

DATAVOLLEY

Workshop

Agenda

- Data volley versioner
- Kom godt i gang med Data volley
- Opsætning af DV
- Vurderinger af spilhandlinger og ekstra koder
- Index i stedet for effekter
- Hvad sker der?
- Video synkronisering efter kamp
- Hvordan kan statistikken bruges
- Præsentation af data
- Det store kamp setup

	PROFESSIONAL	LITE	Media
THE BEST FOR...	PRO LEVEL	MEDIUM LEVEL	Basis
PRICE	Annual License €799	Annul License €299	Free
VIDEO BREAKDOWN	Import and synchronize	Import and synchronize	N/A
	Capture - Streaming	-	
DATA GATHERING	Both teams	Both teams	Both teams
	Export scouting format dv4, 2007	Export scouting format dv4, 2007	Export scouting format dv4, 200
	Export scouting format dv2 - vis	-	
	Extended code - Custom code	-	
DATA ANALYSIS	Player - Skill – Rotation	Player - Skill - Rotation	Player - Skill - Rotation
	Zone – Direction	Zone - Direction	-
	General stats – Point	General stats - Point	
	Combination Analysis	Combination Analysis	
	Setter calls distribution	Setter calls distribution	
	Advanced filters - Advanced analysis	-	
VIDEO ANALYSIS	Free search	Free search	
	Statistics - Rotations Search	Statistics - Rotations Search	



	PROFESSIONAL	LITE	Media
VIDEO ANALYSIS	Free search	Free search	-
	Statistics - Rotations Search	Statistics - Rotations Search	-
	Montage	-	-
LIVE AND POST-MATCH CLIENT	Advanced search	-	-
	Web Client App	-	-
	Client	-	-
	Reader	-	-
	Player App	-	-

Opsætning af Datavolley

Tables - [Dame A 2017]

Compound code	Attack Combinations	Setter calls	Efficiency
Weights for custom evaluations (Index)		Winning symbols	
Points or Side Out			
	losing symb.	winning symb.	
Serve	=	#	
Reception	=		
Attack	=/	#	
Block	=	#	
Dig	=		
Set	=		
Free ball	=		

Tables - [Dame A 2017]

Weights for custom evaluations (Index)		Winning symbols	
Compound code	Attack Combinations	Setter calls	Efficiency
Efficiency (*E%)			
	winning symb.	losing symb.	Formula
Serve	#+!/		(#+!/)/ Tot
Reception	##		(##) / Tot
Attack	#	/=	((#) - (/=)) / Tot
Block	##	/=	((##) - (/=)) / Tot
Dig	#+!/		(#+!/)/ Tot
Set	##	/=	((##) - (/=)) / Tot
Free ball	##	/=	((##) - (/=)) / Tot

