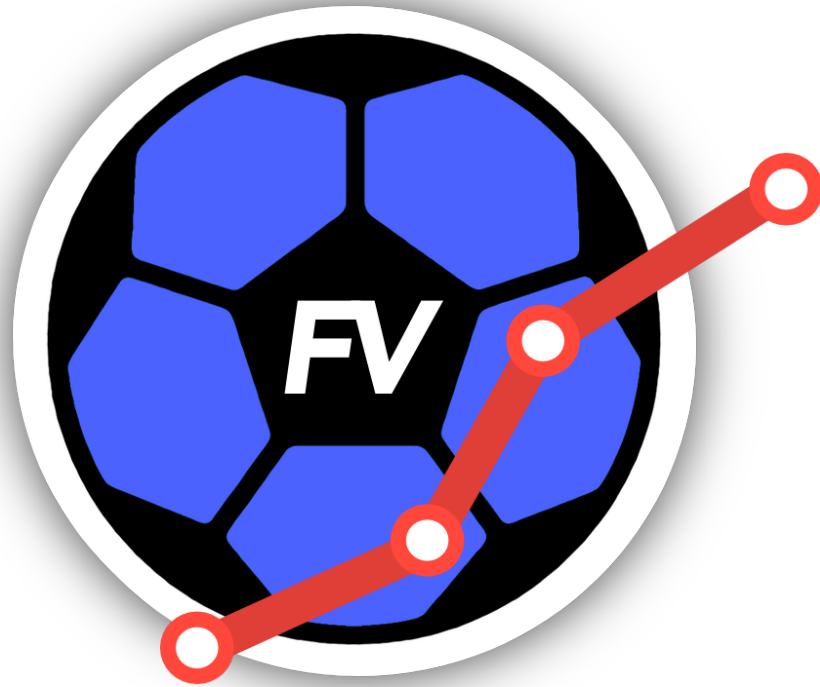


Football



Visualiser

Product Manual

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1 Getting Started

Welcome to Football Visualiser. This manual quickly gets you started with running your software and then setting it up for first time use. The set up will ensure data from a file is read correctly to provide you with accurate statistics from the go. As soon as setup is complete, you are ready to explore some of the amazing features football visualiser has to offer.

The remainder of this manual will walk you through all the functions providing a detailed description of what each part does and how to get the most out of the system. The manual concludes with a troubleshooting section which will hopefully answer any questions you may have.

Running Football Visualiser

For Mac OS X

To open Football Visualiser, you must have Java Runtime Environment installed. If you do not, you can download it from [this link](#).

[Java Runtime Environment](#)

Once downloaded, you can run football visualiser by double clicking on the file.

For Windows

To open Football Visualiser, you must have Java Runtime Environment installed. If you do not, you can download it from [this link](#).

[Java Runtime Environment](#)

Once downloaded, you can run football visualiser by double clicking on the file.

2 Setting up

This is the home page that you will be presented with first. You will be required to click on new match which will help you load a new data file into the software. The panel on the right hand side, gives you easy access to preloaded games after first time use.

