

Video analysis 2007

Introduction

In our country, there is a huge effort made in the research for developing the game. We are now required to start thinking about a project to reach higher levels and to keep looking for a tool to improve the game in our country.

In Argentina, rugby video analysis is pretty basic compared to the other IRB Top Ten nations; not only in terms of hardware and software but also in terms of human resources and information. Top rugby nations are investing millions of euros in the video analysis.

“Video doesn’t lie” is Sportstec’s slogan, the most important company worldwide in developing video analysis software. That is why we start thinking about acquiring a video analysis system for rugby for the whole country and building a database that would include all national rugby information.

With such a database, one will be able to achieve a complete work. Skilled persons will be able to make accurate research such as: game analysis (coaching), players’ selection (selection), players’ development (selection and coaching), medical research and lesions’ prevention (medical area), disciplinary sanctions (Discipline), referees, sponsors (management), etc.

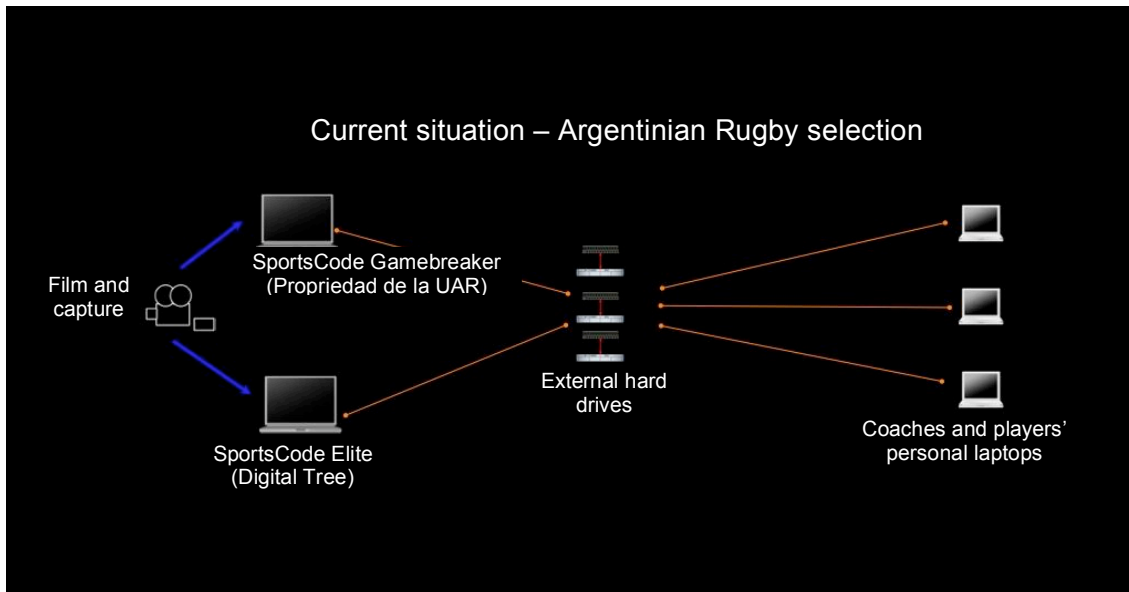
This is not an innovative project. In Top Ten nations, this kind of activity is common and involves financial investments that we cannot afford to make in Argentina. We first need to take into account our economical resources and the Argentinian rugby’s current situation, and further think about a complete and national project that the Argentinian rugby will have to carry out soon.

The current situation

In Argentina, video analysis in rugby started 5 years ago. Starting with home-made means, it evolved year after year, appointing technological resources.

A year ago, the Argentinian rugby union (UAR) acquired some software called Gamebreaker Plus, which is part of SportsCode systems. The SportsCode family of products offers different prices and software categories with the top being Elite; the system used by Los Pumas (Digital Tree).

The data storage is on 2 external hard drives, which are carried for every gathering or tour. The UAR uses the system on 3 computers (2 laptops and 1 desktop).



