



**LITHUANIAN SPORTS
UNIVERSITY**



NORDPLUS

**Digitalization in the coaching process
across Nordic-Baltic countries
(NPHZ-2022/10033)**

Video analysis: A brief introduction

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2024-11-19

A brief reminder



Video analysis as a tracking tool

The screenshot displays a basketball video analysis software interface. The main window shows a live game between Venezia F. (VEN) and Ragusa F. (RAG). The score is 5-6, and the time is 1Q 06:40. The interface includes a list of actions on the left, a court diagram on the right, and a central video feed.

Actions List:

Tipo	Esito	T.	Inizio	Fine	Squadra	Giocatore	A Giocatore	Note	Autore
P&R		1Q	00:07	00:22	VENEZIA F.	PETRONYTE			SICS
Defensive Action	2PT+	1Q	00:07	00:19	RAGUSA F.	PETRONYTE,STE...			SICS
Offensive Action	2PT+	1Q	00:07	00:19	VENEZIA F.	PETRONYTE,STE...			SICS
P&R Suffered		1Q	00:07	00:22	RAGUSA F.				SICS
Assist		1Q	00:09	00:24	VENEZIA F.	STEINBERGA	PETRONYTE		SICS
Assist Suffered		1Q	00:09	00:24	RAGUSA F.				SICS
Post Up Suffered		1Q	00:10	00:25	RAGUSA F.				SICS
Shot		1Q	00:10	00:25	VENEZIA F.	PETRONYTE			SICS
Left Hand, Hook, Contested, Post Up	2PT+	1Q	00:10	00:25	VENEZIA F.	PETRONYTE			SICS
Post Up		1Q	00:10	00:25	VENEZIA F.	PETRONYTE			SICS
Shot Suffered	2PT+	1Q	00:10	00:25	RAGUSA F.				SICS

Court Diagram:

The court diagram shows the positions of players on the court. The left side (VEN) is marked with red numbers: 13, 16, 6, 4, 41, 3, 12, 10, 5. The right side (RAG) is marked with blue numbers: 21, 0, 4, 25, 3, 17, 52, 22. The center circle is marked with 49 and 17. The key area is marked with 12 and 10. The court is divided into two halves by a center line.

Movement analysis

The physiological load imposed on basketball players during competition

S.E. McINNES,* J.S. CARLSON, C.J. JONES and M.J. McKENNA

1. **Stand/walk**: activity of no greater intensity than walking. No distinction was made between standing still and walking or between different intensities of walking. Stand/walk also included those instances when the subject was in a defensive stance but not moving.
2. **Jog**: movement (forwards or backwards) at an intensity greater than walking but without urgency.
3. **Run**: forwards or backwards movement at an intensity greater than jogging and a moderate degree of urgency but which did not approach an intense level of movement.
4. **Stride/sprint**: forward movement at a high intensity, characterized by effort and purpose at or close to maximum.
5. **Low shuffle**: movement generally in a sideways or backward direction using a shuffling action of the feet. The movement was without urgency and characterized by a slow rate of foot movement and an erect posture.
6. **Medium shuffle**: shuffling at a medium intensity with a moderate degree of urgency, characterized by a moderate rate of foot movement and usually an erect posture, but not approaching an intense level of shuffling-type movement for that player.
7. **High shuffle**: shuffling at a high intensity characterized by effort and urgency with a rapid foot movement usually while in a squat position. Ground may not have been covered during the shuffle, as the feet may have been shuffling rapidly on the spot or transferring weight from side to side.
8. **Jump**: the time from the initiation of the jumping action to the completion of landing.


Tracking stats

COREY WEBSTER
NO.1 on the #FIBAWC player stats board

GP:	3
MPG:	30.2
PPG:	25
PTS:	75
FGM-FGA:	8.3-16.3
FG%:	51
3PM-3PA :	6-10.7
3P%:	56.3
FTM-FTA:	2.3-2.7
FT%:	87.5

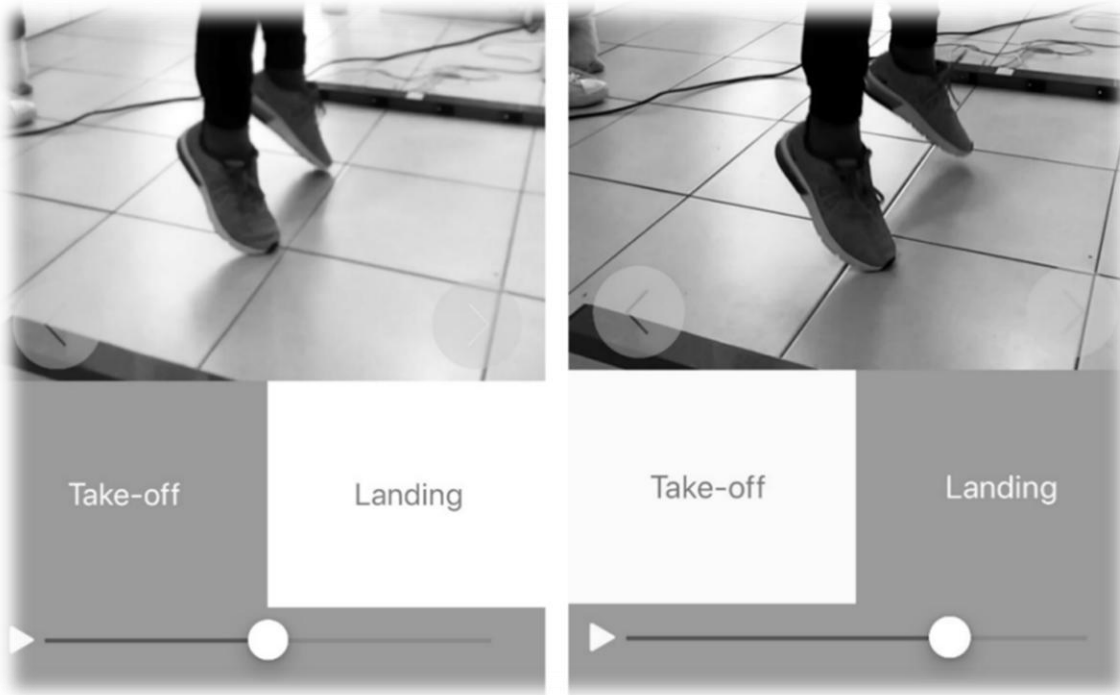


www.NZ.basketball

   @TallBlacks | #TuKaha

TALL BLACKS
New Zealand

Other applications of video analysis





(once again x3)

A solid orange horizontal bar spans the entire width of the slide at the bottom.

Today's toys

MAINLY THIS



A TINY BIT OF THESE



Bring it on

**Let's
get it
started.**



Questions?

