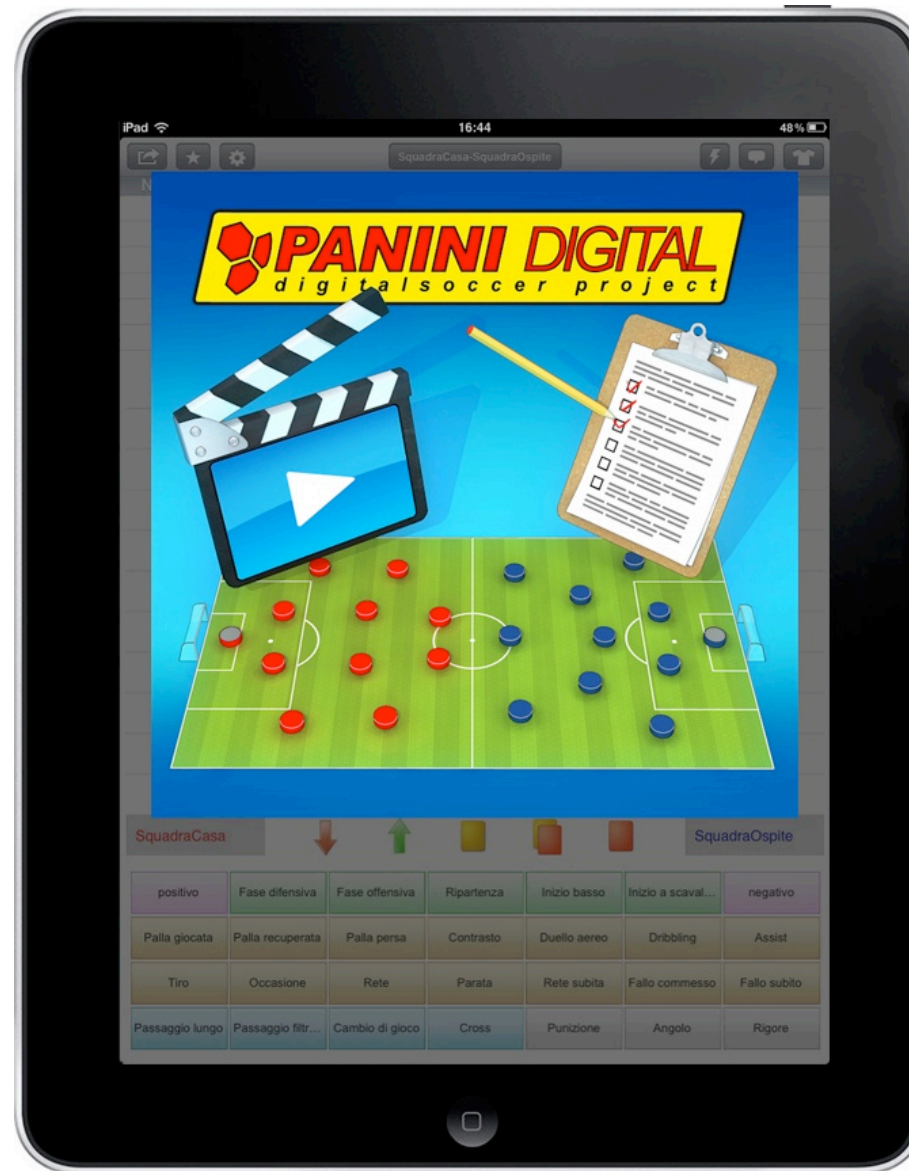


iDigitalScout v1.4



Last release 19th June 2012

What is iDigitalScout

iDigitalScout is a tool designed for football professionals, developed by **DigitalSoccer Project (Panini Group)** and born of its twenty-year experience in football match analysis as well as of collaboration with the technical staff of the major Italian football clubs.

iDigitalScout allows you to collect data about teams and players in real time during a match: who, what, when and where.

Thanks to a simple and intuitive interface with **iDigitalScout** you can easily record all important events - both from a technical as well as tactical point of view - of a football match while comfortably sitting on a sofa at home or directly at the stadium.

At any time you can keep up with the match by viewing graphs and statistics based on the entered data.

All data may be saved thus creating a personal archive or may be processed by other softwares, in particular analysis programs and video editing programs by DigitalSoccer Project.

iDigitalScout stores a list of pre-set motions and situations originating from the long collaboration with teams' technical staffs. The list may be changed according to the user's purpose and pleasure.

To enable the user to familiarize with the application, during its first installation **iDigitalScout** displays the historical football match



Italy 4-3 West Germany held in the **1970 World Cup in Mexico**, also known as the ***match of the century***.

The application also stores teams lineups of the **Serie A** and **B** for the season **2011-2012** (updated with the most recent transfers) to help the creation of matches of the two tournaments.

Each user is free to create his own players, teams and matches.

iDigitalScout, the ideal tool for football lovers and for all in search of a modern approach to the technical-tactical view of a match.

Convention and glossary

iDigitalScout uses the same convention as DigitalSoccer Project does, i.e. **dark red** to mark all information regarding the home team and **dark blue** for the visiting team.

Glossary

TAP: it corresponds to a mouse click on computers and means “to strike lightly with a finger”;

LONG TAP: it corresponds to a prolonged mouse click on computers and means “to strike lightly with a finger for a longer time”.

Layout elements: scout page

ARROW: to load, save and transmit the match; **STAR:** to set up a default performer; **GRID:** to manage the buttons grid; **GEAR:** to control actions in the button grid part.

LIGHTNING: to delete last data entry; **LONG TAP:** to delete all scout entries; **BALLOON:** to open the app INFO; **BAR CHART:** to access the statistics page; **SHIRT:** to enter the lineup page.

Match name

Menu to access quickly to notes.

Players list

On both screen sides are listed the 'active' players of the two teams.

In the first line shirt number and last name/alias are displayed, in the second line follow the year of birth, position initials and any 'event' regarding the player such as substitutions and cards.

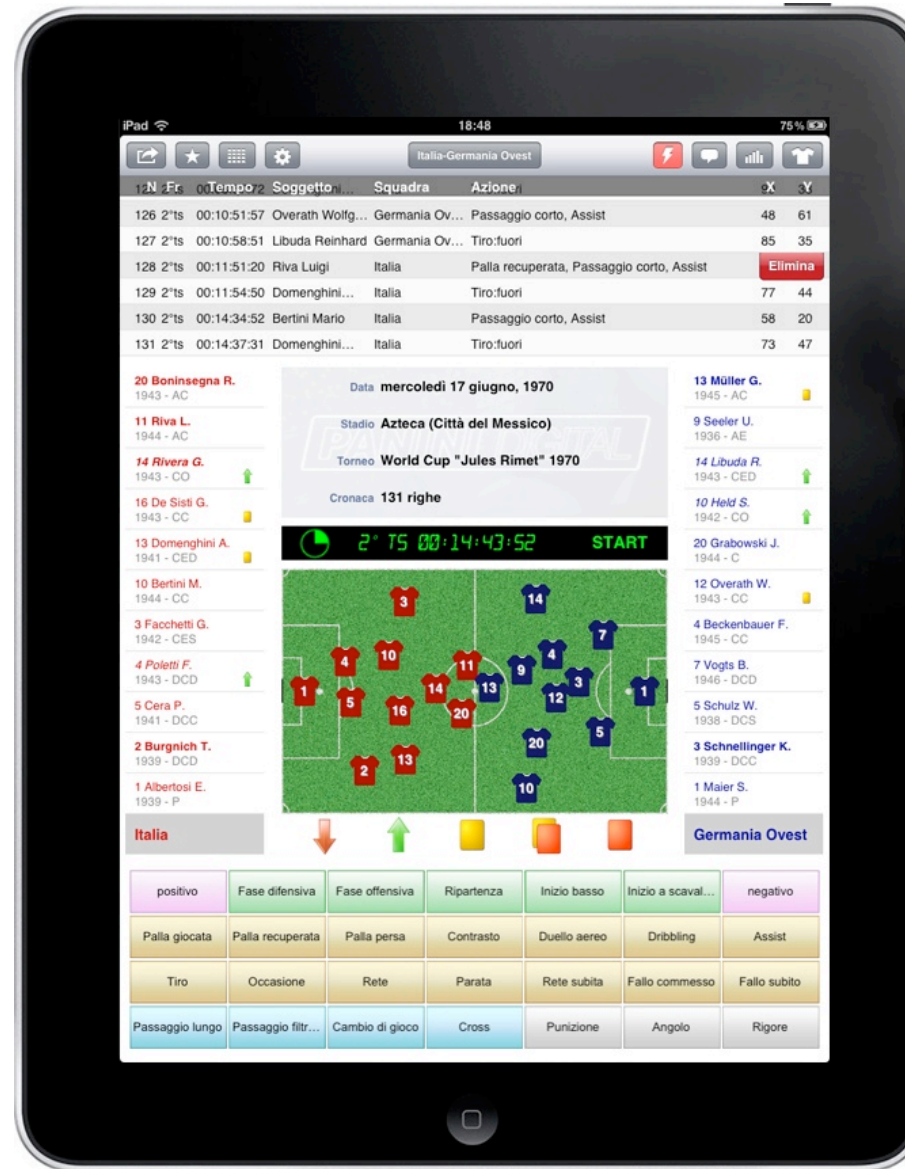
The different styles used in writing the players names indicate:

- plain: first string;
- *italic*: substitute;
- **bold**: specific data have been entered into player records;

LONG TAP a team name to enter the page where to set all players to activate into lists and on the pitch.

LONG TAP a player name to enter a record, containing all details of the player, where precise information on the match can be edited.

After starting the stopwatch (LONG TAP on START) by any single TAP on teams, players, actions and pitch new data entries will be added to scout.



Scout entries

In the upper part of the screen you see the scout entries. Each single lines shows information regarding time, the performer, the action and position.

You can deleted an entry by simply swiping a finger on it and selecting the hidden red button DELETE.

Stopwatch

To start the data collect you need to LONG-TAP the **START** button to start the stopwatch.

Now the button turns into **STOP**.

LONG-TAP the **STOP** button to stop the stopwatch.

Single TAP the stopwatch for a pop-up time selector to change half and time.

Pitch

Swipe two fingers along the pitch image to switch the side of the players list from right to left so to adapt the action direction to what it is happening on the pitch.

LONG TAP the pitch to change shirts positions on the pitch.

Substitutions and cards

To make data entry easier and faster you have appropriate buttons helping you in dealing with substitutions and cards.

In the bottom part of the screen a **BUTTON GRID** is displayed to select type of motion or situation. You can choose the grid size (rows by columns) from the **GEAR** menu at the screen top. LONG TAP the grid to change the link between motion and situation, as well as to assign a performer matching with it.

Layout elements: substitutions and cards

Thanks to some “dedicated action buttons you can speed up the data input regarding substitutions and cards.

