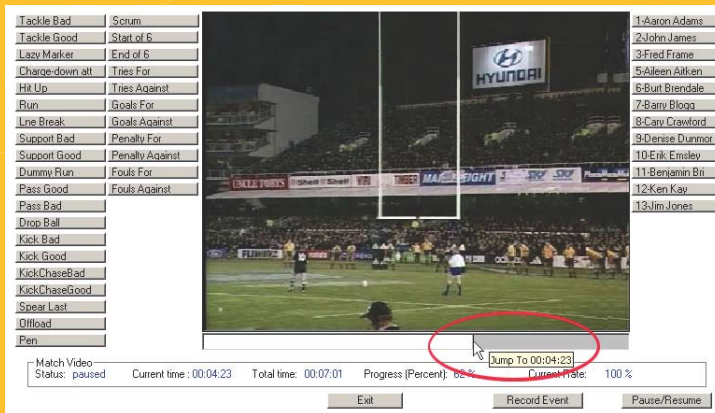
Minimum System Requirements:

- Pentium 2 366 MHz CPU and 64 MB ram
- Microsoft Windows 98/ME/2000/XP
- Internet Explorer 6 or higher
- DirectX V9 or higher
- A method of capturing video match files (Xpert USB 2.0 MPEG Encoder recommended)
- Approximately 1.8 GB of hard-drive storage space for each stored video match file (based on data rate of 2,300 Kilobits per sec.)



Logging is a snap with MatchPlay

The logging screen is comprised of a video playback screen, match timing information and a series of user-defined event and player buttons. The video is played back until a required event is identified. The user clicks either an event or player button and the video pauses. Once the second button is clicked, the event information is saved and the video playback continues. The logging session may be interrupted and resumed with no loss of logging data.



The recording of match footage

All required matches need to be recorded (captured) onto the computer hard drive. In practice, new matches are normally added each week during a season. MatchPlay will work with a variety of different video file formats, such as "avi," Quicktime, MPEG-1 or MPEG-2. Most users find that MPEG-1 at a data rate of 2,300 Kilobits per second offers the best quality/storage-capacity ratio.

A large number of video capture devices are available. However, we recommend the use of the "Xpert USB 2.0" encoder, as it is inexpensive, produces high quality results and the included software is reliable and user-friendly. This encoder is available from your MatchPlay dealer.



MatchPlay is the "complete" solution

MatchPlay has an inbuilt fast MPEG-1 "recompiler." This means that the user is able to quickly export an MPEG-1 video of a series of selected events to a single (contiguous) new MPEG-1 file. Typically, an hour of video event footage can be recompiled in just 5 minutes. This file can then be played back on any computer or it can be "burned" to a CD for viewing on the players' home computers.

By using the companion software supplied with the optional Xpert MPEG encoder, the recompiled MPEG-1 video may be burned to a CD in the popular VCD format. Such VCDs may be played back on most domestic DVD players. If the user follows the recommended data rate of MPEG-1 at 2,300 Kilobits per second, the VCD will be produced as "extended" VCD (XVCD). VCDs at this quality, when played on a domestic DVD player, produce excellent image quality, comparable with broadcast TV.

At this quality, it is possible to produce XVCDs of around 40 minutes duration on a standard 700 Megabyte blank CD-ROM. Not sufficient for an entire match, but certainly sufficient for all the events of a single player, from several matches. Compiled event data may also be exported to a statistics' spreadsheet or as an Edit Decision List (EDL).