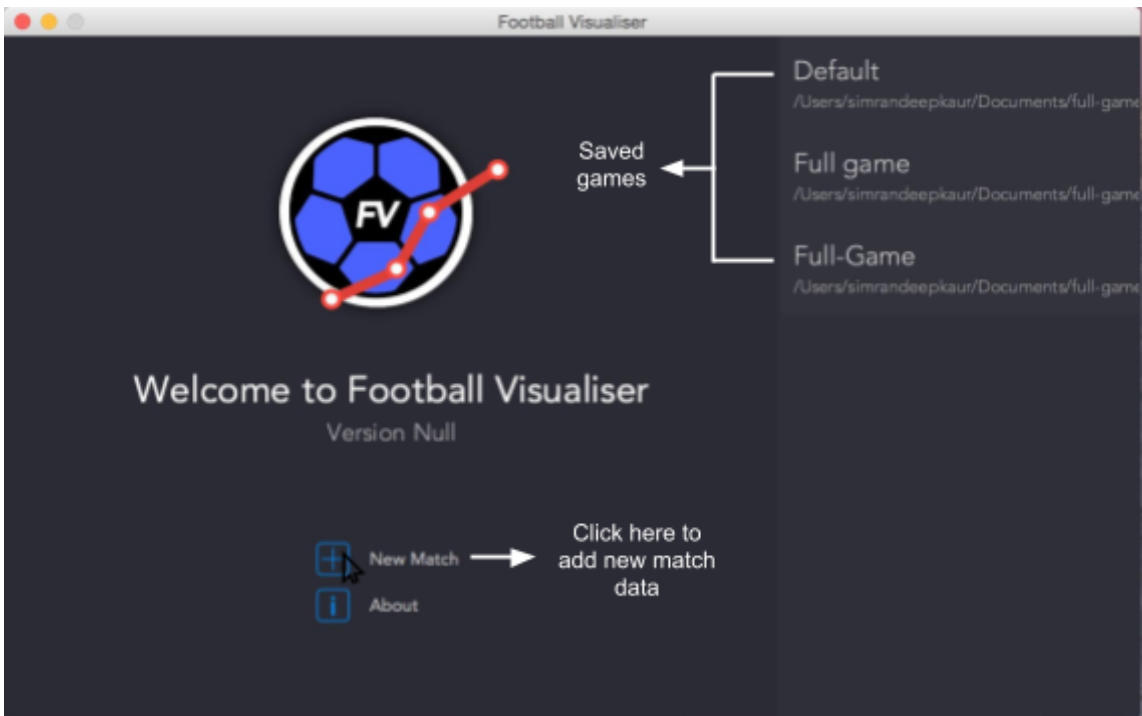


Figure 1

Adding new match data

After clicking on new match you will need to select the text file containing the raw data.

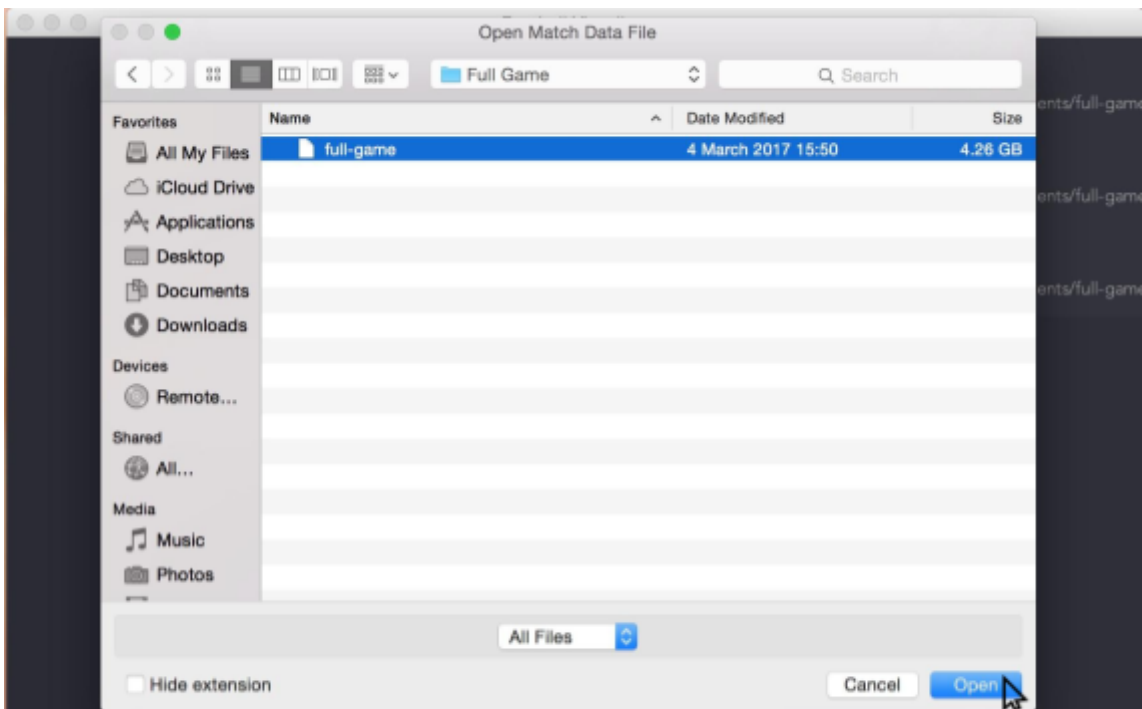


Figure 2

The software requires the following properties in order to start analysing the data. Please ensure to type the values in the correct format as shown in the image below e.g. no commas are allowed in timestamp field.