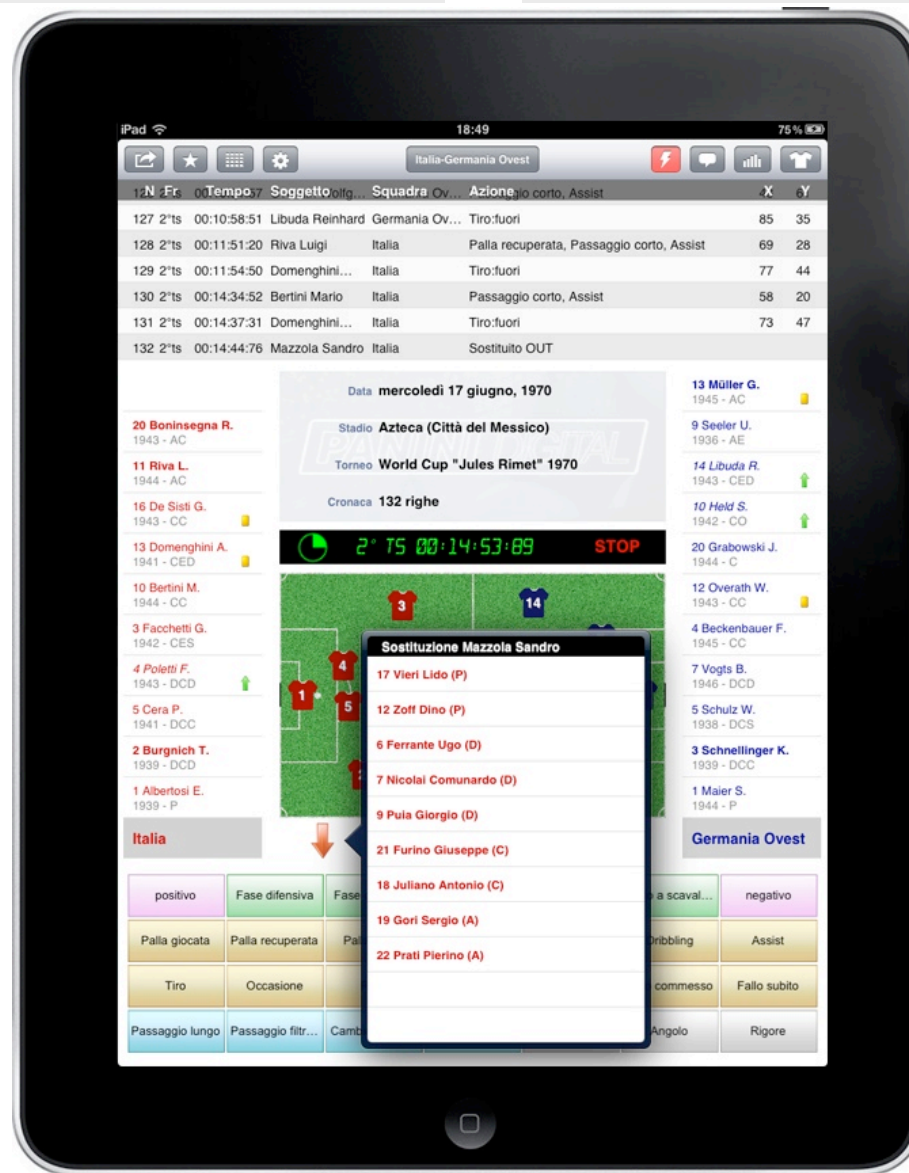
These buttons are displayed by means of icons under the pitch (iPad portrait mode) or on the right-hand side of the pitch (iPad landscape mode).

What the five icons mean:

- **red arrow:** substitute out;
- **green arrow:** substitute on;
- **yellow card:** first booking;
- **yellow and red cards:** second booking and red card;
- **red card:** to be red-carded;

They are user friendly: while the match is in progress, the stopwatch on, just single TAP a player’s name to select one player from one of the two teams then a LONG-TAP the icon relevant to the action to be entered.

Now the respective line will be added to the scout and time will be entered within the player’s record.



Substitution

The button for substitution has an additional powerful feature.

Choose the player to be replaced and long-tap the red arrow, the system disables the player from the players list on the screen and suggests all substitutes who may replace him.

Select the player to be brought on to the pitch, the substitute is automatically activated into the players list.

The image in this page shows the substitution of **Sandro Mazzola** with **Gianni Rivera**.

Layout elements: switching and moving

TEAMS SWITCHING. When you swipe two fingers on the pitch the teams are switched (left/right) so to suit the action direction to what it is happening in the match. Please note the colours of the teams will not change.

SHIRTS MOVING. LONG-TAP the pitch image to make it get bigger and let you move the players from one place to another (each shirt represents a player). Tap the red X button to go back to scout



Layout elements: timing and stopwatch

SCOUT STARTING. LONG-TAP the **START** button to start the data collection. The button **START** turns into **STOP**.

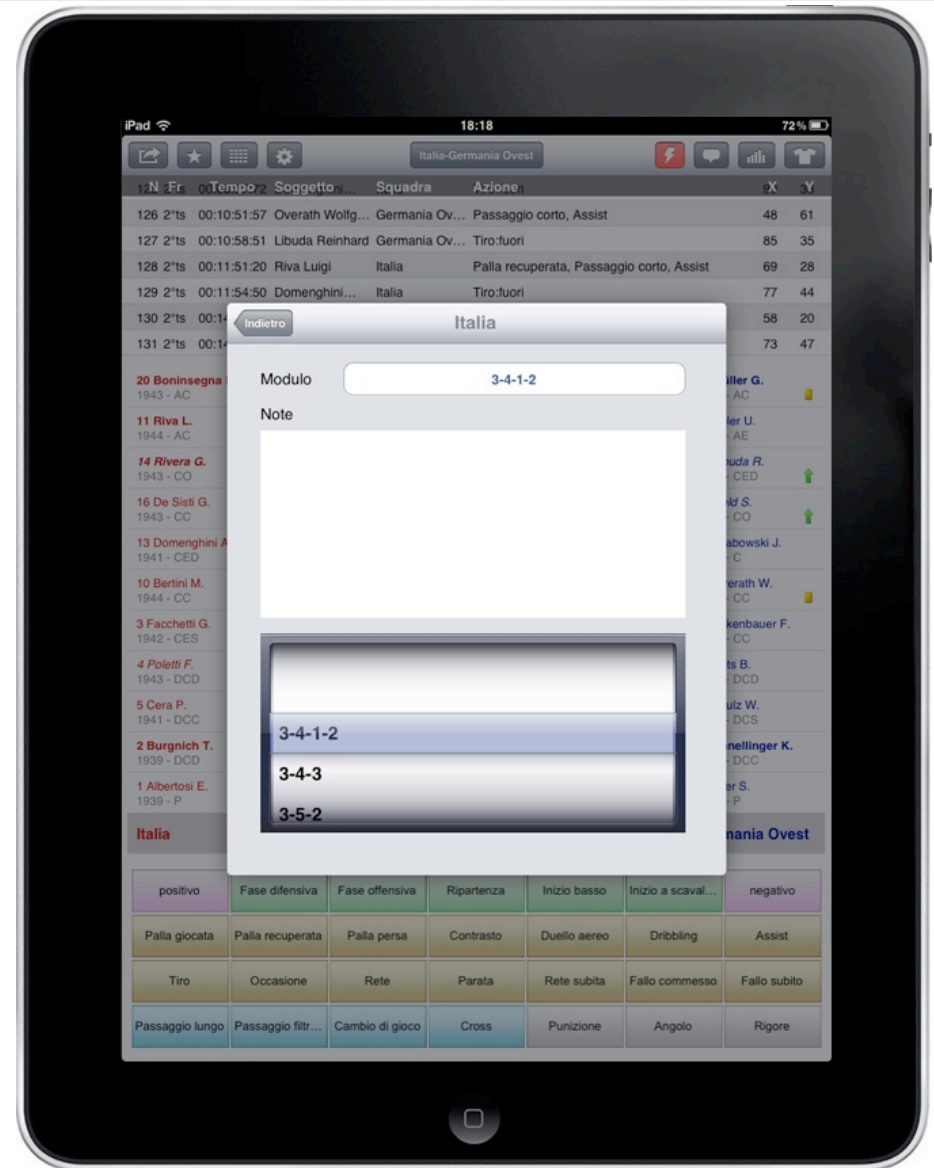
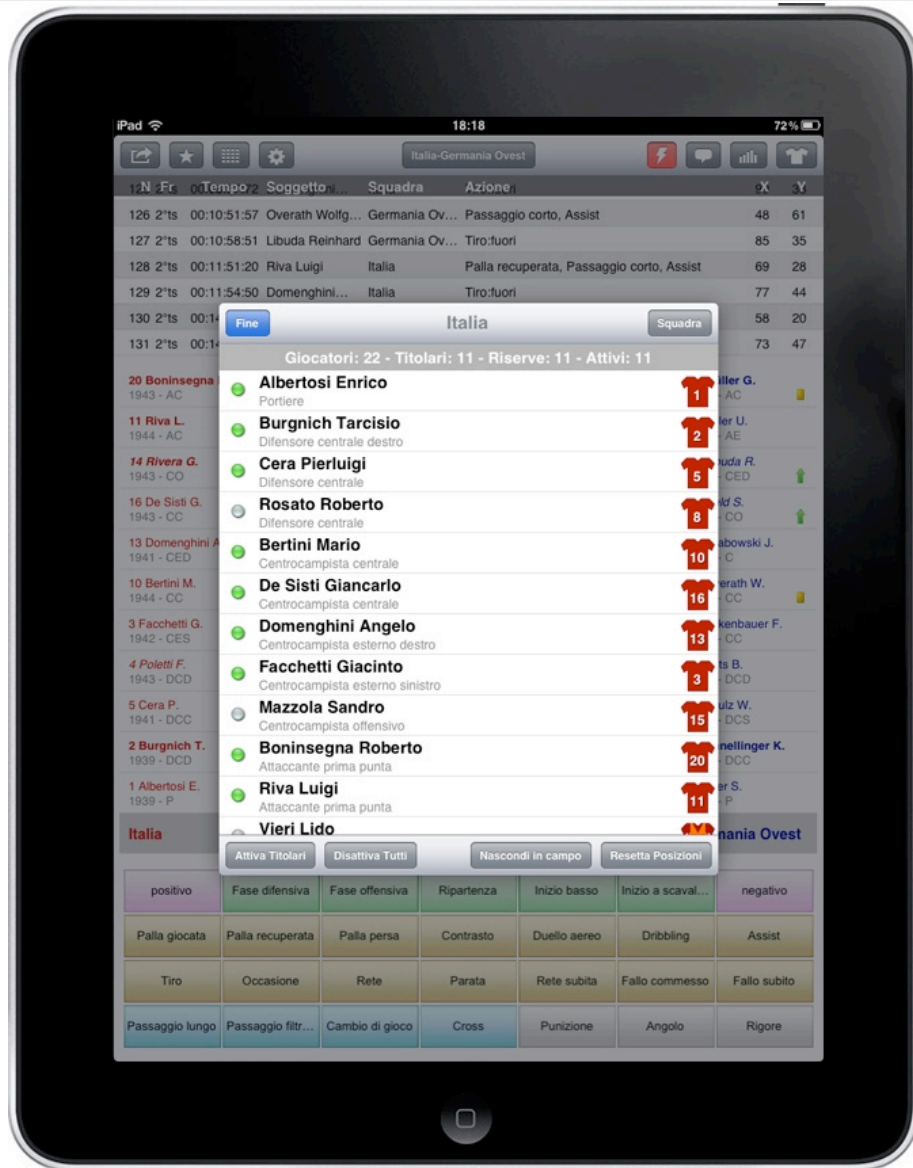
STOPWATCH. TAP the stopwatch for the pop-up selector. Use the selector to change game half or time.



Layout elements: team record

TEAM RECORD. LONG-TAP the teams name to access a page where you can set up the players to be activated into lists and on the pitch.

