

# **A real time analytical system of football game**

**Young Soo Lee, Dae kee Min, Jong Hoo Choi**

## **Abstract**

The objective of the study is to record the real conditions along with the soccer ball that is, each player's ball keeping time, the number of ball keeping, accuracy of passing to other player, direction, etc., on a real-time basis, measure them in numbers and get necessary analyzed output as much as one needs. The study consists of the following stages: (1) Record the data by drawing through Visual Interface on a real-time basis; (2) Graphic windows to display the recorded data item by item in graphic; (3) Form windows to display the individual or team scores anytime when needed; (4) Windows to display the analyzed data in visualized form.

The effect of the study is threefold: (1) It inputs all the game-related data on a real-time basis, which was impossible before and shows analyzed contents during the game enabling each team manager to use; (2) In case of TV broadcasting or newspaper articles, it explains objectively the situations of the game to the TV viewers or readers; (3) After the game, it provides important information on each team's playing ability and individual player's technical improvement through data analysis.

Key words; Visual Interface, real-time input and analysis program, Data display in graphic and visualized form, Data mining, Scoring