

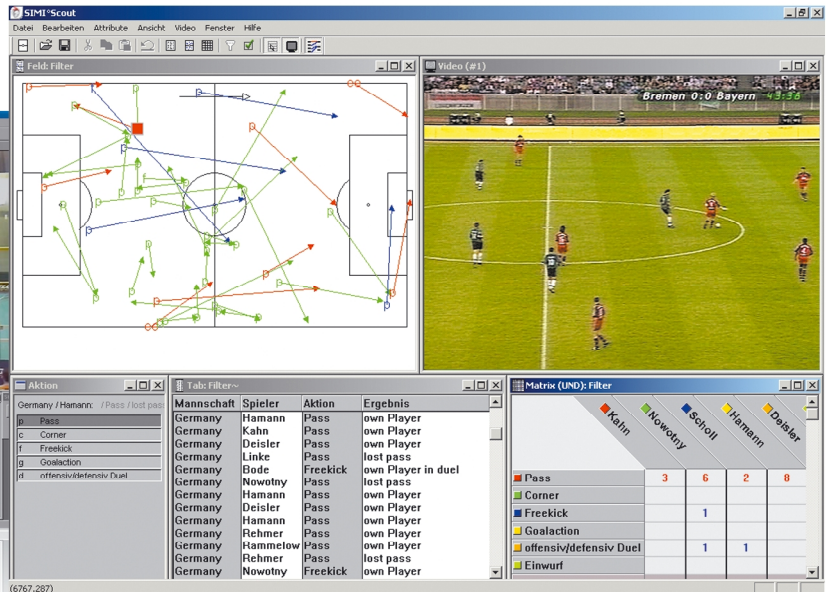
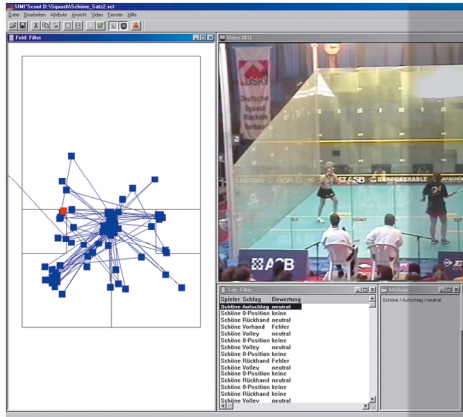


simi scout software

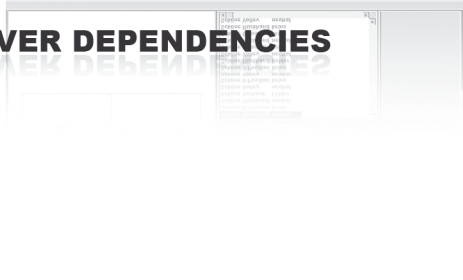


game, tactics and behaviour analysis

INVESTIGATE REASONS



DISCOVER DEPENDENCIES



UNDERSTAND RELATIONSHIPS



Simi Scout is Notebook, Video and Computer

The input of actions occurs simply via mouse clicks, keyboard or shortcuts.
 The data input does not depend on video recordings and therefore Simi Scout is suitable for mobile use.
 Observed persons' and objects' actions are entered into the Simi Scout database and combined with categories, attributes and descriptions.
 All actions are presented in tabular and graphical form in the evaluation.
 Fast access to video sequences because of link of video and database.

The open architecture of Simi Scout allows it to be used for all kinds of applications.

Simi Scout works online or with video recordings

The events can be tracked live on the monitor (video overlay) and the actions are recorded online.
 Spatial assignments (coordinates) are defined by scanning the video image directly on the monitor.
 The video image is connected with a model of the action plane in order to recognize running directions, events and points of action.

Sports

games and tactical analysis for soccer, tennis, handball, volleyball, basketball, icehockey, squash, football, fencing, judo and many other sports

Observation of big events

(concerts, demonstrations, sporting events etc.)