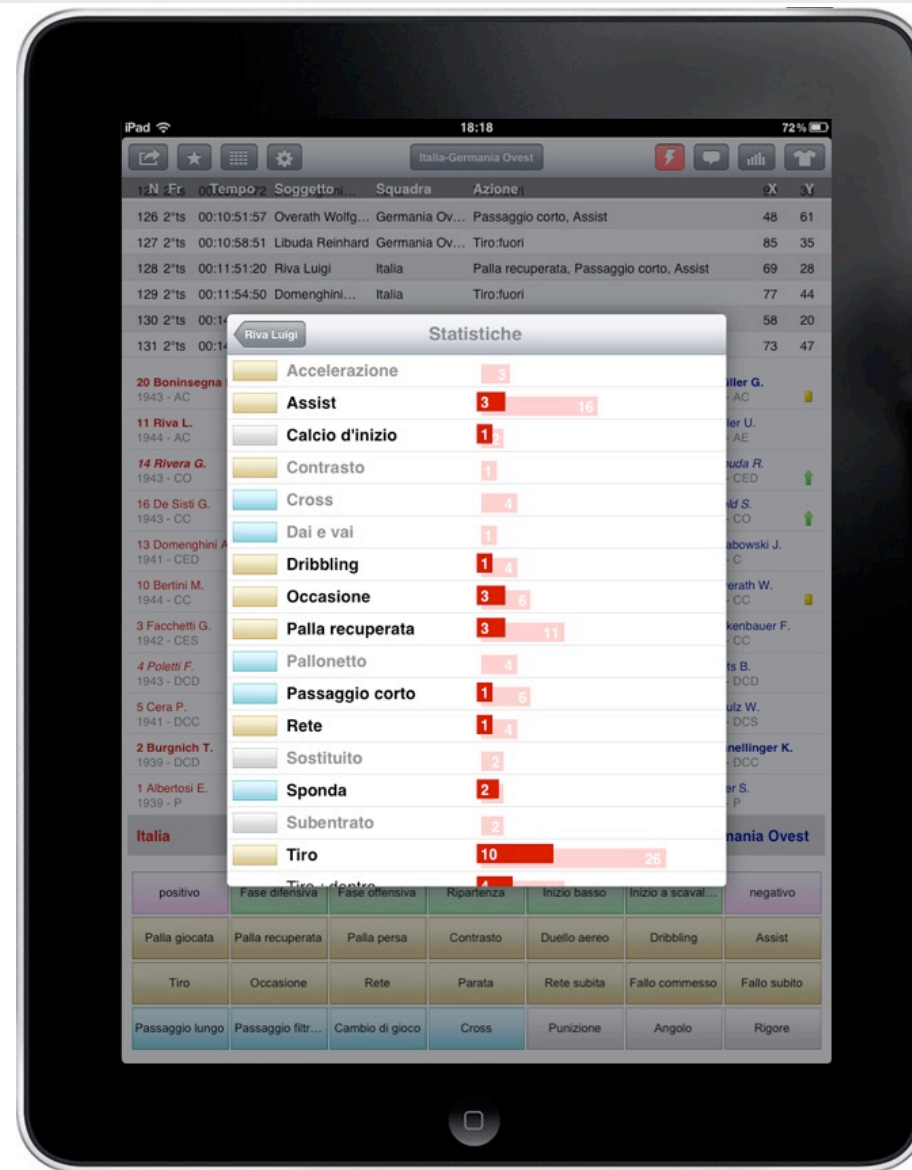
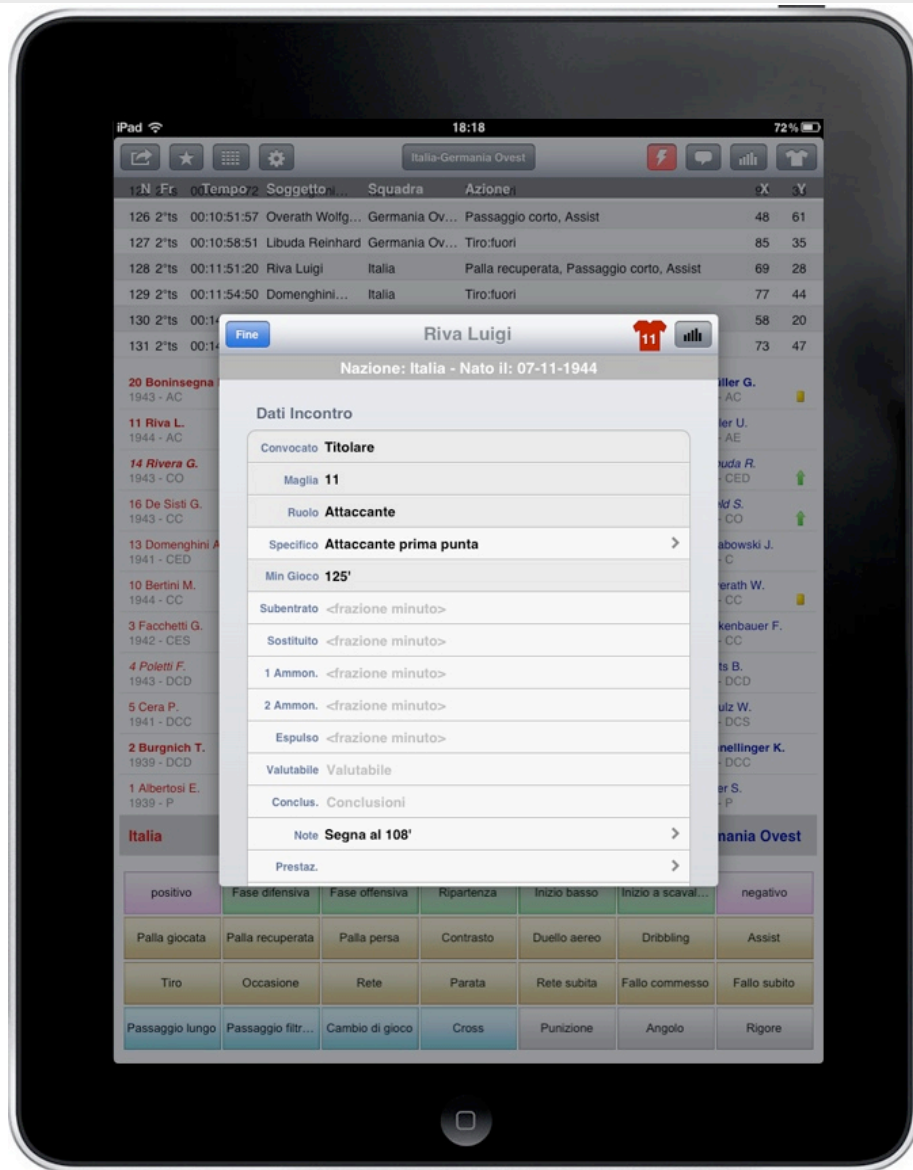
TEAM. To add the formation and any textual notes describing the team features.



Layout elements: player record

PLAYER RECORD. LONG-TAP a player's name to enter a record with all details of the player. In this record you can change all accurate data relevant to the match.

STATISTICS. Select the bar chart button to enter the page with all player statistics in detail. The deep coloured bars show the quantities of each player. The transparent coloured bars show the totals reached by the team.

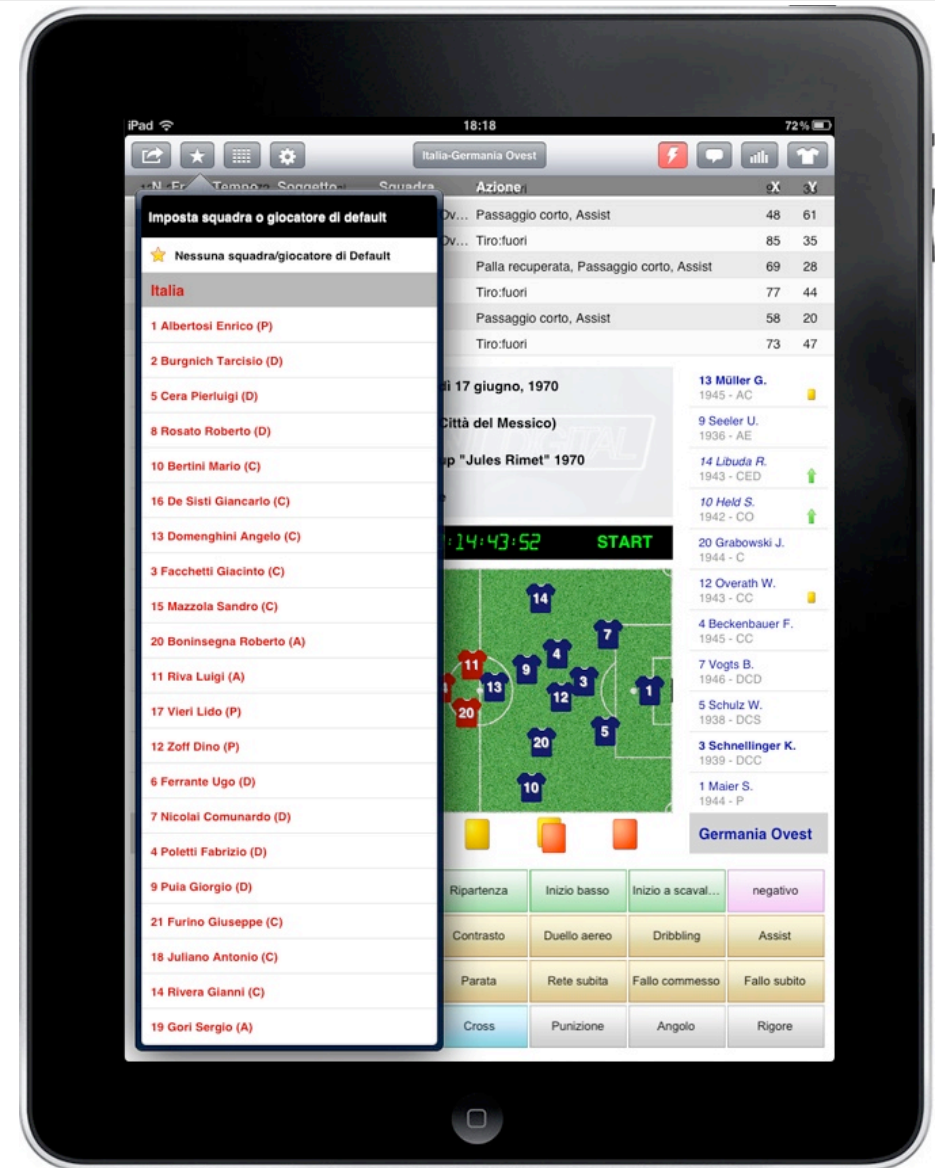
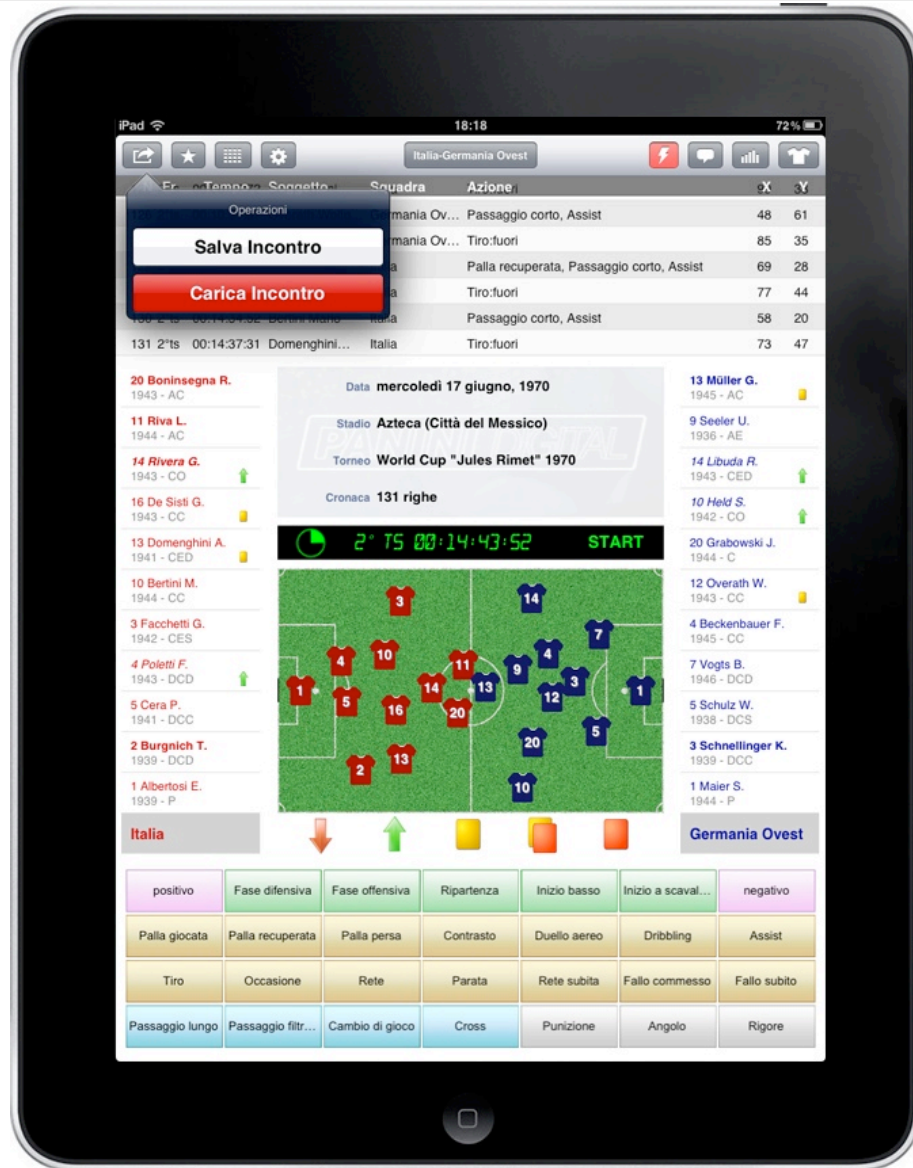