Football Visualiser

Analyse Match Data

Enter the following properties for the match data file:

Match name:

Pitch coordinates:

Start x: End x:

Start y: End y:

Time stamp:

1st Half start time: End time:

2nd Half start time: End time:

IDs:

Football IDs:

Figure 3

To make the process easier you can copy and paste the values for the example data set from here (or it can be used as a guideline):

- 1) Pitch coordinates
 - a) Start X : -33965
 - b) End X: 33965
 - c) Start Y: 0
 - d) End Y: 52483
- 2) Time Stamp
 - a) 1st half start time: 10753295594424116
 - b) 1st half end time: 12557295594424116
 - c) 2nd half start time: 13086639146403495
 - d) 2nd half end time: 14879639146403495
- 3) Football IDs: 4, 8, 10, 12

Please be aware analysing the text file may take up to 2 mins so please be patient.

Accessing saved match data

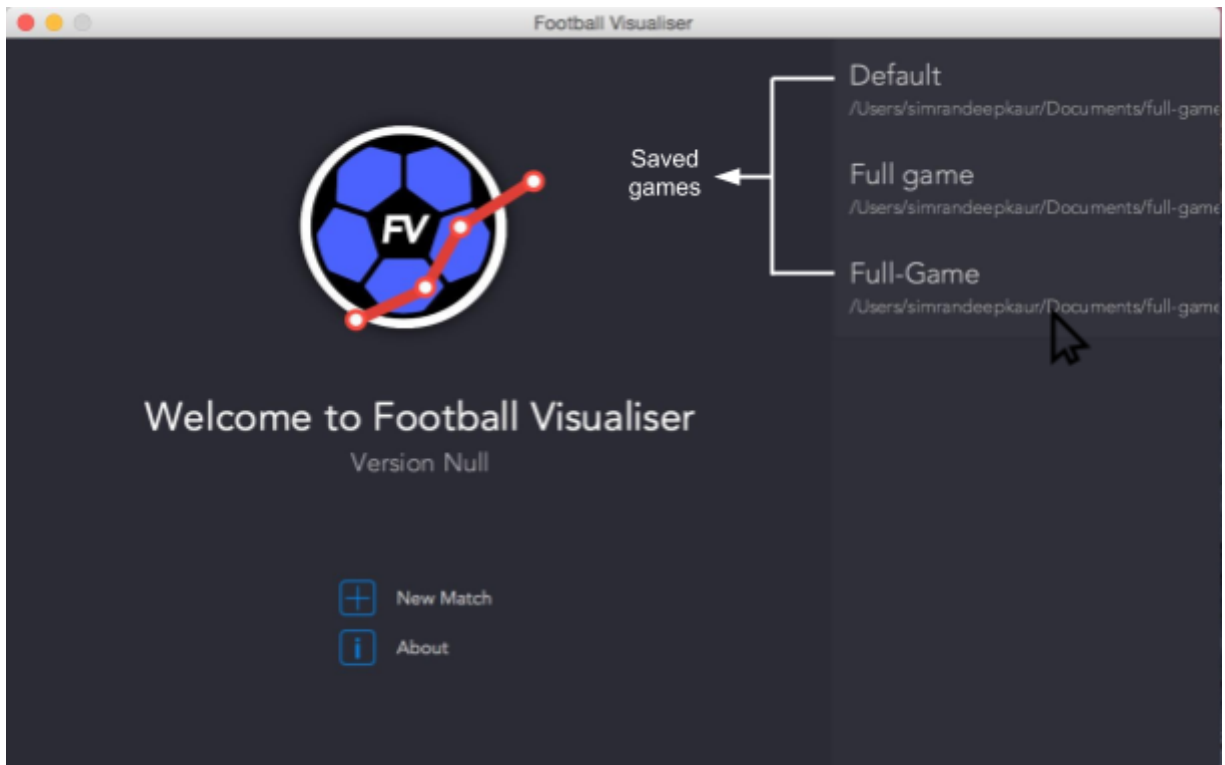


Figure 4

To access games that have already been loaded in, you will need to click on the required one in the panel on the right hand side of the home page. Again please be aware analysing the text file may take up to 2 mins so please be patient.

3 Work area

After your text file has been analysed, you will be presented with this view. This shows a standard pitch which allows you to explore the entire match by pressing play.



