

# PANINI GROUP - THE DIGITALSOCCER PROJECT

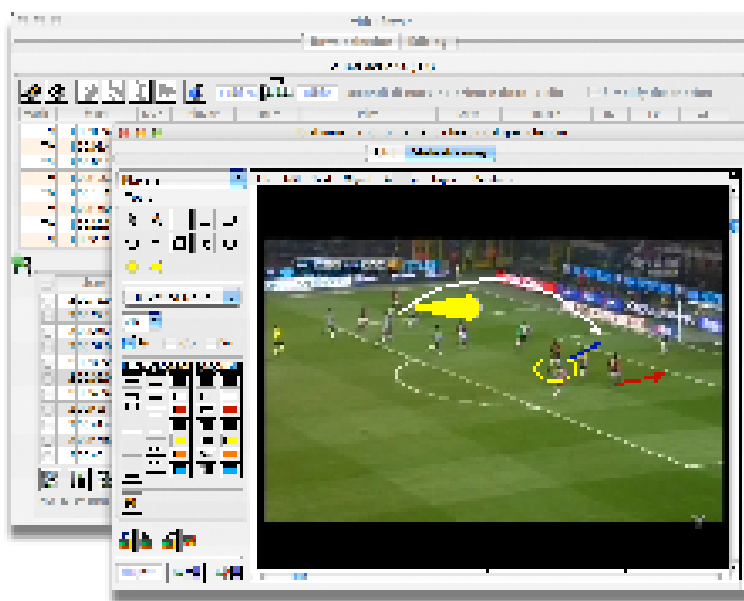
4D's powerful software combined with advanced video technology has helped to create an unparalleled system to evaluate performance and prospects of football teams and players.



*"4D allows us to quickly and easily develop in a multi-platform environment, taking advantage of advanced graphics and video plug-ins, as well as a seriously powerful database."*

Leonardo Grilli  
IT Manager  
DigitalSoccer Project

*4D Server running as a video server.  
The system allows for video editing and montage.*



The DigitalSoccer Project (by Panini Group) started in 1994, is now Italy's leading company in the collection of statistics and supplying information services to support football organizations and media companies, in addition to being the official provider of statistics to Italy's Lega Calcio. Typically, sport events are analyzed from a subjective point of view. The DigitalSoccer Project (DSP) was created with the aim of introducing objectivity into the technical and tactical observation of a football match.

In recent years, DSP's main activity has been to supply technical staff and football organizations with the instruments necessary to evaluate, study and improve players' and teams' performance using sophisticated software and data analysis techniques.

## "THE SCOUT SYSTEM"

DigitalSoccer The DigitalSoccer Project has developed and implemented software for a match's technical/tactical scout: the DigitalScout.

The software is based on 4D and a voice recognition system, which then collects – in real time – thousands of lines of data per match, each with

the following specifications: time coordinates (time code in/out), spatial coordinates (position in the beginning and at the end of an action), player, type and consequence of the technical action. The system, therefore, allows an enormous amount of data to be collected... in real-time! It's possible to observe the progress of a match, the performance of a player, and to evaluate and compare both the players' and the teams' technical characteristics, among other factors.

The data from 20 workstations, each running the standalone 4D DigitalScout, is collected on a 4D Server where the details of thousands of players, on teams all over the world, can be analyzed.

Real-time collection of thousands of line per match



Advanced plug-ins, and easy integration with external technologies



# "THE MONTAGE SYSTEM"

4D Server also works as a video server, called DigitalLog, capable of creating automatic video montages (with the QMedia plug-in) and graphical reports (with HMReport, a third-party plug-in from Heubach Media).

It's essentially a computer containing complete videos of matches, which are indexed according to the DigitalSoccer system. This index allows instant searches of, and access to, the images necessary to create and analyze video montages.

Graphics and comments can quickly be added to the images, which can be useful for explaining plays, and highlighting actions or possible mistakes.

The system is capable of managing more than one video of the same match simultaneously, typically television and bird's-eye camera images – so every movement of every individual player can be visualized at any given moment.

With 4D at its core, DigitalLog can quickly and easily evaluate individual players' performances for transfers/trades, or create video presentations about individual players to assist in evaluations of contract trades, or player releases/acquisitions.

