



# Creating a tagging panel

## A simple introductory process

Deciding what to tag and then creating a tagging panel for your sport can be very simple or it can be complex. Whole books have been written on notational or statistical analysis of sport but in essence, you are aiming to do one of two things when you are using tagging software like Dartfish:

- 1) You want to create an index of events of a video file so that you can review them.
- 2) You want to create a statistical picture of what you consider to be the important events in a video.

These 2 aims are important to think about because you can make the entire process simpler and more effective if you begin by having a clear picture of what you want to tag. Consider the following example:

Example: many of the tagging panels provided with Dartfish have a button for tagging a pass of a ball, but do you really want to tag ALL the passes in a game? In most sports that is a lot of button clicking, is all that information relevant to you? The answer is "Yes" if you want Dartfish to show you information about all passes such as passing success rates or all the actions of players on the ball, but perhaps all you really need to know about are the passes that are intercepted and the reasons for that interception. Perhaps you only need to know about passes that take place in the opponents' half of the field. Less quantitatively, perhaps you are really only interested in a few passes that have an effect on the game. So you see, by just examining one element of your sport or activity you can see you have some decisions to make on what is valuable knowledge.

In this document you are presented with a simple way of creating a tagging panel. This is just one of many methodologies and as you grow more experienced, you may even laugh at its simplicity but if this process helps you to a point where you can become derisory, it will have achieved its purpose!

### Step 1 (start out using paper & pen)

#### Write down a list of what events are to be tagged

Take a piece of paper and write a list of events that you will want to include in your index. At this stage don't get too detailed: Imagine watching your sport and thinking "I must show that \_\_\_\_\_ to the players later", or thinking "I must count up all the times that I see a \_\_\_\_\_". If your descriptor is more than one or two words then it probably needs to be simplified.

*Shot*  
*Corner*  
*Free kick*  
*Tackle*  
*Poor positioning*  
*Other positive*  
*Other negative*

### Step 2

#### Categorise your events by placing them under headings

I recommend starting with just one category - *Events* - because this will make your list easy to read with all events listed in a single column. Now your list will look something like the one opposite.

<p><b><u>Events</u></b>  <i>Shot</i>  <i>Corner</i>  <i>Free kick</i>  <i>Tackle</i>  <i>Other positive</i>  <i>Other negative</i></p>
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Ultimately, you may decide that you need different types of events to be in different categories as this will help you search for specific types of events. For example *Open Play Events* and *Set Piece Events*.

### Step 3

**Decide the WHAT, WHERE, WHEN, WHY, HOW of each of your events.**

What other information do you need to know about each of your events? What was the *outcome*? In which *location* did it take place? Which *player* was involved? Don't list specifics at this stage; here you are creating **categories of Values** (descriptors) for each action.

#### Events

*Shot* ---- *player, outcome*

*Corner* ---- *player, outcome, type*

*Free kick* ---- *player, outcome, location, type*

*Tackle* ---- *player, outcome*

*Poor positioning* ---- *type*

*Other positive*

*Other negative*

### Step 4

**List your categories**

The items in bold type above correspond to the different categories of values that will appear in your events list. In this tagging panel design these categories will also define the groups of buttons that we will use.

If you lay out your list as follows then you will get an idea of what your events list will ultimately look like.

#### Events

#### Outcome

#### Location

#### Type

#### Player

*Shot*

*Corner*

*Free kick*

*Tackle*

*Poor positioning*

*Other positive*

*Other negative*

### Step 5 (now you are ready to use the tagging panel editor)



Start a new tagging panel using the **SELECT** button at the top of the create events panel of the Tagging module

**Add group boxes for each of your categories**

Drag group boxes onto one of the pages of your new panel. Be careful to ensure that each group box is placed on the white part and not the grey part of the panel. Also make sure that each group box is placed below and not accidentally placed inside another one.

**Set the category and label properties for each group box.**

Usually these will be the same. For example the group box labelled "Events" will also have its category property set to "Events". You can delete the label if you want to save space and it is obvious what that group box's buttons represent.

## Step 6

### Remember to save your tagging panel regularly as you edit it.

Tagging panels are saved as tagging project document files on your hard drive so that you can open and reuse any number of tagging panels. Where you save the panel is not important, as long as you remember. They don't need to be saved in a Dartfish Library folders. You might want to create a new folder to store tagging panels. Because tagging panels are independent of the video being tagged, you can share your panel with others and any number of tagging panels can be used to tag a single video.

## Step 7

### Add the EVENT BUTTONS to the events group box

For each of your events, drag an event button into the events group box.

- If the event has a predictable duration the use an EVENT button. For example for a shot on goal you will be interested in approximately the 6 seconds leading up to the shot and the 4 seconds afterwards.
- If the event has an unknown duration, use a CONTINUOUS EVENT button. For example a corner may result in an unknown duration of attacking play before the outcome is settled.