Hide Efficiency in analysis

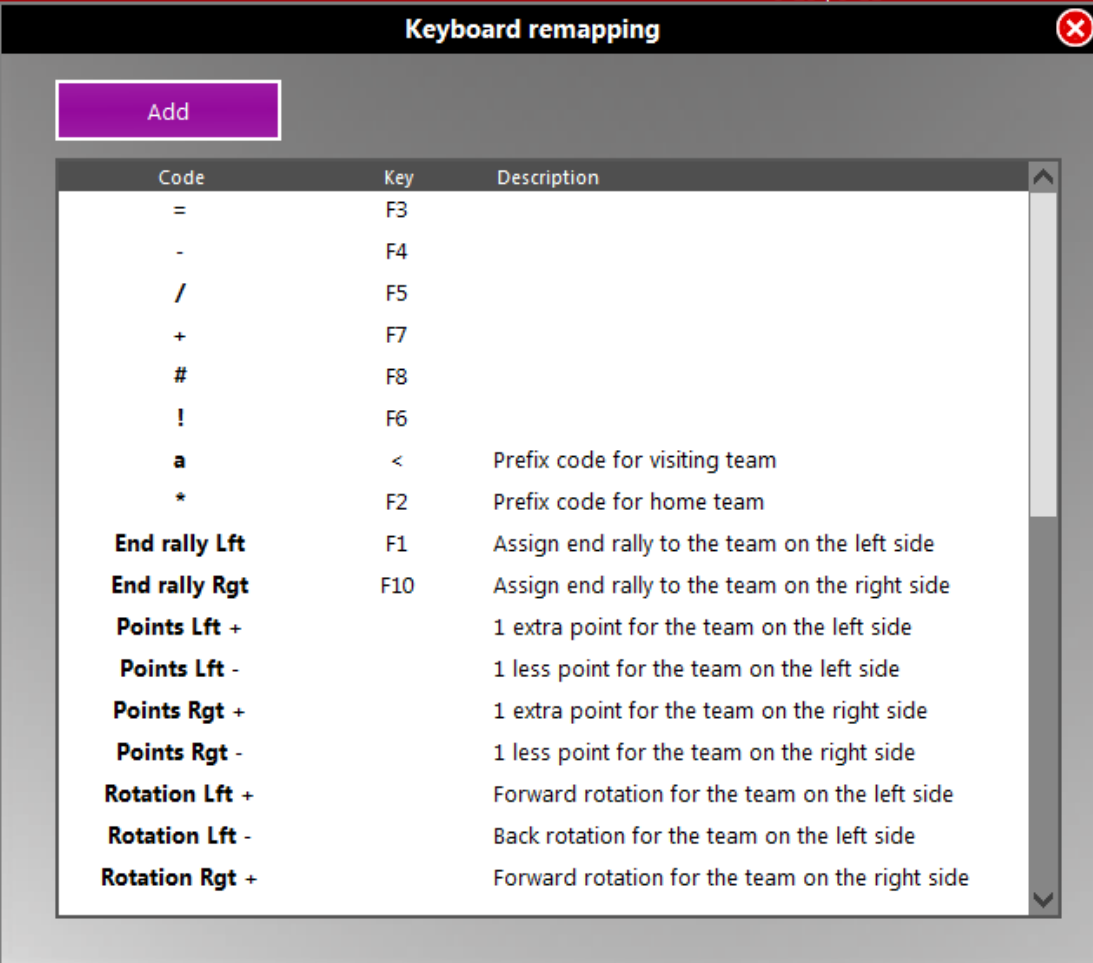
Default value

Formula

$$*E\% = \frac{(\text{winning symb.}) - (\text{losing symb.})}{\text{Total events}}$$

Ok Cancel

Opsætning af Datavolley

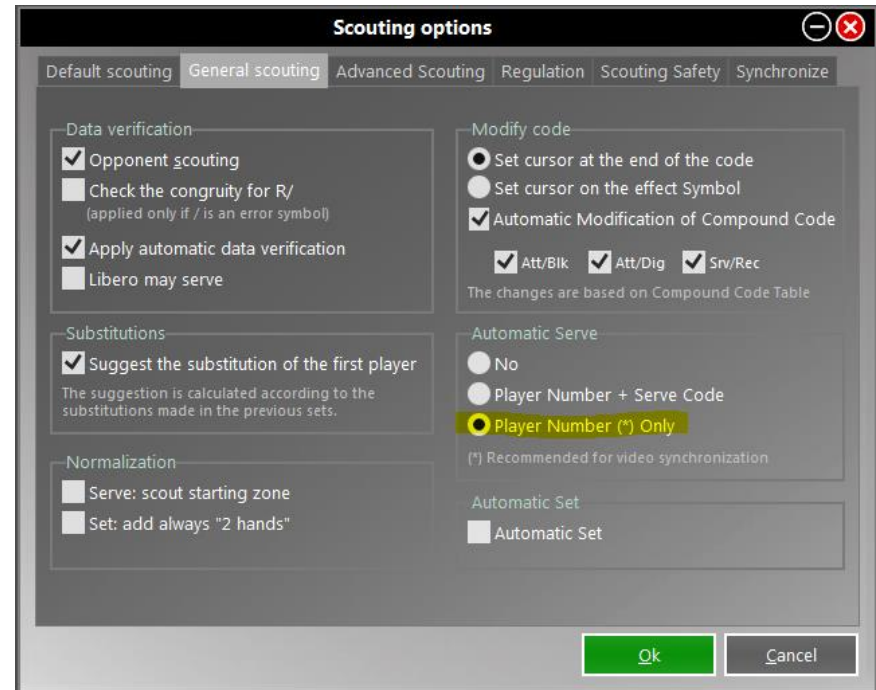


The screenshot shows a window titled "Keyboard remapping" with a close button in the top right corner. Below the title bar is a purple "Add" button. The main area contains a table with three columns: "Code", "Key", and "Description". The table lists various codes and their corresponding keys and descriptions.