The game minutes are calculated by the software automatically, and based on the match length, (page SAVE MATCH) and on any possible event, substitution or red card.

Layout elements: arrow and star menu

ARROW MENU. To save the match under way as well as load a new match.

STAR MENU. You can set a default performer, team or player. Every time you tap a button of the buttons grid a new line will be added, each already displaying the name of the team or player.



The default player/team appears on a yellow background to be easily singled out in the lists on the screen sides.

Layout elements: grid and gear menu

GRID MENU. To act on the button grid part.

GEAR MENU. To sort scout lines (**Sort scout lines**) and change the list of motions/events to be added to the buttons grid part (**Show Actions List**).

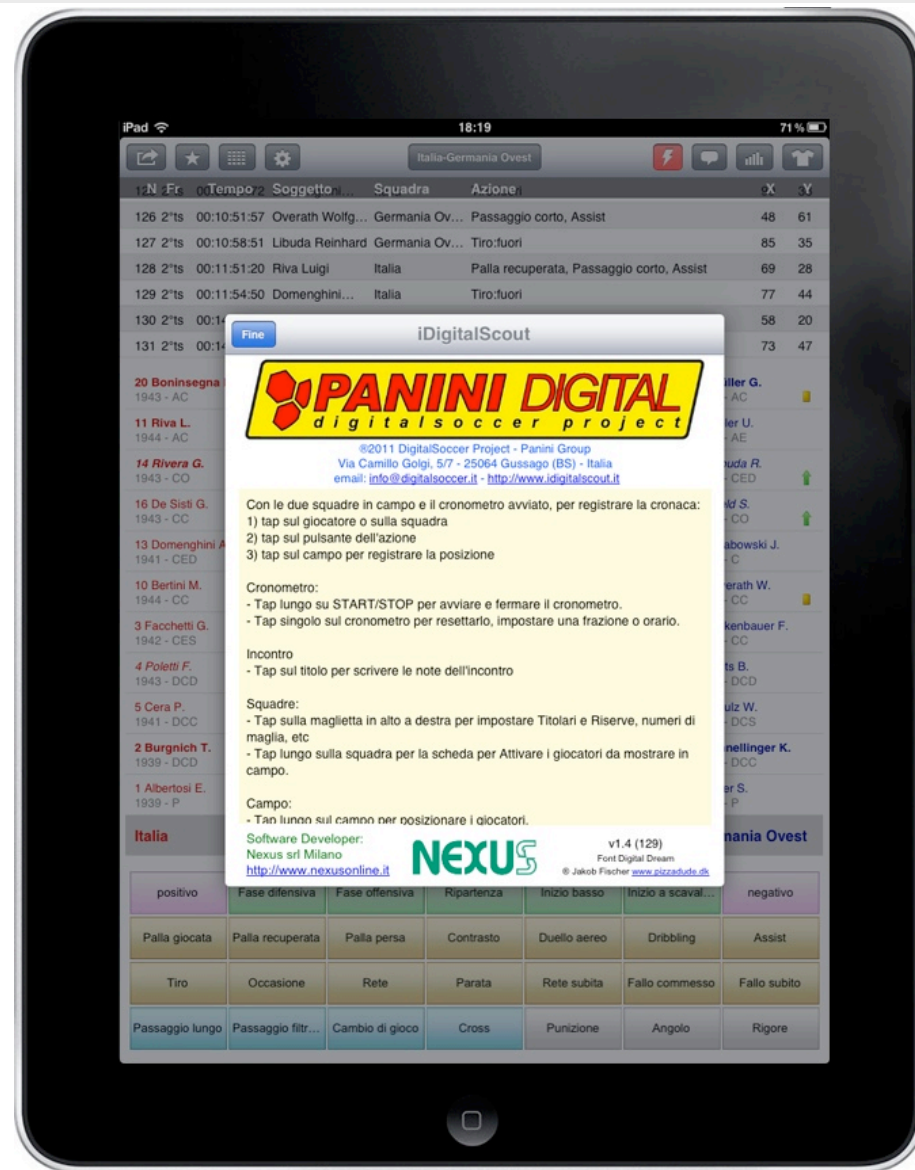
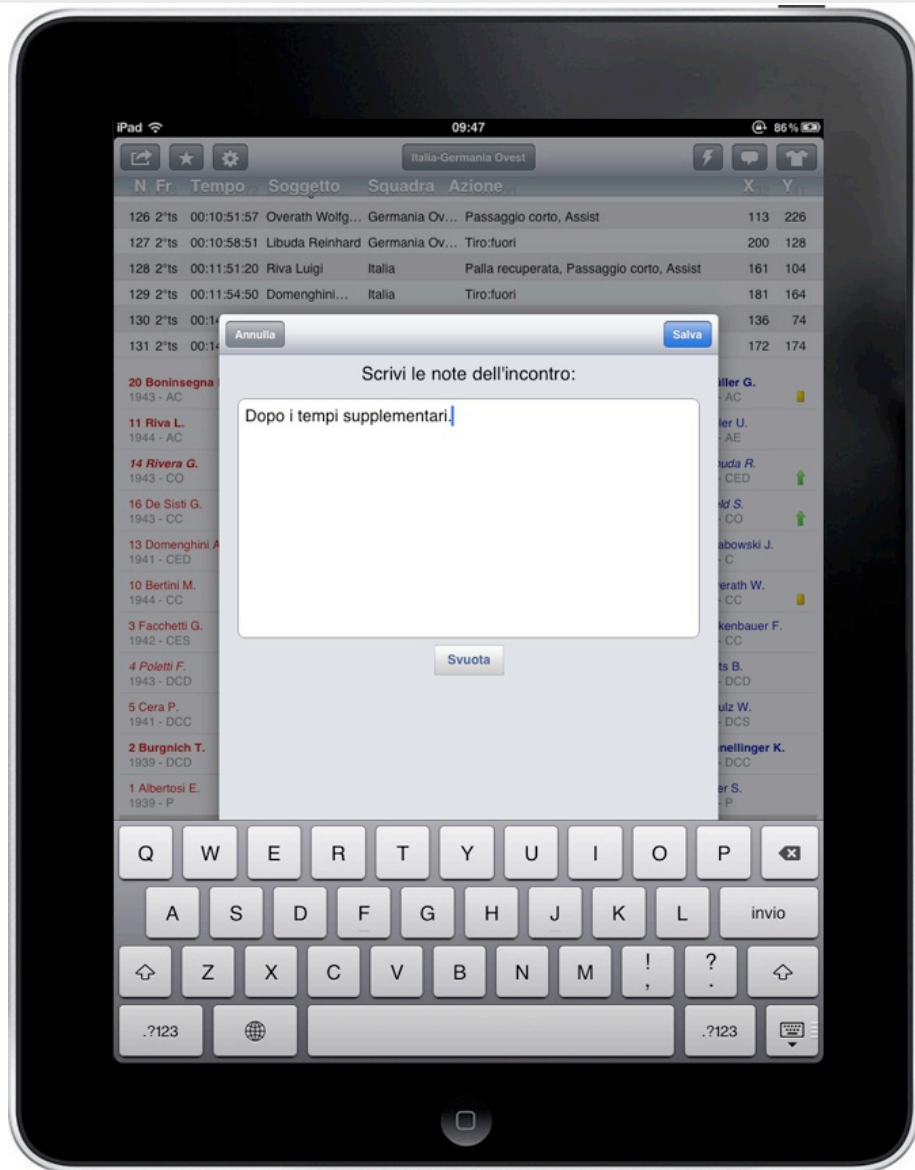


Within the actions button grid you may save up to three different grids depending on the type of analysis you are interested in.

Layout elements: match and balloon menu

MATCH MENU. Select the menu with the match name to get quick and free access to the page where you may add textual notes on the match.