Figure 5

- A) Pitch
- B) Football
- C) Players
- D) Seekbar/Timeline
- E) Match Overview
- F) Score

4 Understanding the features

This section tells you about how to best make use of Football Visualiser. The program is written to provide you with the most important aspects of a specific match through a number of features. All of which will contribute to help you as a coach or a player to comprehend game/player statistics and strategies.

Watching the entire match

First thing that you are able to do is watch the entire game through animation. You can control which part you watch using the timeline at the bottom of the page and skip to any particular time of interest. The timeline is a continuous scale of the running game hence the break taken during half time is not included in it.

Watching highlights

At the bottom of the standard view of the match, on the timeline, are little rectangles that all represent an interesting chunk of the match. By hovering over each rectangle you can find out about what they consists of, allowing you to quickly navigate to it.



Figure 6

You are able to navigate to the following parts in a match:

- Goals
- Tackles
- 1-2-1 passes

The bar above the pitch can be used to follow goals scored by each team.

Match Overview

This section of the program gives you information on individuals who have scored goals for their team, and how many goals they have scored for the whole duration of the match.

You can access this section by clicking on the arrow shown by the label E in figure 4.

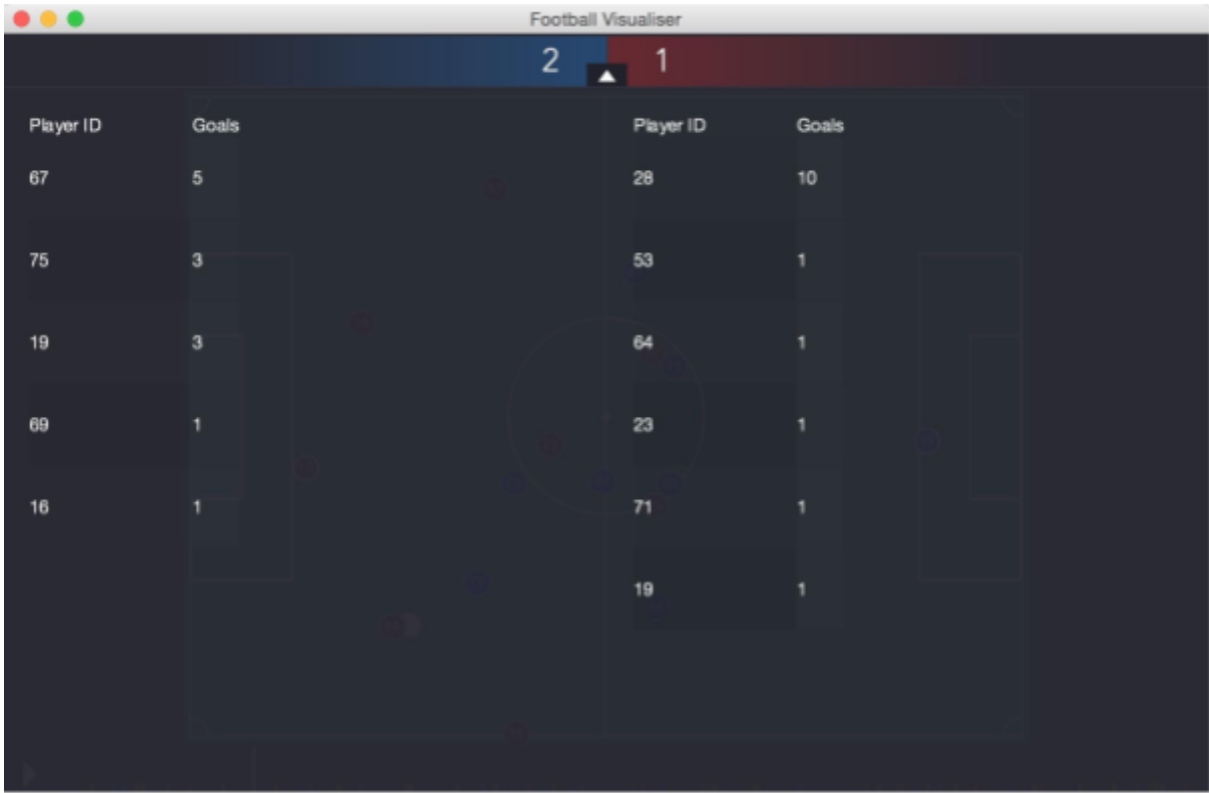


Figure 7

Heatmap View

You can get access to an individual player's heat map by clicking on their icon.