Code	Key	Description
=	F3	
-	F4	
/	F5	
+	F7	
#	F8	
!	F6	
a	<	Prefix code for visiting team
*	F2	Prefix code for home team
End rally Lft	F1	Assign end rally to the team on the left side
End rally Rgt	F10	Assign end rally to the team on the right side
Points Lft +		1 extra point for the team on the left side
Points Lft -		1 less point for the team on the left side
Points Rgt +		1 extra point for the team on the right side
Points Rgt -		1 less point for the team on the right side
Rotation Lft +		Forward rotation for the team on the left side
Rotation Lft -		Back rotation for the team on the left side
Rotation Rgt +		Forward rotation for the team on the right side



- Sæt DV op så du selv skal trykke S for serv!



Kodeoptimering

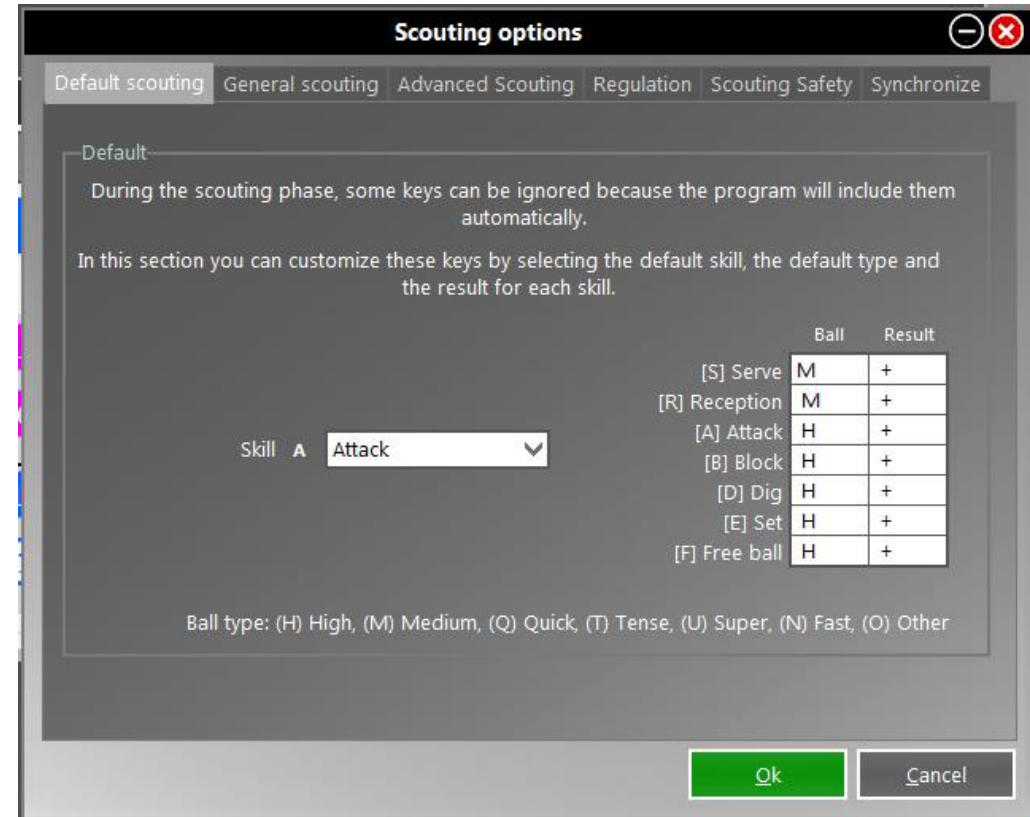
compound codification

1SM16- a15R16# = 1S16.15#

a17L14.12=i



Kod som bolden skrider frem!
Serv – retning – modtager - effekt

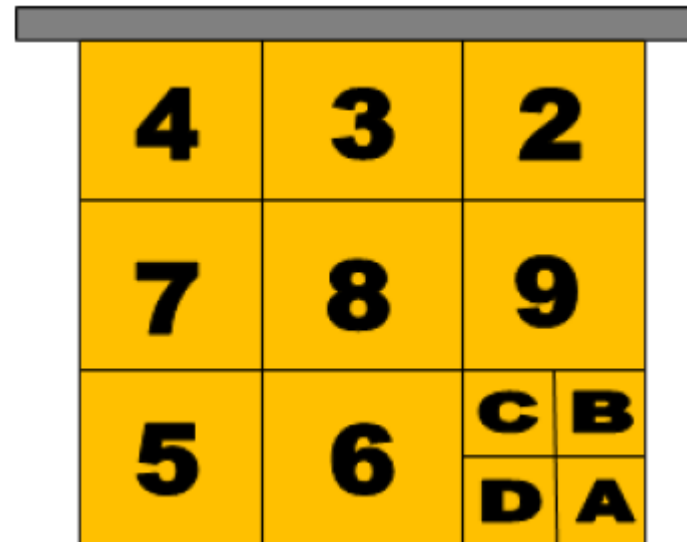


Spar kode!
Dommeren har alltid ret!

Områder



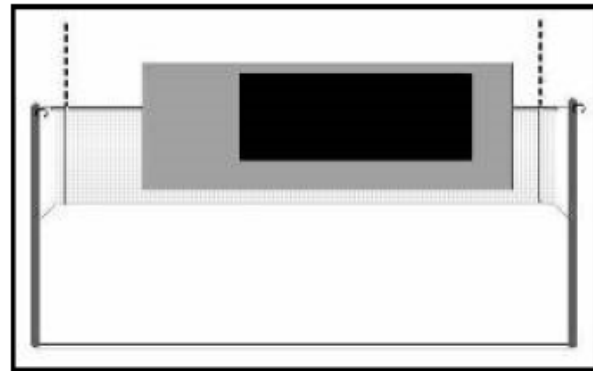
4	3	2
7	8	9
5	6	1