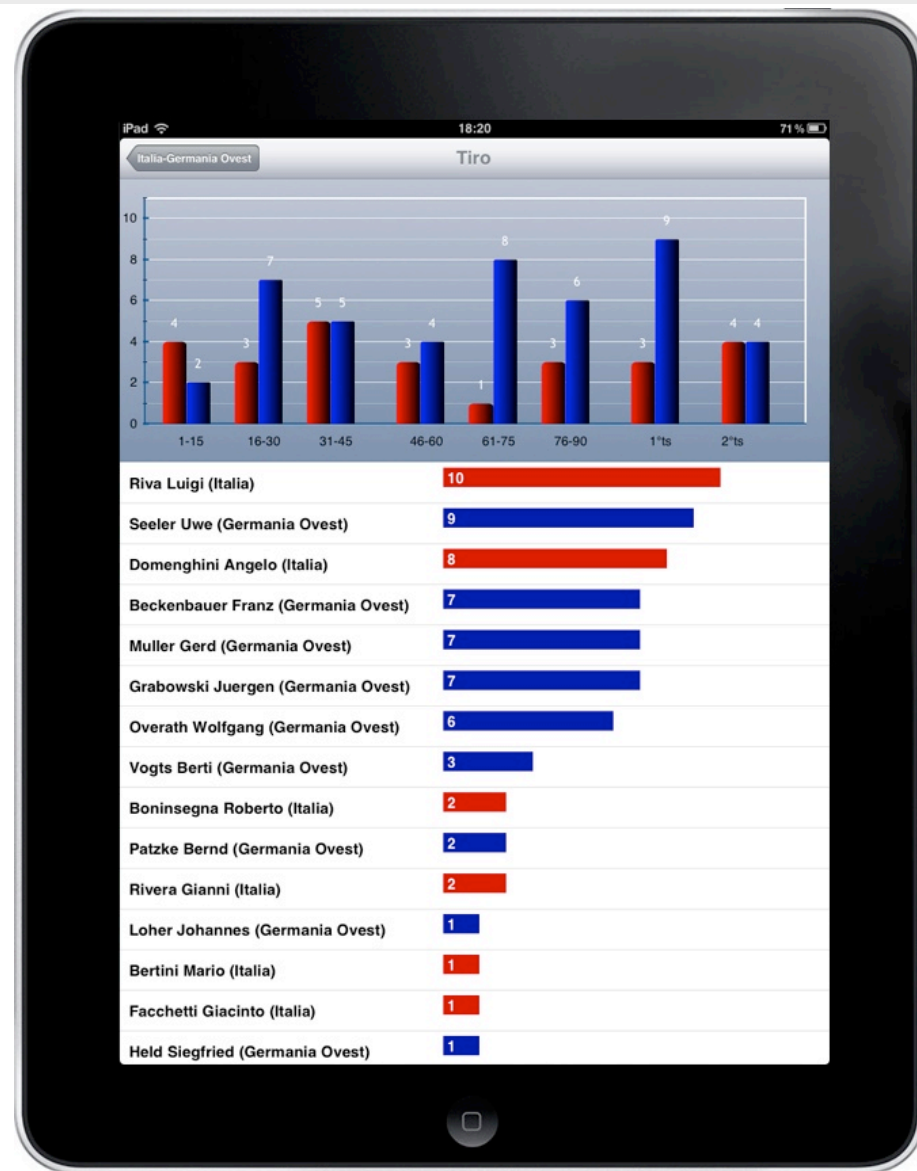
BALLOON MENU. To open a dialogue box with some app information.



Layout elements: bar chart menu

STATISTICS. All actions collected in the scout lines have been counted and split between the teams, in this page.

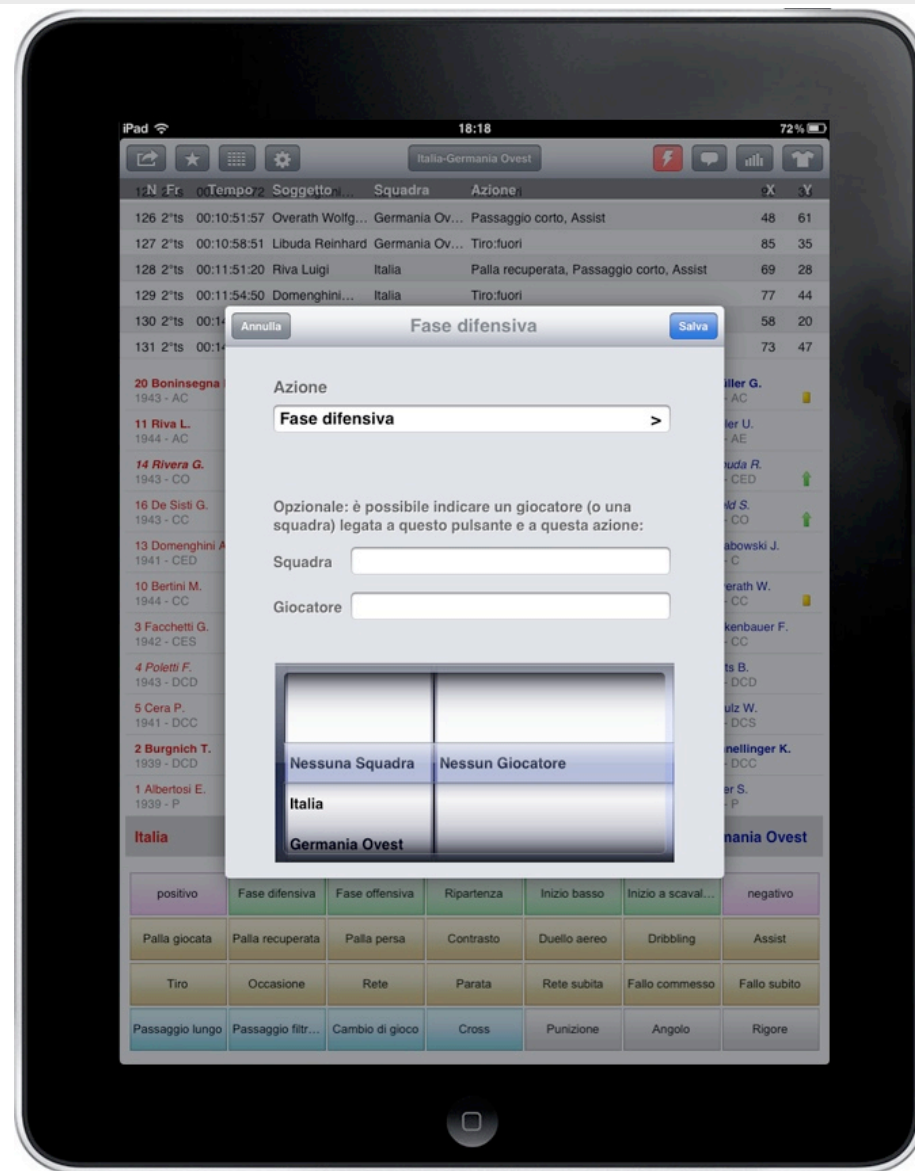
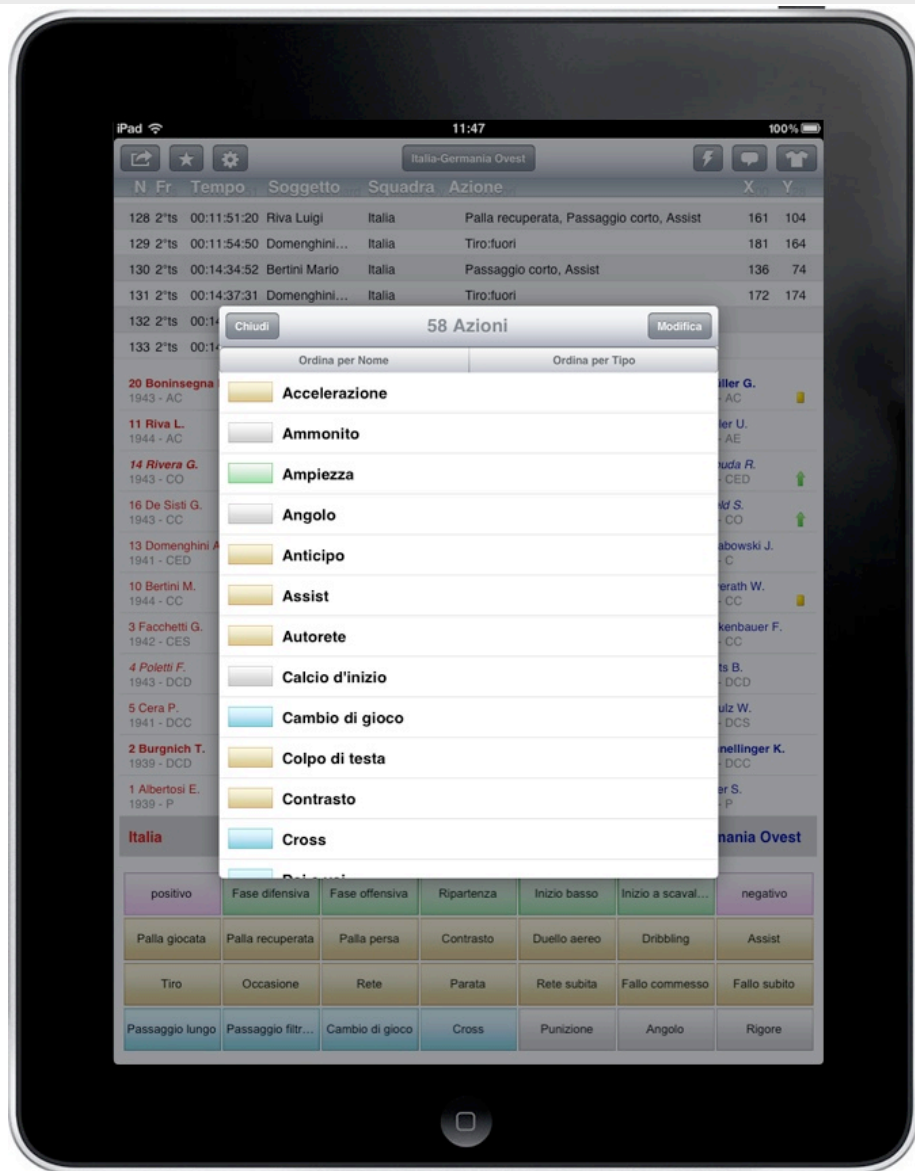
Select a line to enter the chosen parameter in detail. You will find a time chart divided into quarters and a detailed list of all players.



Layout elements: list of actions

ACTIONS LIST. Go to **GEAR > SHOW ACTIONS LIST** to see the list with all available actions which you may link to the onscreen buttons. You may add, change or clear any of them.

BUTTONS GRID. LONG-TAP a button of the grid to change the link with its motion/event, as well as to assign a performer matching with it.



Layout elements: lineups page

Go to scout page > **SHIRT MENU** to enter the pages with the two lineups. Select **DONE** to go back to the scout page.

Available players

On the left hand side of the screen you see all available players from both teams.

The home team is in **red** while the visiting team is in **blue**.

Each player is listed per surname and name or per alias, the birth year is reported between parenthesis.

The different styles used in writing their names indicate:

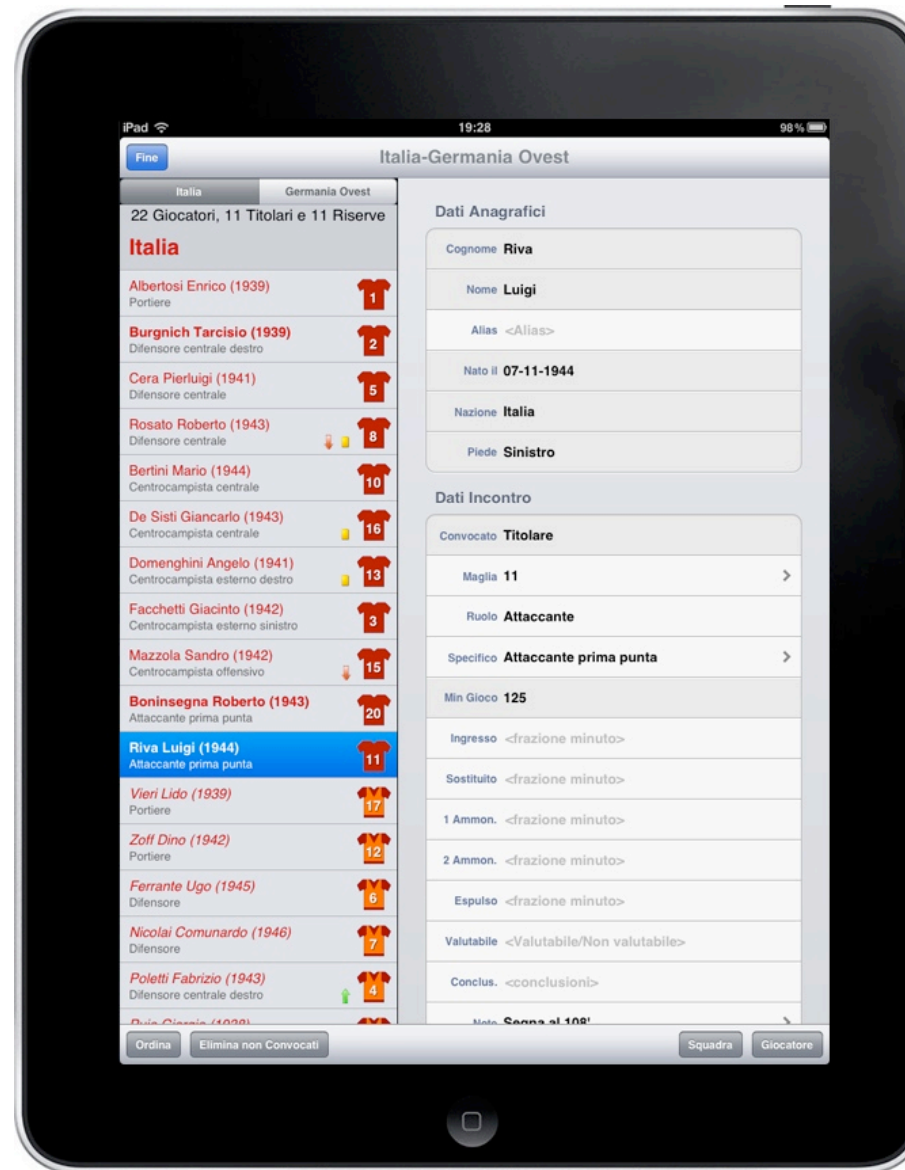
- plain: first string (or not selected);
- *italic*: substitute;
- **bold**: specific data have been entered into player records;

In the second line you find the player position and all icons for substitutions and cards.

