Broadcast Graphics and Official Data for Sports

Implementation, Operations and Distribution for a continental competition

wTVision

Broadcast Graphics and Official Data for Sports
Implementation, Operations and Distribution for a continental competition

wTVision created a complete workflow to cover CAN 2019, providing on-air graphics and the official statistics of the entire competition.
From June 21 to July 19, a team of 16 wTVision specialists were on site, divided in four different teams, guaranteeing the graphics operation, data gathering and tracking services in all matches of the competition. The automatic workflow was backed by an experienced team, in wTVision's headquarters, where statistics were validated and distributed to partners, media and CAN's official website.
wTVision also implemented the broadcast graphics, designed one Match Center for the national teams, another for the official CAN platforms, and provided an application for match commentators, to help journalists with better insights while analysing the live matches.
An end-to-end solution, provided by wTVision's sports software and backed by an experienced team, getting the project off the ground in a short period of time.

Official Statistics, Tracking and Operations

Having collaborated with CAF on many occasions and having already been the official data and graphics provider for CAN 2017, wTVision was no stranger to the specifications and challenges of the competition. This year, however, the project included a complete service, required a bigger operation on site, a tracking system and more means of data distribution.

For CAN 2019 in Egypt, a team of 16 wTVision specialists were responsible for collecting all data and handling the entire graphics package. Four teams of four members including spotter, scouting operator, graphics operator and tracking operator.

We provided the official data statistics, with a team that collected data from every game of the competition.
Paulo Ferreira, wTVision's Global Sales Director

«We provided the official data statistics, with a team that collected data from every game of the competition», stated Paulo Ferreira, wTVision's Global Sales Director. Adding that even if relocating such a big team to Egypt could represent a challenge at some point, the truth is that wTVision's experience with operation services was a valuable asset when it came to the project's efficiency.

On every match, the teams were equipped with FootballStats CG, wTVision's software to gather football data and turn it into real-time graphics. For CAN 2019, one of the operators collected data in real time, while another was responsible for the official broadcast graphics.

The automatic workflow was backed by an experienced team, in wTVision's headquarters, where statistics were validated in real time and distributed for technical reports, media reports and CAN's official website, as well as its official application. This workflow was implemented to guarantee maximum informative reliability.

According to António de Paiva, wTVision's Sports Program Manager, the advantages of choosing the company for such a huge competition are clear: «We have 7 000 operations a year. Our operators are used to solve all the problems locally. And also, we have a very strong structure of support, that can easily help in case something comes up during the project».

> **That sports broadcast experience was key to develop a tracking system and service, that added multiple possibilities to the information regarding the action on the pitch.**

That sports broadcast experience was key to develop a tracking system and service, that added multiple possibilities to the information regarding the action on the pitch. It was possible to gather performance data, like average speed, ball possession, distances and heat maps, thanks to a partnership with STATS: «We provided a tracking system, with our partner STATS, and the system measures the players' performance data. That information was then integrated into the broadcast graphics and the data reports». - Paulo Ferreira, Global Sales Director wTVision's render engine, R³ Space Engine, also played a big part in the integration of such relevant information with the real-time graphics. The flexible real-time 3D render engine made it easy to broadcast all data being gathered, since it can integrate with the rest of wTVision's technology.

wTVision's Sports Program Manager, António de Paiva, highlighted the enormous responsibility of such a relevant competition: «It gave us a lot of responsibility. Because all data needed to be gathered in real time. And we know this represents a higher probability for mistakes», but according to Paiva, the key to the overall success of the partnership was «a stable database (SportStats Center) that has been developed for more than 10 years and facilitates a lot the integration of our data».

Data distribution

After gathering and integrating real-time data with the broadcast graphics, wTVision was also responsible for the distribution of information on different formats: data feeds and a Match Centre for the official app and website of CAF, another Match Center that allowed coaches and training staff to receive data in real time (with tablets also provided by wTVision), media and technical reports and a commentator application, distributed to journalists and media organizations to help them while commentating matches.

For the official CAF platforms, wTVision partnered with CAF's official media partners to supply the statistics and generate the data feeds. CAN's Match Center was designed by wTVision's experienced team and accessible from the application or website of the organization.
For the coaches and staff, a very similar Match Center was included on 70 different tablets, provided by wTVision, and distributed amongst the national teams that could then get data in real time, to better prepare games and training.

Media and technical reports (with detailed statistics) were also sent out by wTVision only eight minutes after the end of each game. On these reports, members of the press and CAF partners could access essential information about players and team's performances, including heat maps and tracking data.

Additionally, wTVision developed a commentator application, provided to journalists, media organizations and match commentators, that provided relevant data reports and statistics, helping media with better insights of all matches.

Broadcast graphics implementation

Our broadcast design team worked on the graphic concept for CAN 2019 and implemented it on broadcasts, adapting all on-air graphics to the advertisement and design guidelines. Players and coaches photos were added to the broadcast graphics, when the line-ups were presented, and the implementation was also handled by wTVision's broadcast design team.

The project was completely developed with wTVision's R³ Designer, a flexible and intuitive graphics designer. The latest version of the software covered all graphics necessities and allowed the project to save time and resources while using R³ Space Engine, wTVision's render engine that seamlessly integrates with the rest of wTVision's technology. Graphics were then broadcasted thanks to FootballStats CG, a powerful application that collects detailed statistics and generates state-of-the-art graphics.