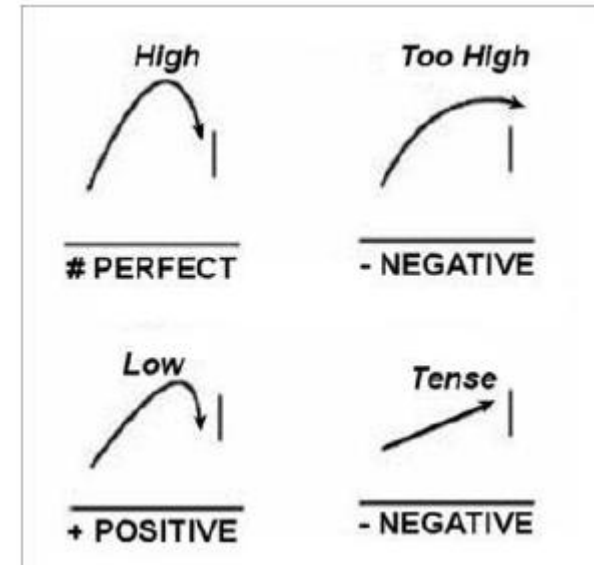
4	3	2
7	8	9
5	6	C B
		D A

Serv/Modtagning

	RECEPTION
=	Error (out, net ball, invasion)
/	Poor (the ball goes in the opposite court and doesn't allow an attack)
-	Negative (you can only perform one mandatory attack)
+	Positive (ball received within the 3 meter line, more than one attack can be performed but not all the combinations).
#	Perfect pass, either position and parabola (all attack combination can be set)



- # Perfect
- + Positive
- Negative



Ekstra koder

RECEPTION	
L	On left
R	On right
W	Low
O	Overhand
M	Middleline

RECEPTION	
1	Two players receiving, the player on left receives
2	Two players receiving, the player on right receives
3	Three players receiving, the player on left receives
4	Three players receiving, the player on center receives
5	Three players receiving, the player on right receives
6	Four players receiving, the player on left receives
7	Four players receiving, the player on center-left receives
8	Four players receiving, the player on center-right receives
9	Four players receiving, the player on right receives

