



Case Study - University of California, Santa Barbara

When we started using the Sports Code Pro software, I was most concerned with how I was going to keep up compiling post game edits when I had to capture onto the computer and then code the game.

Well, we have come a long way. This past season we were able to not only capture directly onto the computer during games, but actually coded the games live! The individual we had working with us did an incredible job and actually was recently hired to perform the same duties with the New York Liberty.

When we sat down as a staff in the fall to map out the particular areas we wanted to focus on, we all had the understanding that the capture and coding would be done post game, because that was how we thought we would have to do it. As you know, the amount of data you choose to code and compile is endless and completely left to the discretion of your staff. At first, we were coding clips that were nice to have, but quite frankly, did not help us in evaluating our team.

After purchasing a digital camera, we realized it was most effective, and easiest to capture directly to the computer. The use of a digital camera also enhanced the quality of the video to analyze and reproduce. To provide a video tape for opponents after the game and film exchange request, we connected additional VCR=B9s to the camera like we normally would do in the past.

Once we started capturing directly to the system, we started to Experiment coding the games live. First we started with just coding offense and defense. Then, we added coding the players as well. Eventually, we were coding all the above, plus offensive and defensive sets and other various points.

Once our video guy memorized the hot keys and became familiar with our program and what we were looking for, he was able to provide us a wealth of information immediately following the game.

Coding games live can seem like a daunting task, but Sports Code is very user friendly and allows you to work at the pace you are comfortable with. You are going to code the film and retrieve the data; it is just a matter when you want to code it. Give live coding a chance and make use of the time during the games.