

# A Searching and Automatic Video Tagging Tool for Events of Interest during Volleyball Training Sessions

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## ABSTRACT

Quick and easy access to performance data during matches and training sessions is important for both players and coaches. While there are many video tagging systems available, these systems require manual effort. This paper proposes a system architecture that automatically supplements video recording by detecting events of interests in volleyball matches and training sessions to provide tailored and interactive multi-modal feedback.

## CCS CONCEPTS

• **Human-centered computing** → **Interactive systems and tools**; • **Interaction paradigms** → *Web-based interaction*.

## KEYWORDS

Human-Media Interaction, Multimodal Feedback, Gestures Analysis

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## 1 INTRODUCTION

Access to performance data during sports matches and training sessions is important for both players and coaches. Analysis of video recording showing different events of interest may help in getting insightful tactical play and engagement with players [3] and video edited game analysis is a common method for post-game performance evaluation [4].

Accessing events of interest in sports recording is of particular interest for both sports fans e.g. a baseball fan wishing to watch all home runs hit by their favorite player during the 2013 baseball season [5], or a coach searching for video recordings related to the intended learning focus for a player or the whole training session [4]. However, these examples require events to be manually tagged which not only requires time and effort but would also split a trainers attention from training to tagging the events for later viewing and analysis.

The proposed system automatically supplements video recording by detecting events of interests in volleyball matches and training sessions to provide tailored and interactive multi-modal feedback to coaches and players by utilizing an HTML5/JavaScript application.

## 2 SYSTEM COMPONENTS

In addition to video camera(s) to record video. The system has the following components.

**Sensors on Player Wrist(s):** During a training session or a match, players wear a wireless sensor such as an IMU (Inertial Magnetometer Unit) [1, 6] on one or both wrists. Features are extracted from the IMU signals to train machine learning models to recognize volleyball actions and non-actions. The machine learning is performed in two steps as shown in Figure 1, first we recognize if a frame (0.5 seconds

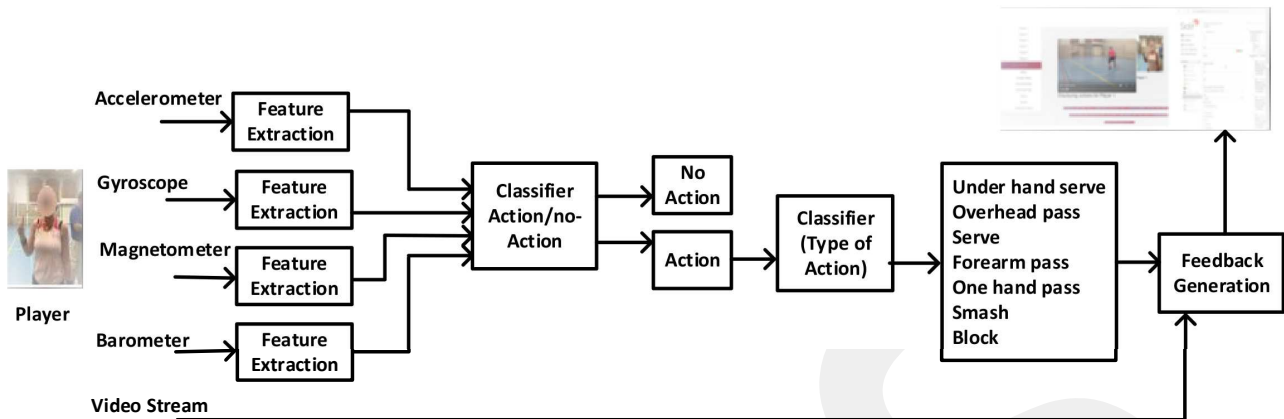


Figure 1: Proposed System Architecture

in length) of sensor data belongs to a volley ball action or not. If it belongs to an action then we further classify it into types of actions. The machine learning models provides a results of around 86% for the first step (action or no action) using a data-set from 8 different players in leave-one-subject out cross validation setting [2]. For type of actions, the ML models provides around 81% in subject dependent settings using data-set of three players.

Once the actions are identified, its information along with the timestamp is stored in a repository for indexing purposes.

**Repository:** Information related to the video, players and actions performed by the players are indexed and stored as documents in a tables or cores in Solr search platform [7]. An example of Smash indexed by Solr as follows:

Table 1: Sample Solr structure

```

    "id": "25_06_Player_1_action_2"
    "player_id": ["25_06_Player_1"],
    "action_name": ["Smash"],
    "timestamp": ["00:02:15"],
    "_version_": 1638860511128846336
    
```

**Web Application:** The interactive system is developed as web application. The server-side is written using asp.net MVC framework. While the front-end is developed using HTML5/Javascript.

The player list and actions list are dynamically populated by querying the repository. The viewer can filter the actions by player and action-type (e.g. over head pass by player 3). Once a particular action item is clicked or taped, the video is automatically jumped to the time interval where the action is being performed.

### 3 CONCLUSION

A prototype has been developed for providing an interactive feedback to coaches and players about the actions. The machine learning models are under development. In future work we intend to conduct detailed evaluation of the these models both intrinsically and extrinsically, in system use for volleyball training.

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