

# Use and visualization of data in soccer

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## Abstract

With the development of technology, the data acquired in soccer is becoming more diverse and more detailed. The two main types of data being dealt with today are “ play data ” based on ball touch, such as pass and shoot, and “ tracking data “ that quantify the movements of players such as running distance and sprint. Specialist knowledge and skills are required to use these data, and while some Japanese professional soccer clubs have attempted to use the data for various decision-making purposes by employing specialist staff and collaborating with educational and research institutions, many clubs do not make full use of it.

In this situation, in order to make more effective use of data on the soccer field, it is necessary to visualize data in a form that is easy for non-specialist team staff to handle. In this session, examples of visualization of soccer data in Japan and examples of advanced initiatives in Europe and the United States will be presented.

Keywords: sports analytics, sports analyst, sports data science, data scientist