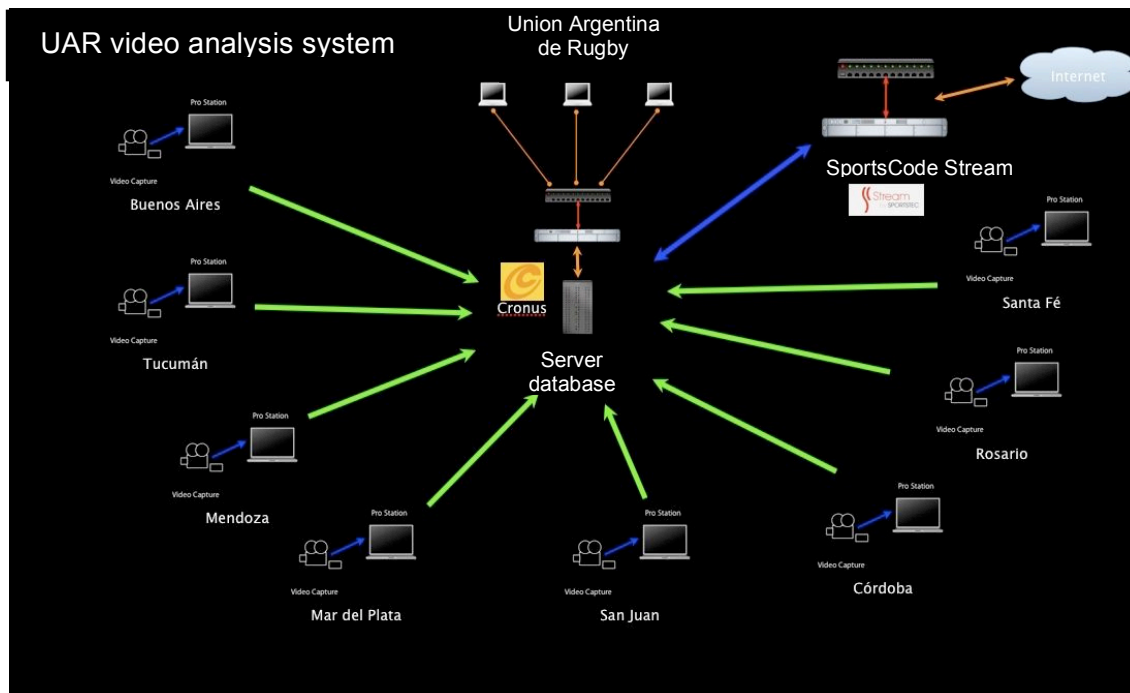
New project UAR 2007

The main objective consists in building a global database coming up from the different provincial unions games and training's digitalizing and coding as well as from games and tournaments in which national players are participating. People from the UAR would then analyze these data.

Digitalizing is the process of converting analogical material into digital. Digital material will be stored on a national server on which one will be constantly able to upload and download data. Codification means selecting different instances from an archive (which means that the rows/lines are coded so that one can watch them one by one later on and build an analysis).

The database will include not only the information technical experts need but also data that could be useful to the different areas of the UAR in the search for their sector's improvement. In a few words: choosing code names will be a job for each area so that the final project is "unionwide". Let's take the example of a national rugby game's video analysis: there will be codes for rows/lines and scrums, but also for lesions, unsporting and punishable attitudes, etc.

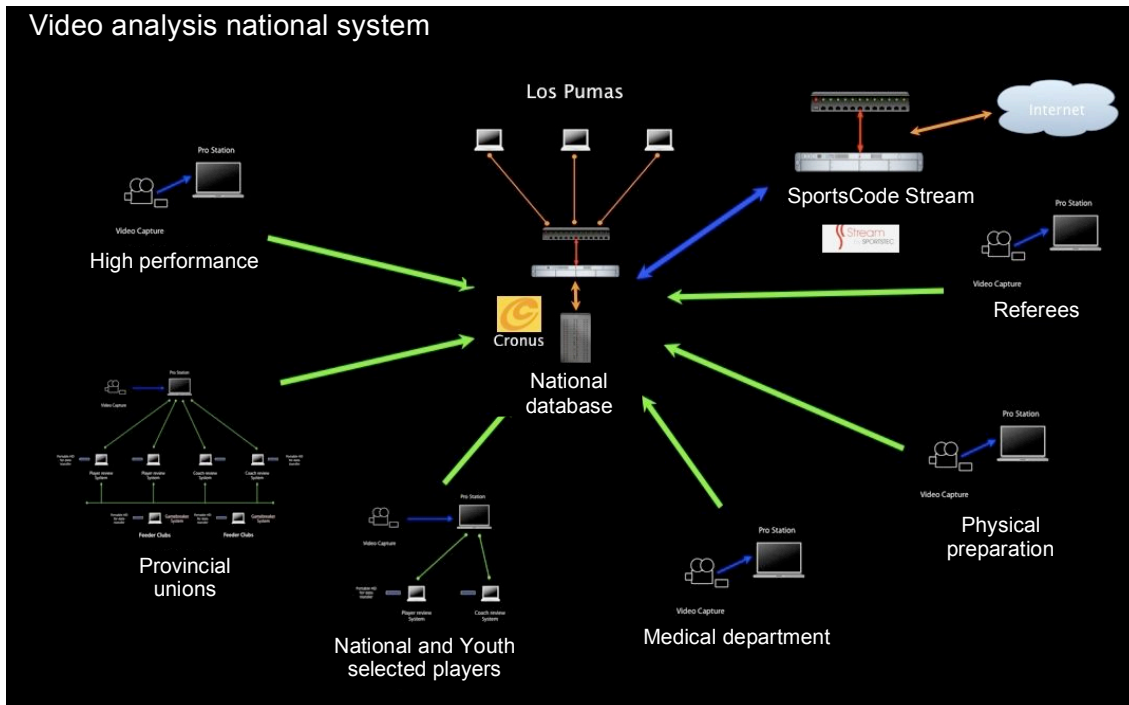
This is not only a project made to develop the game or for national selections; it is a complete project that is aiming to gather all information in a database of images that various people will be able to browse, wherever he/she is, and through the internet for registered users. This tool will be constantly self-supplied; it is already used in various organizations worldwide and gives effective results.



Methodology

The best way to sum up the methodology is using an example. During the Argentinian championship, each union will be coding the game played according to national coding parameters, such as a limit of day and time to enter new data. This means that on Monday mornings, projects from all the different unions will be in the database. From there, other teams have the information available to make their analysis and at their turn, they will enter their information, so that national selectors will be able to analyze a specific player's performance, doctors will be able to investigate lesions, people in charge of refereeing will be able to analyze the referees' performance, people in charge of the technical area will be able to analyze the game level as well as infringements and everything related to the game, the disciplinary committee will be able to investigate on sanctioned players, the press will be able to compile information, other teams will be able to analyze their own performance as well as their future opponents', etc...

If a team does not send its information, it won't be able to access Stream (server), which means that it won't be able to download information from the internet. This allows the system to be self supplied with information.



Conclusion

The Video analysis 2007 project is an idea including all unions that makes the UAR and all areas that constitute the Argentinian rugby. It is a complete project which only objective is to make rugby evolving in Argentina.

Such a technology allows away training. One just has to film a training session, with or without audio. It will be available for anyone who wants to watch it, wherever he/she is in the country.

A click away, all unions will have access to the latest information. They will be able to present their papers to each other, whatever the subject.

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