Angreb/Blok

	ATTACK
=	Error (out, net ball, invasion)
/	Blocked attack (point goes to the opponent)
-	Poor (easily dug by the opponent who can try and play the ball again)
!	Blocked but recovered by the team that performed the attack
+	Positive (opponent defended with difficulty and the home team can try and play the ball again)
#	Winning (direct point)

	BLOCK
=	Error (hands out, net ball, ball in own side or opposite side)
/	Invasion (point goes to the other team)
-	Poor (the opponent can play the ball again)
+	Positive (the ball is touched and can be played again by the home team)
#	Winning (direct point)

a09.11#L1

Ekstra koder

ATTACK					
POINT		CONTINUE		ERROR	
S	Block out - Side	C	Block control	S	Attack out - Side
O	Block out - Long	N	Let	O	Attack out - Long
F	Block on floor			N	Attack in Net
X	Direct on floor			I	Net Contact
N	Ball touches the net (let)			Z	Referee Call

BLOCK	
ERROR	
S	Block Out - Side
O	Block Out - Long
F	Ball on Floor
X	Ball between hands
N	Hands - Net
I	Net Contact
P	No jump
Z	Referee Call

Dig / Freeball

	DIG
=	Ball not defended or determines the end of the rally
/	The ball is hit directly in the opposite side of the court
-	Does not allow to build an attack
#	It creates an attack situation

	FREE BALL
=	Error
/	Free ball in opposite side or cannot build an attack
-	The set can only give a high ball
+	The setter can position the ball for all attackers but but will be difficult to create a perfect set
#	Offers all attack combinations to the setter

Ekstra koder

RECEPTION DIG FREE BALL	
ERROR	
U	Unplayable
X	Body error
P	Position error
Z	Referee Call

Hvad for vi ud af at være enige om værdierne?

- Hvis vi skal opbygge et index
- Hvis ranglisterne skal kunne bruges

Index

	Blue/yellowe			Red/withe		
	Antal	Point/100 serv	Index	Antal	Point/100 serv	Index
#	4	100	4	6	100	6
+	5	75	3,75	6	74	4,44
!	11	47	5,17	14	34	4,76
-	20	38	7,6	21	32	6,72
/	51	34	17,34	34	27	9,18
=	9	0	0	17	0	0
			37,86			31,1

Vigtigt at få alle angreb med

1. Hvordan finder vi den bedste angriber?
2. Hvilket tal er det "stærkeste"?

Resultat

	Scout1			Scout2			Scout3			Scout4			Scout5			Scout6			Scout7		
Spiller	%#	%+#	No	%#	%+#	No	%#	%+#	No	%#	%+#	No	%#	%+#	No	%#	%+#	No	%#	%+#	No
3	0	0	5	20	40	5	0	25	4	0	40	5	0	40	5	0	50	6	0	20	5
7	33	50	6	40	80	5	0	75	4	33	67	6	33	67	6	50	67	6	33	67	6
8	33	33	18	28	50	18	27	36	11	33	39	18	28	50	18	38	62	16	17	39	18
19	25	25	8	50	67	6	20	60	5	25	50	8	12	38	8	22	44	9	25	38	8
total	27	30	37	56	32	34	17	46	24	27	46	37	22	49	37	30	57	37	19	41	37

Kõik on võimalik



a03SM-	1 → 6		1 8 1
*02RM#	1 → 6	R 4-	1 8 1
*10EH=	K1		p 1 8 1
a\$\$&H#			p 1 8 1
ap00:01			1 8 1

Koik on võimalik



Credit24

ABC RENT a

COCO Active

CEV

FAIR PLAY VOLLEYBALL LEAGUE

ESTONIAN LEYBALL ERATION

Ehne esimine

7

2

10

19

8

14

				-	-	-	
a03SH/	1 → 6D	↙		1	0	1	
*07RH/	1 → 6D	↙		1	0	1	
a13AO#	PR 3 → 2		<input type="checkbox"/> p	p	1	0	1
*\$\$&H=			p		1	0	1
ap00:03					1	0	1