The shirt icon on the right hand side of the list reports the player number and whether he is a first string (displayed in full colour), a substitute (displayed in orange jacket) or he has not been selected (jacket and tie).

TAP the shirt icon to change accordingly:
first string > substitute > not selected.

TAP the name of a team or player to enter the record with all details to be seen on the right hand side of the screen.



Detail Records

On the right hand side of the screen you see the in-depth records containing the details of both teams and players.

At the top of the screen you find all personal data while at the bottom you find any precise data on the match you took into consideration..

TAP lines (T-shirt, role, etc.) to add data accordingly.

SORT. To sort the players list.

DELETE JACKET AND TIE. To delete all players who have not been selected.

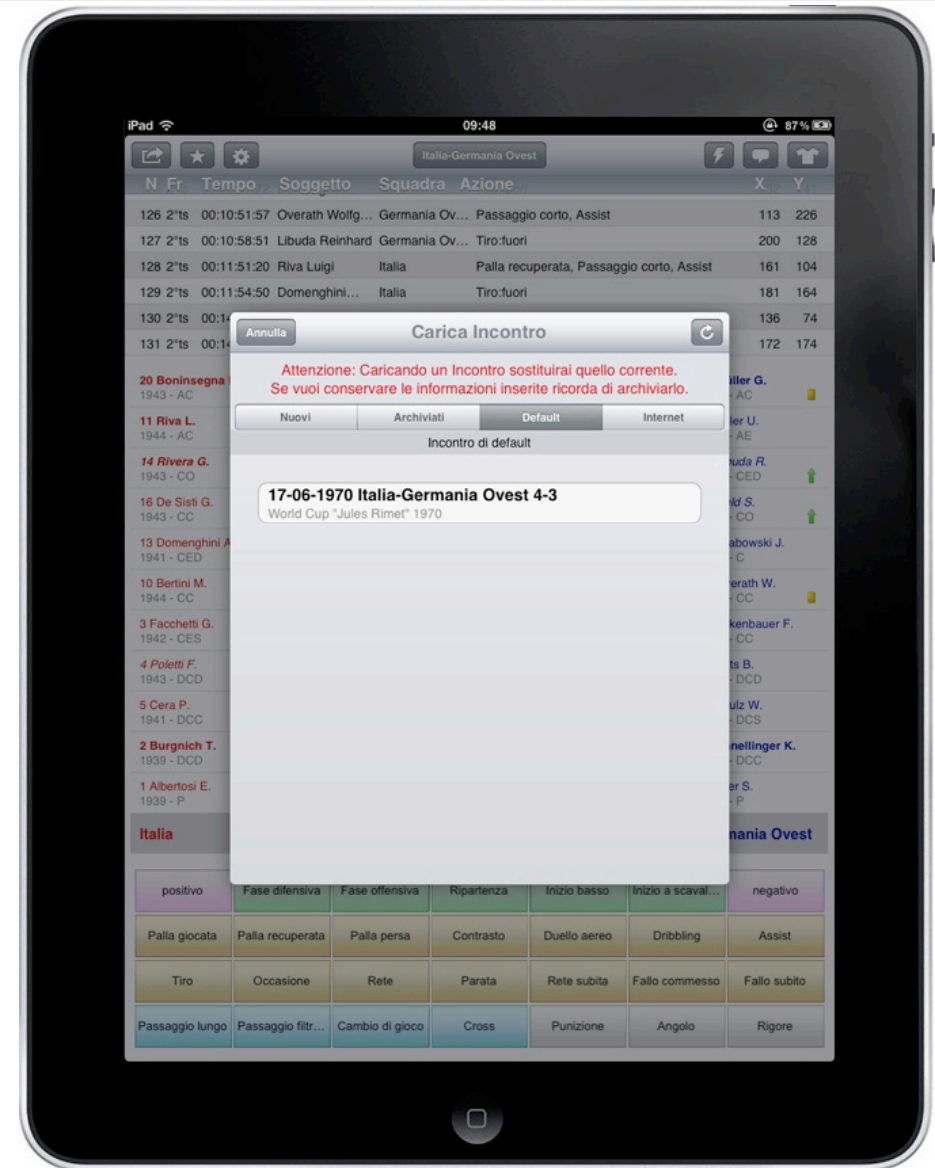
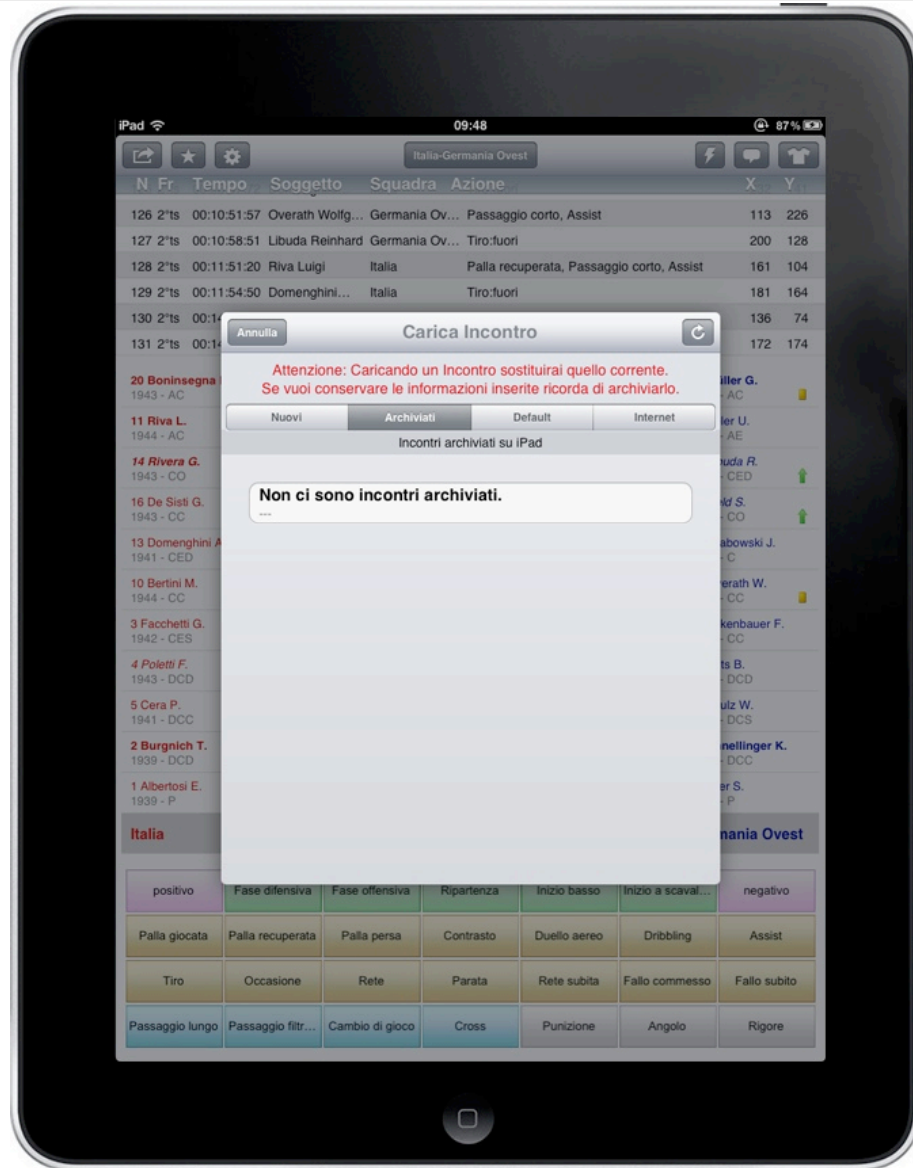
TEAM to save the team and line-up. All **.team** files are visible in iTunes.

PLAYER to add new players or delete a highlighted player.

Layout elements: match loading

SAVED. All previously saved matches are listed in this page and are available for a reload.

