



Sport Hackdays 2022 – Kinexon & Vizrt Challenge 4

Challenge Description

VISUALIZING TACTICAL HANDBALL EVENTS IN REAL-TIME

Visualizations on live TV are changing the way we consume sports. For example, commercials, the current score or tactical elements are visualised directly on the court. However, visualisations that are supposed to explain the game are often created manually and shown at half-time or after the game. Live analyses combined with live visualisation are still rare. In handball, no such system was ever implemented.

The starting point of this challenge are a data set with position tracking data of ball and players in a handball game and a software that can create visualisations in a real time video overlay. By combining these two things, the challenge aims to recognise exciting elements in the handball game and produce a real time visualisation in the video broadcast of that game. This should help laypeople to better understand handball and improve the TV experience.

Challenge Owner

[\[KINEXON\]](#) is specialized in providing real-time data in industry and sports. In handball they leverage game analytics by using radio transmitters to track player and ball movement on the field.

[\[Vizrt\]](#) provides software solutions to visualize and enhance media content. In the case of sports, their solutions allow to visually analyse game situations, display statistics and add digital advertisement.

Combined, these two companies offer a new level of broadcasting and fan engagement. The goal is to visualise tactical elements of the game during the live broadcast and therefore enhancing the experience for the audience. Fully automated and live.

[\[KINEXON\]](#) and [\[Vizrt\]](#)