Psychology and sociology

ethnology - man and animal

Environment

town planning, architecture, environmental planning, traffic research

Marketing

purchase behaviour, shop and fair planning

Industry

production process and logistics

Training and Education

sales and service training, achievement tests

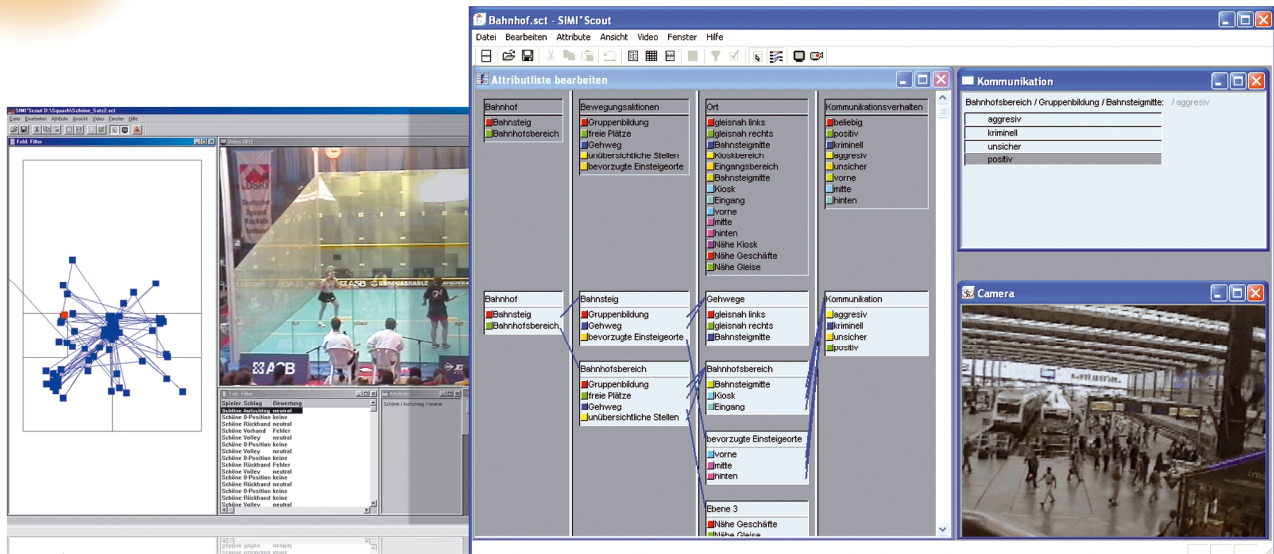
Simi Scout has unlimited fields of applications. www.simi.com



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Simi Scout.

Simi Scout used in a Sport Analysis Scenario

Criteria

It is possible to create lists for any criteria such as "player - action - assessment". These lists can be changed and extended at any time.

Analysis

Analysis is made easy by testing certain criteria (e.g. player's name and positive assessment), playing areas, as well as the relationship between successive game sequences (previous and following).

Comparative study

It is possible to make a direct comparison between various games by entering them into a database. Likewise two players can be compared with regard to running paths, technique, situation-dependent reactions etc.

Calibration

Flexible calibration means that the user is free to choose the position of the camera and thereby the optical recording position in the video image. A click of the video image with the mouse converts the monitor coordinates into meters and centimeters so that paths and distances can also be calculated.

Simi Scout visualizes relationships

During the analysis actions are reconstructed virtually.
Selected actions can be observed and sequentially displayed with digital video.
The observer gets objective information and different points of view.
Beforehand and afterwards comparison is possible
(e.g. effect of instructions given by the coach)

The rating criteria for recording and evaluation can be defined freely.
Extensive filter functions allow specific analysis and create clarity and decision criteria.
The representation of the filtered actions shows frequencies, running directions, etc.
Variations of examination conditions become clear.
Objective help for decisions concerning strategic or tactical changes.

Data Graph Video
The Analysis Software.

System Requirements

- > Microsoft Windows 2000 or Windows XP
- > Pentium 4 compatible PC with 256 MB RAM and FireWire Interface (IEEE-1394)
- > Hard Disk 15 GB upwards
- > Digital video camera with FireWire Interface (IEEE-1394)

Discover more at www.simi.com