Figure 8

The purpose of the heatmap is to display areas of the pitch most visited by the player. The colour red is used to signify the most visited areas and yellow and green to signify the least.

Player Performance

You can access each player's performance statistics by clicking on 'player performance' on a player card as shown below.



Figure 9

Player Statistics

This section is all about player statistics.

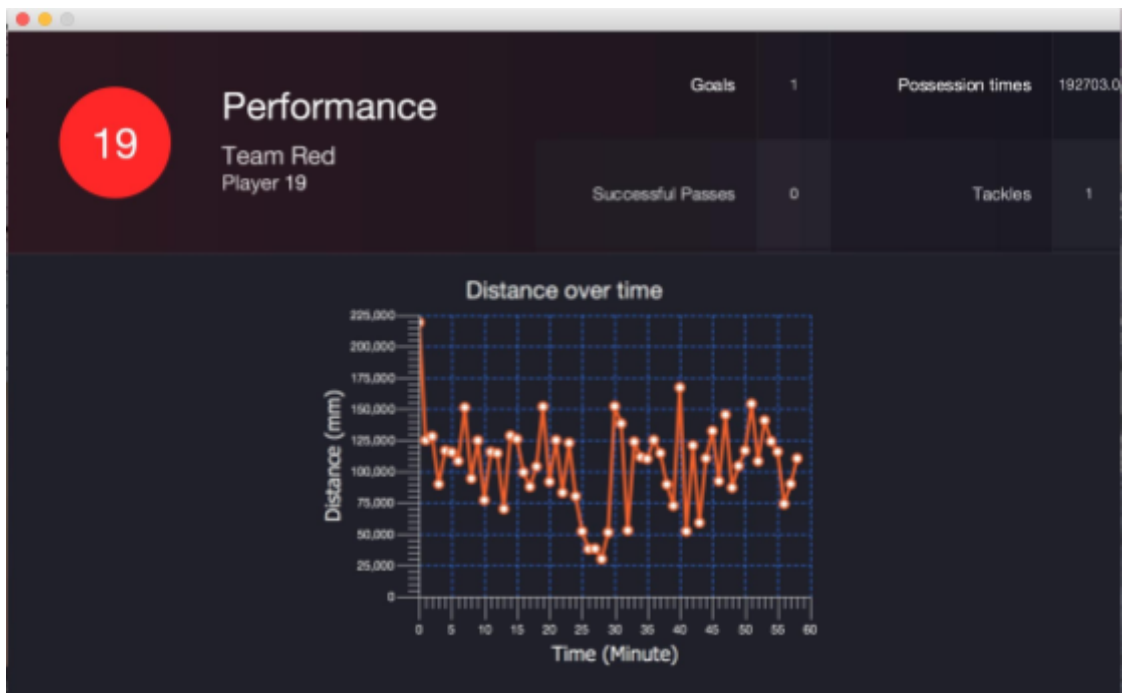


Figure 10

The graph is used to show distanced travelled by the player throughout the duration of the match.

On the top right corner are some statistics of the player:

- Number of Goals
- Number of Successful passes
- Number of Tackles
- Possession time

5 Troubleshooting

If you experience troubles with using Football Visualiser, try the following solutions.

Running the software

Unable to open the software

Please ensure you have java runtime environment installed.

If you have java runtime environment installed, ensure you restarted your computer/laptop since the installation.

Loading new data

Cannot select the file required

Please check the type of file that you are trying to upload. Only text files are compatible with Football visualiser. Do not try to upload any file of another type as it will cause errors.

Where to get match properties from

Match properties can be available from the article attached with the data set if you are using the example data set.

Incorrect match properties entered

Compare your entries with the example ones given in section 2.
No commas are allowed in any field except from football id field.

Analysing is taking longer than 2 minutes

In this case, the match properties added are incorrect. Please double check the values.

Loading old matches

Deleted a match from the preloaded games list, is it possible to get it back?

Unfortunately once a preloaded game is deleted, it cannot be recovered again.

Loading a preloaded game is taking longer than 2 minutes

This is because it is unable to fetch details from the data set. Ensure text file containing the data set is still in your directory.