Koik on voimalik



Cred 24

ABC RENT
Rent a car

COCO
Active

CEV

FAIR PLAY
VOLLEYBALL WAY

ESTONIAN
VOLLEYBALL
FEDERATION

Ehtne jäseme

19

10

11

7

15

14

13

*p02:04						1 5 8
*z4						1 4 8
*03SH+	1 → 5					1 4 8
a09RH-	1 → 5	O5-				1 4 8
a13FH+	8 → 4					1 4 8
*07DH#						1 4 8
*10AO+	PP 3 → 8	T1-				P 1 4 8
a09AM+	L3 4 → 1D	H--		↙		P 1 4 8
*19DH-	4 → 1D	S--		↙		1 4 8
*03FH+	9 → 8					1 4 8
a12DH#						1 4 8
a13AM#	YP 8 → 1	H--			Ⓢ	Ⓢ 1 4 8
*\$\$&H=						Ⓢ 1 4 8

MNL



*01SM+	1 → 5	ROT	2 1 6
*\$\$&H#		P	2 1 6
a\$\$&H=		P	2 1 6

Video sync

Data Volley 4 Professional - [Workshop] - _Hom00 Denmark W vs Norge 2017_25052017.dww

Denmark W 3 - Friendly Match Ma 25-22 | 25-21 |

Tools Video Match Analysis Reports Rallies Web Client Teams Tables

Game Over

Denmark Women A 2017 0 + + 0 a Norge 2017

C + T + + T + C

1	BANG	Sofie Perrens H.	1
2	KROGH	Bratlie M.	2
3	Mølgård	Solgaard Thelle H.	3L
5	KJELSTRUP	Eline B.	4L
6	RASK	Steen Knutsen M.	5
7	SODE	Lunde Fossdal L.	6
8L	MØLLGAARD	Bjergland R.	11
11	Hougaard P.	Heile Mikaelen J.	12
12	MOGENSEN	Sannes Sweder T.	13
13	BREUNING	Torgersen R.	14
15	STRIPP	Norveel K.	15
19	FUGMANN	Enebakk H.	16
20	ELBÆK	Steen Knutsen R.	17
21L	LYSKJÆR		

Continue?

Cancel Ending Set 4

Codes list

5 / 1139

	ps	rd	S	*z	az	Timecode	F	Time	
*P01>LUp			1	0	0			19.03.17	
*z1>LUp			1	1	0			19.03.17	
aP05>LUp			1	1	0			19.03.17	
az1>LUp			1	1	1			19.03.17	
a05SM+	1	6			1	1	1	19.03.17	
*08RM-	1	6			1	1	1	19.03.17	
*19AH#	C8	2	4		H--	S	r	1 1 1	19.03.25
a14BH=		4			C8	S		1 1 1	19.03.25
*p01:00								1 1 1	19.03.30
*z6					1	6	1	1	19.03.30
*19SM+	6	6			1	6	1	1	19.03.43
a03RM-	6	6			1	6	1	1	19.03.43
a16AH/	L1	4	2		H--	P	r	1 6 1	19.03.50
*06BH#		2				B		1 6 1	19.03.50
*p02:00								1 6 1	19.03.52
*19SM+	6	6			1	6	1	1	19.04.11
a03RM-	6	6			1	6	1	1	19.04.11
a06AM+ YP	8	6			H--	r		1 6 1	19.04.16
*07AH#	L1	4	1		H--	B	P	1 6 1	19.04.20
a\$\$8&H=						P		1 6 1	19.04.20
*p03:00								1 6 1	19.04.24
*19SM=	6	3			--N	S		1 6 1	19.04.41
a\$\$8&H#						S		1 6 1	19.04.41
ap03:01								1 6 1	19.04.45
az6					1	6	6	6	19.04.45
a17SM-	6	5			1	6	6	6	19.05.03
*07RM#	6	5			1	6	6	6	19.05.03
*07AH+	L1	4	6		H--	r		1 6 6	19.05.09
a17DH+					1	6	6	6	19.05.11
a06AH+	L1	4	7		H--	P		1 6 6	19.05.14
*07AH+	L1	4	5		H--	S		1 6 6	19.05.16
a04DH+					1	6	6	6	19.05.18

Update Verify Search

Esc=Scouting

1 4 4

Hvordan benytter i statistikken

Før kamp:

Under kamp:

Efter kamp:

Streaming af video

Data Volley 4 Professional - [Dame A 2017] - _Poo00 Denmark W vs Norge 2017_workshop.dvw