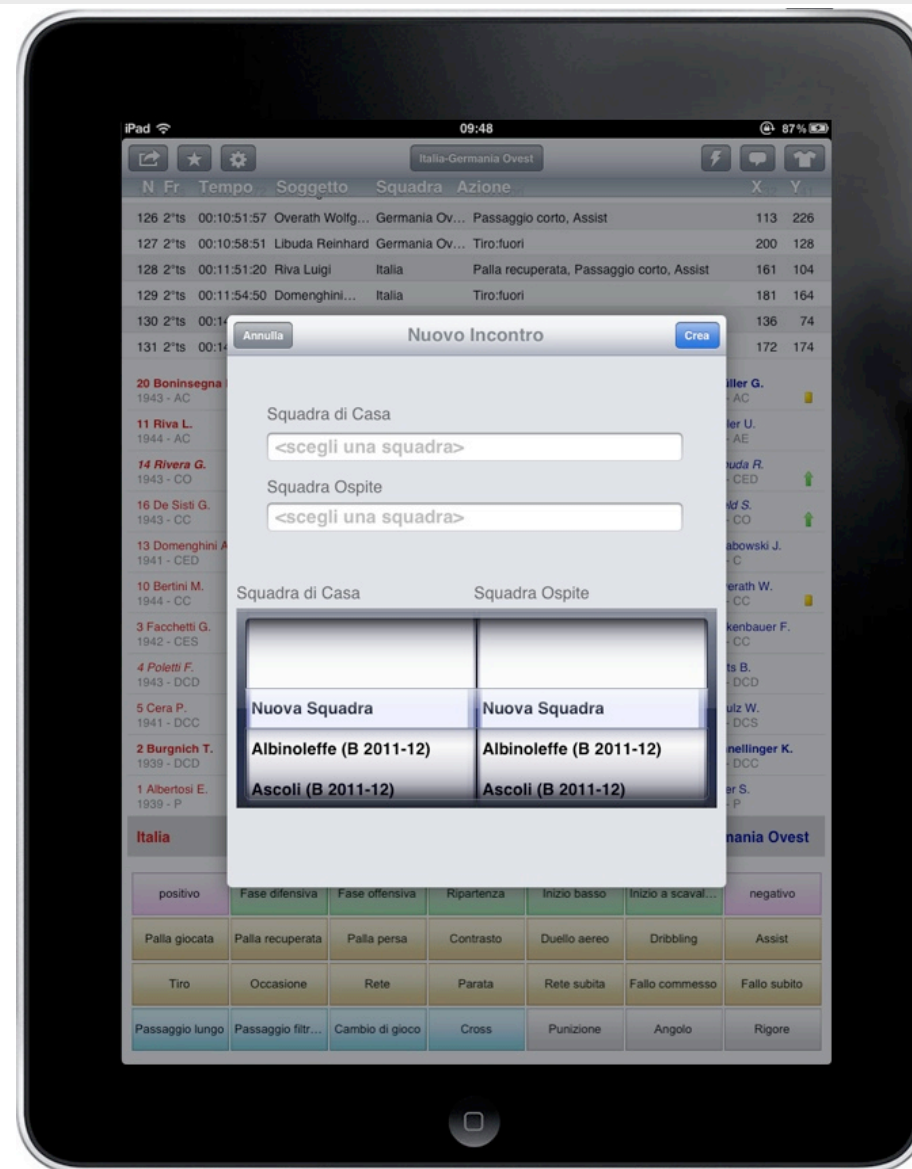
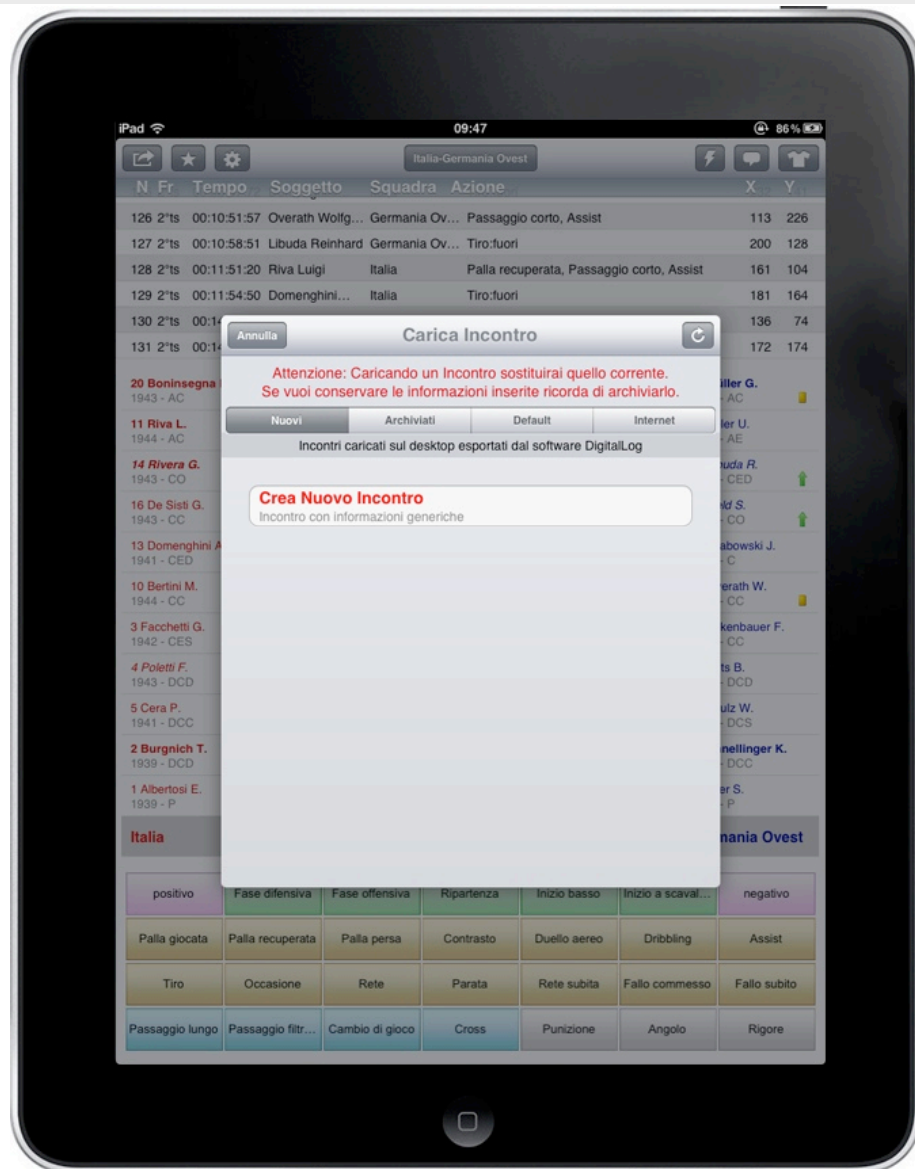
DEFAULT. To reload the initial default match Italy-West Germany.



Layout elements: creating a new match

NEW. All matches loaded with iTunes are listed in this page (files exported from *DigitalLog*). To create a new match select **CREATE A NEW MATCH**.

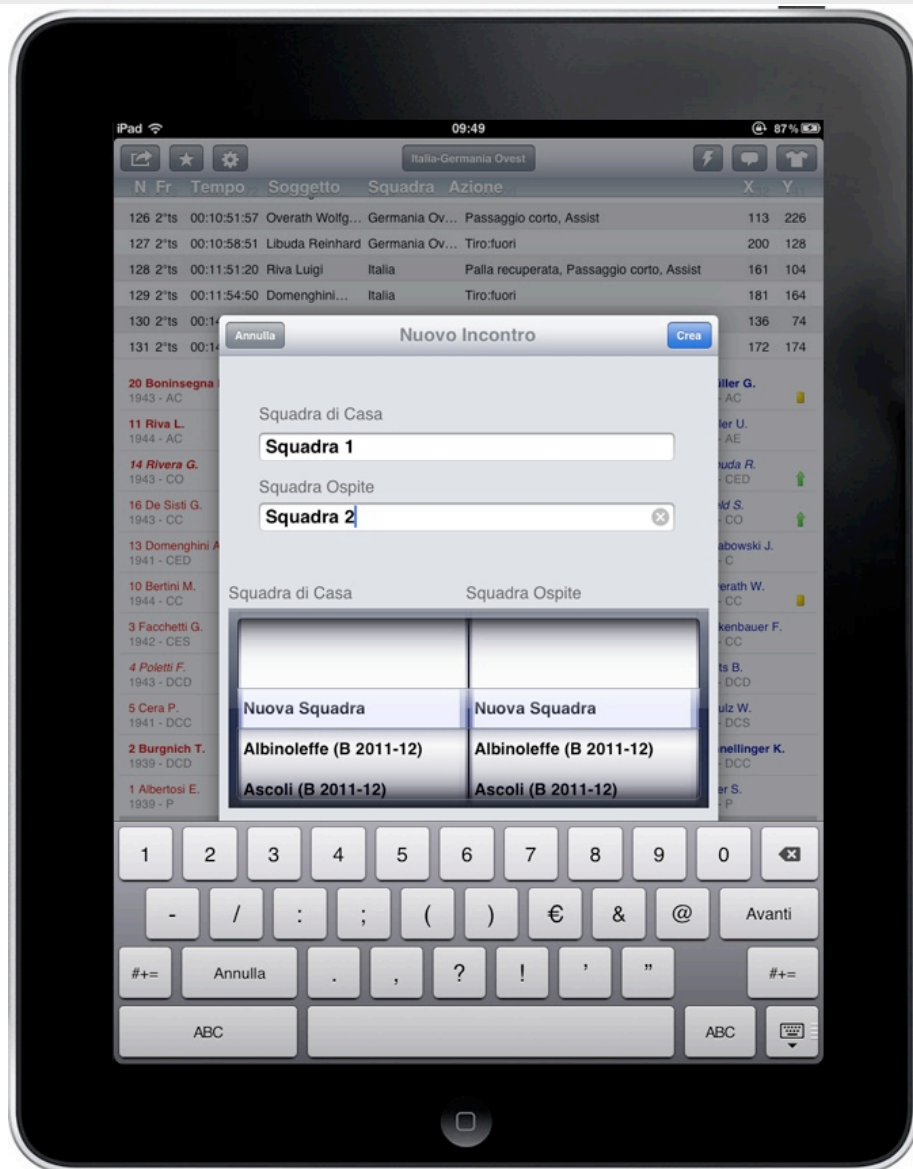
CREATE A NEW MATCH. To create a new match using the available teams (Serie A and B, 2011-12) or to create new teams.



Layout elements: creating a new match

Let us pretend you need to create two new teams having dummy names. Now select **CREATE** to create a new match **Team 1 vs Team 2**, with 18 new players (11 first string and 7 substitutes) in each team, playing in a generic 4-4-2.

Players are created with dummy data which may be edited in the lineup pages.