The DigitalLog video server also serves as an archive containing all of a team's matches, allowing them to create their own videos and use them for different purposes – not only for sports management, but also for the creation of commercial products (e.g. video publications).

Thanks to 4D, its advanced plug-ins and ability to easily integrate external technologies, Panini Digital can offer an amazing and powerful system, unrivaled among databases.

# ABOUT 4D

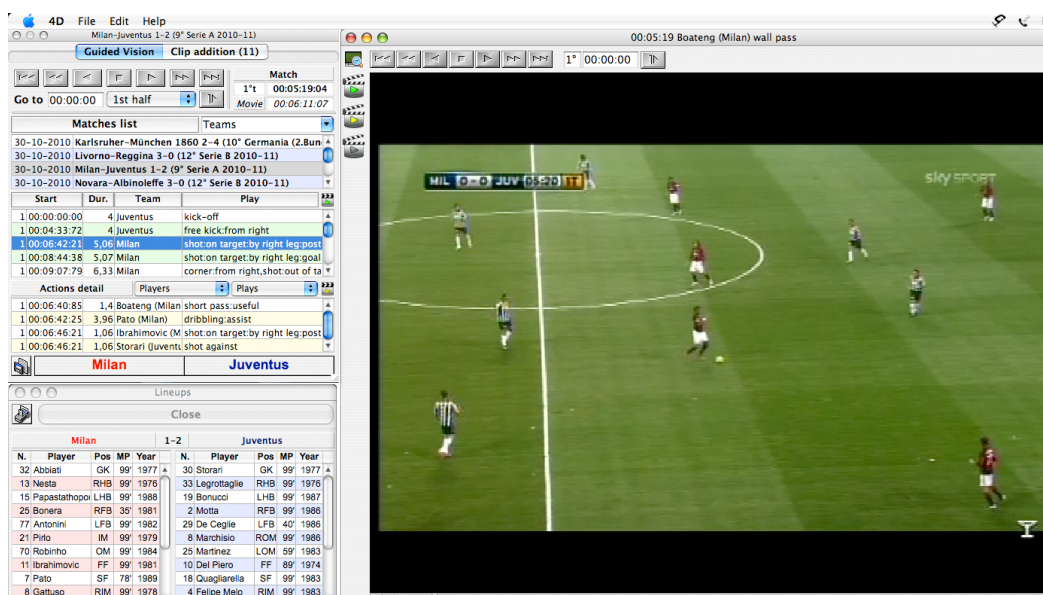
4D's mission is straightforward: to simplify and speed up business application development and deployment. It has been doing this for small-to-medium businesses, large enterprises, top-ranked universities, government agencies, independent developers, and vertical solution vendors ever since the nascent years of personal computing. 4D is committed to providing the best integrated software platform, where one initial solution can scale and adapt to the needs of standalone programs, multiplatform client/server applications, or Web-based Rich Internet Applications. Solutions that support a few people or as many users as needed. This is why 10,000 developers and end-users in over 70 countries, working in dozens of languages, rely on 4D to keep their operations running smoothly.

Rolande Courté  
Field Marketing Manager  
[rolande.courte@4d.com](mailto:rolande.courte@4d.com)  
[www.4d.com/fr](http://www.4d.com/fr)

# ABOUT PANINI GROUP

Panini was founded as a card and sticker company in Modena, Italy, in 1961. It has since grown globally with collectibles, new media and digital divisions in over 100 countries.

Leonardo Grilli  
[lgrilli@digitalsoccer.it](mailto:lgrilli@digitalsoccer.it)  
[www.paninidigital.com](http://www.paninidigital.com)



The main events of each match can be easily viewed and many personal descriptions added.

Photo credit: Cabinet-gtec - Writer: Cabinet-gtec © 4D 2018. All rights reserved. Names and trademarks mentioned in this document are the property of their respective holders.



@4Dsoftware

@ info-intl@4d.com  
+33 1 30 53 92 00

www.4d.com  
blog.4d.com

4D SAS  
66 route de Sartrouville  
78230 Le Pecq  
France