Tools

Video



Match



Analysis



Reports



Rallies



Denmark W 0 - 1 Norge 2017

Workshop Oct 1 2017

0-25 | 0-11



Open video



Teams



Tables

Search ✕

☰ Switch to Advanced Search shortcut

▶

🕒 0, Pts

Set Rotation a Rotation

* N. Sk Ty ± Cmb SB sz ez ** +Sk Pk Spc Custom

Esc=Close

Datavolley i træning

- Tidsforskudt video spillerne kan se sig selv
- Serv, modtagning og angreb kan hurtig få mange bolde til baseline
- Modstandertal kan benyttes til forberedelse (angrebsretninger, favorit serv etc.)
- Optimere egne rotationer

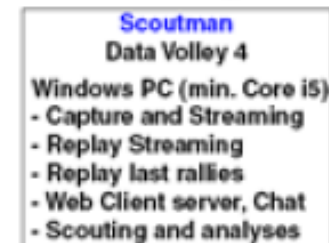
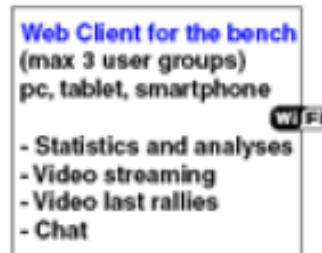
Præsentation af data

Til spillerne

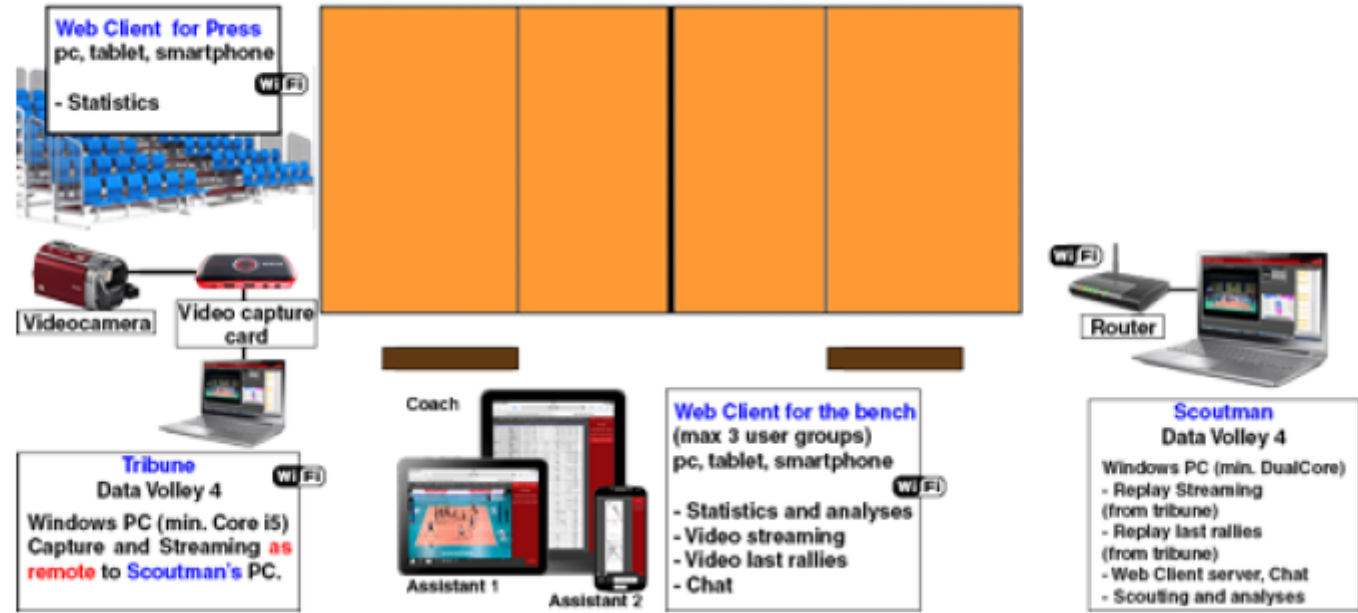
Til Coach

Setup kamp

- Video
 - Stat
 - Bænk
- Configuration A: one video camera and one Data Volley 4, with wifi connection**



Configuration B: one video camera and two Data Volley 4, with wifi connection



Spørge tid