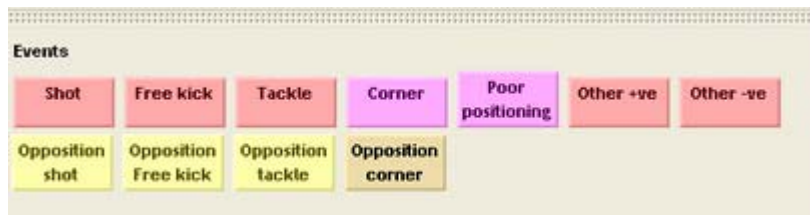
### Set the label property for each button

Set the style property of the continuous event buttons to Magenta to help you distinguish them from event buttons

## Step 7b (optional)

### Add another set of event buttons for the opposition

If you want to be able to compare the events of your team with those of the opposition, the best way is to use a duplicate set of event buttons. Before doing this, ask yourself, "Do I need to know opposition statistics too"?



## Step 8

### Set preroll and duration properties for each event button.

First think about when you will click an event button. Typically you will click it just after seeing the event take place e.g. shot? If so you may want to see the 5 seconds leading up to the shot. This amount will be your preroll setting. If you also want to see 5 seconds after the button click, the duration setting will be 10 seconds.

Continuous event buttons don't have a preroll but you can *offset* the start by a few seconds so that you can include some time before the button is activated.

Event Properties	
<b>Appearance</b>	
Item Id	EventButton0
Label	Shot
Tooltip	Create an event when the button is clicked.
Shortcut Key	
Image	
Style	Red
<b>Event</b>	
Category	Events
Value	
Preroll	5 sec
Duration	10 sec
<b>Interaction</b>	

## Step 9

### Add value buttons for each event

Drag & drop value buttons into each of the other group boxes. Each event may require different values to describe it. For example the outcomes of a Shot event will be different from the outcomes of a tackle.

### Set the label property for each button

(picture overleaf)

**Events**

Shot	Free kick	Tackle	Corner	Poor positioning	Other +ve	Other -ve	Opposition shot	Opposition Free kick	Opposition tackle
Opposition corner									

**Outcome**

Score	Miss	Save	Gain possession	Lose possession	Foul	Value
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**Location**

Attack Left	Attack centre	Attack right	Mid Fwd Left	Mid Fwd Centre	Mid Fwd Right	Mid back Left	Mid back centre	Mid back right	Defence left
Defence mid	Defence right								

**Type**

Direct	Indirect
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**Player**

1	2	3	4	5	6	7	8	9	10
11									

## Well done!

Save your panel, close the tagging panel editor and try it out.

You should now have a functional tagging panel where every button is capable of adding its value into the appropriate column of the Events List.

Untitled Tab

**Events**

shot	Free kick	Tackle	Corner	Poor positioning	Other +ve	Other -ve
Opposition shot	Opposition Free kick	Opposition tackle	Opposition corner			

**Outcome**

Score	Miss	Save	Gain possession	Lose possession	Foul	Value
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**Location**

Attack Left	Attack centre	Attack right	Mid Fwd Left	Mid Fwd Centre	Mid Fwd Right	Mid back Left
Mid back centre	Mid back right	Defence left	Defence mid	Defence right		

**Type**

Direct	Indirect
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**Player**

1	2	3	4	5	6	7
8	9	10	11			

## Appendix

### The limitations of this method and some steps forward

This method has the advantages of being straight forward and easy to follow no matter what sport or activity you are attempting to tag. For many of you it will be exactly what you need but it does have certain limitations. In this section I'd like to make you aware of those limitations and suggest other possibilities:

- 1) Limitation: The value buttons relating to different events are mixed together in a single group making it difficult to identify the buttons specific to each event.  
*The solution to this is easy – add further Group Boxes inside the existing Group Boxes. Until now, Group Boxes have been used to confer their Category property onto the buttons placed within them and organise the buttons into groups. In this solution, Group Boxes are just used to physically organise buttons into different parts of the panel. They too will inherit their Category property from the Group Box into which they are placed, as will the buttons placed within them.*
- 2) The disadvantage of the solution presented to problem (1) is that your tagging panel will potentially start to occupy a lot of space on screen.  
*In this case, use a **Tabbed Group Box** instead. A Tabbed Group Box is like a Group Box but has many pages, therefore, rather than stacking many group boxes on top of each other, a single Tabbed Group Box can hold all your buttons and take up only slightly more space than a normal Group Box. Remember to set the Category property of each page of a Tabbed Group Box.  
TIP: Set the trigger property of each of your event buttons to trigger the appropriate page of the tabbed group box. This saves you the extra 'click' of selecting the page yourself. You can see examples of this if you examine the behaviour of many of the tagging panels supplied in the software.*
- 3) The main limitation of the simple model relates to the outputs you need from searching. Using the **Table Search tool**, you cross reference 2 categories. If you have many events and (for instance) many possible outcomes then the table for this search will be very large and non-specific.  
*The solution is to define different categories of events and different categories of values related to those events. For example you may want to define Open Play Events and Set Piece Events and Open Play Outcomes as categories. Remember though: EVERY BUTTON YOU ADD MUST HAVE A CATEGORY PROPERTY SET. The easiest way of making that happen is to place them inside Group Boxes or Tabbed Group Boxes and set the category property for the group box; all the buttons within inherit the category property of the box.*
- 4) There is a further limitation of placing all event buttons in the same group box as described here. This relates to the specific behaviour of Continuous Event Buttons: Activation of a Continuous Event Button deactivates all other continuous event Buttons using the same Category.  
*If you need more than one type of continuous event taking place at the same time then you must use different categories for each set of continuous event buttons.*