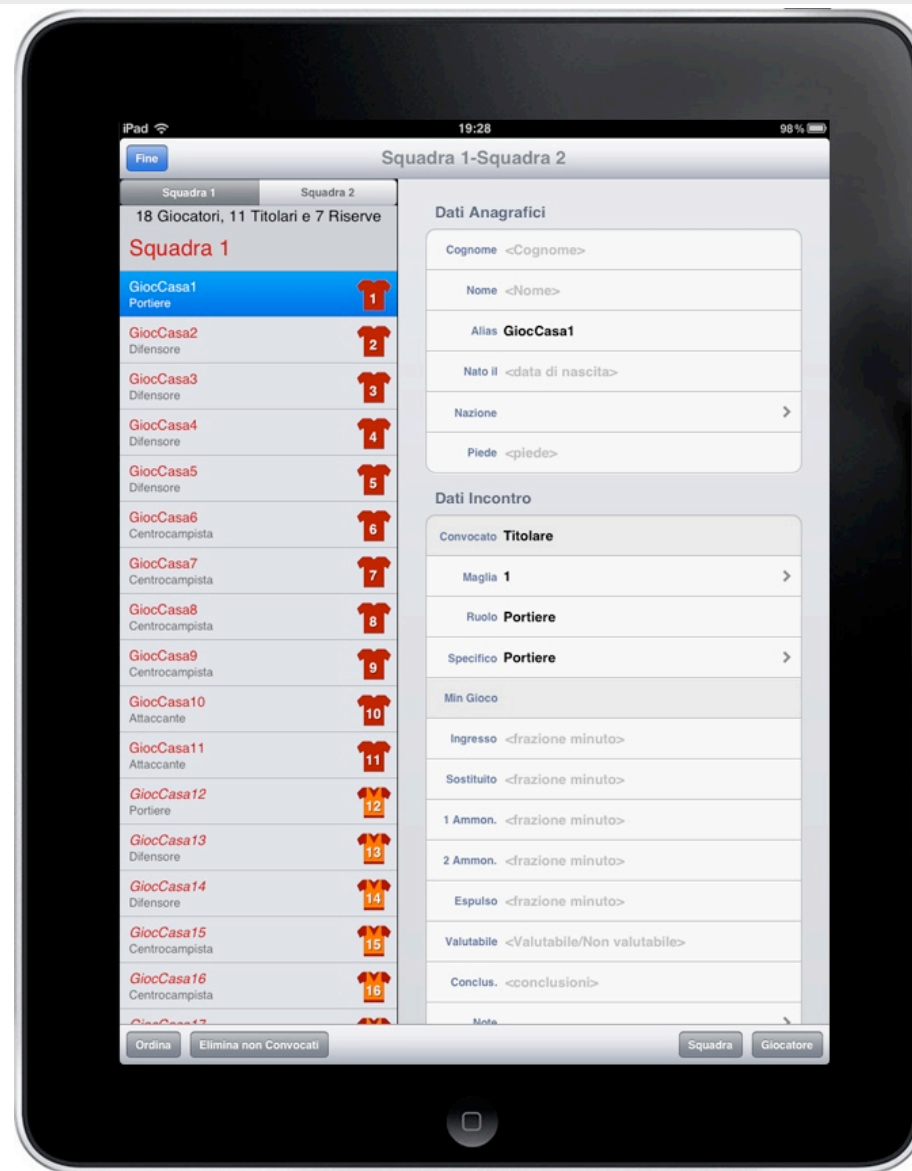
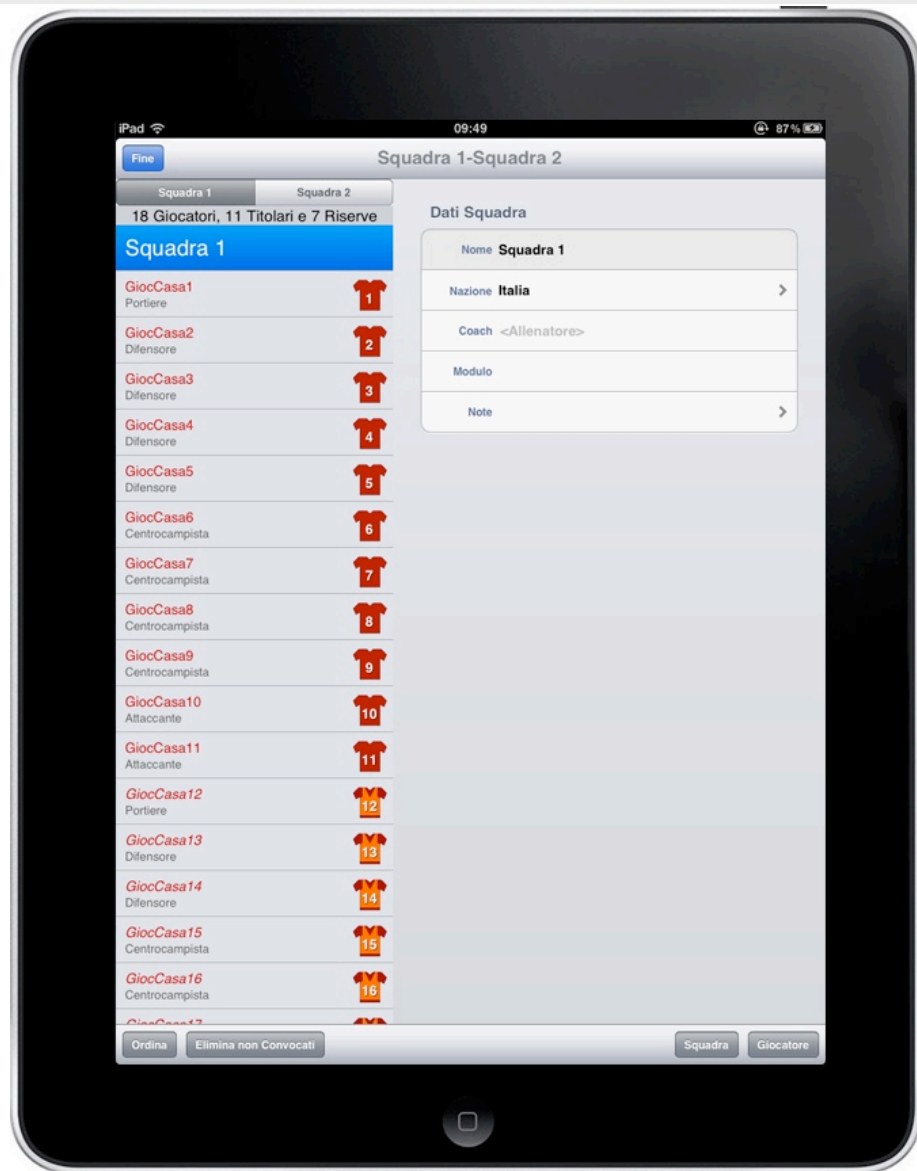
Please note: once you have confirmed the creation of a match you cannot change the teams names any more.



Layout elements: creating a new match

You can change the teams name no more once given during the match, but you can change any other data, such as: nation, coach, formation and notes.

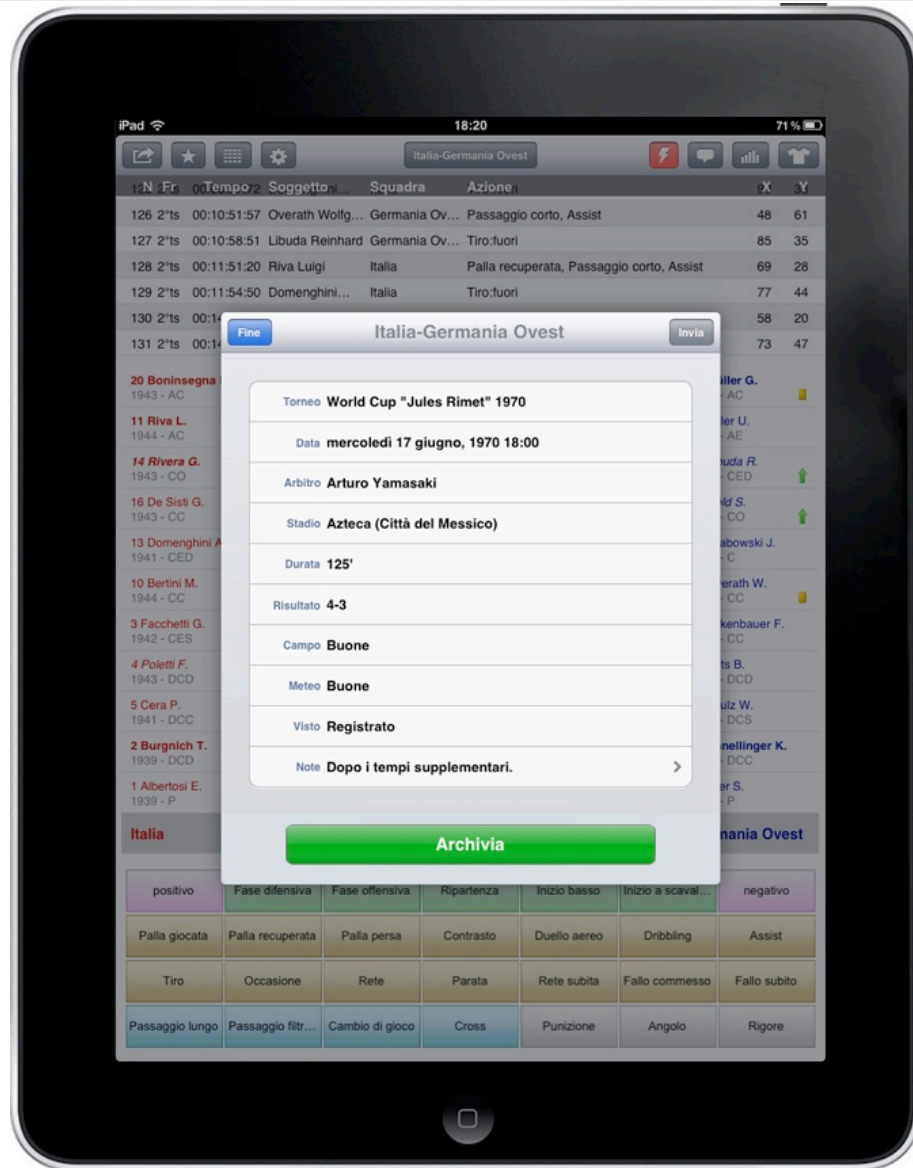
Players are created with a progressive, dummy alias to help you in their first identification but you are free to change or add any data to stick to reality.



Saving and exporting

Go to **ARROW** to save the match you have just analysed (green button **SAVE**) and to send the data you have collected (**SEND**).

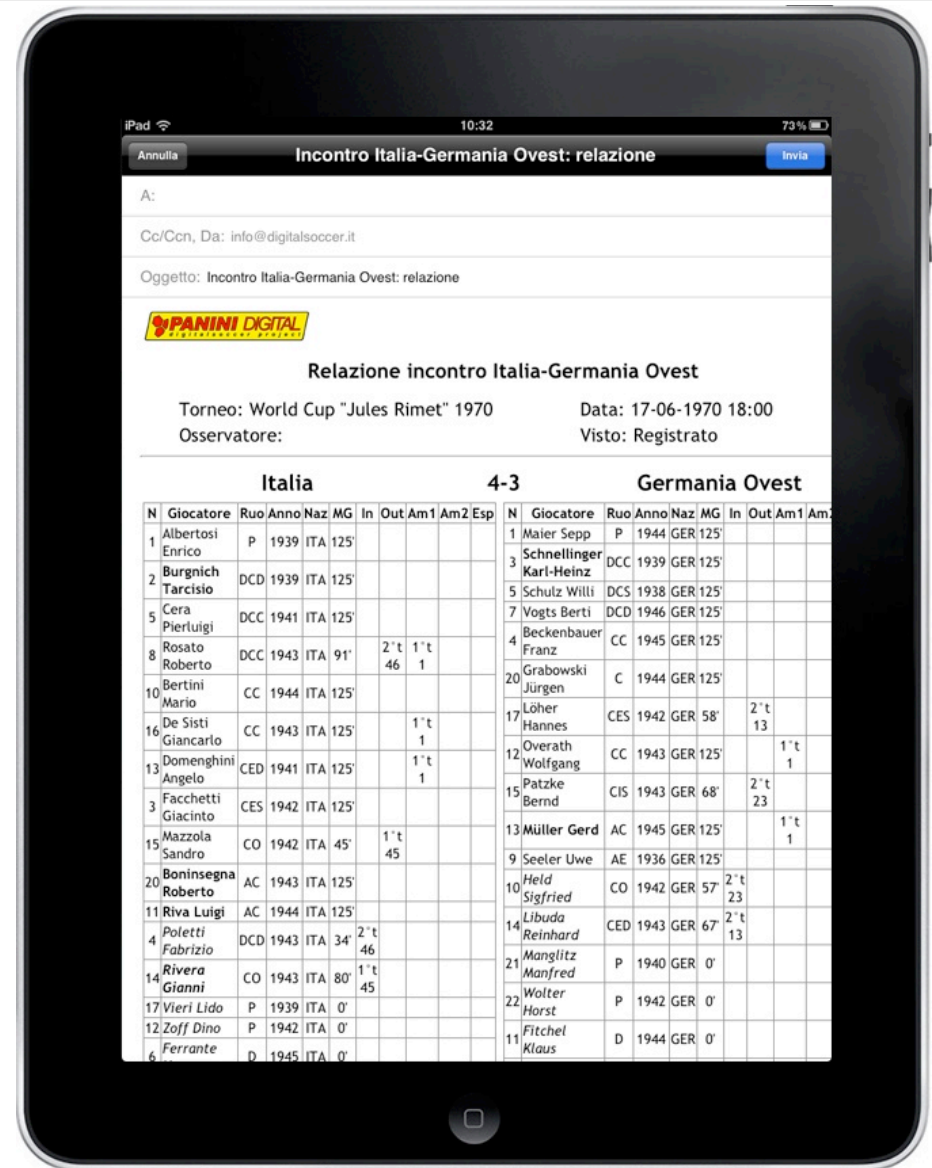
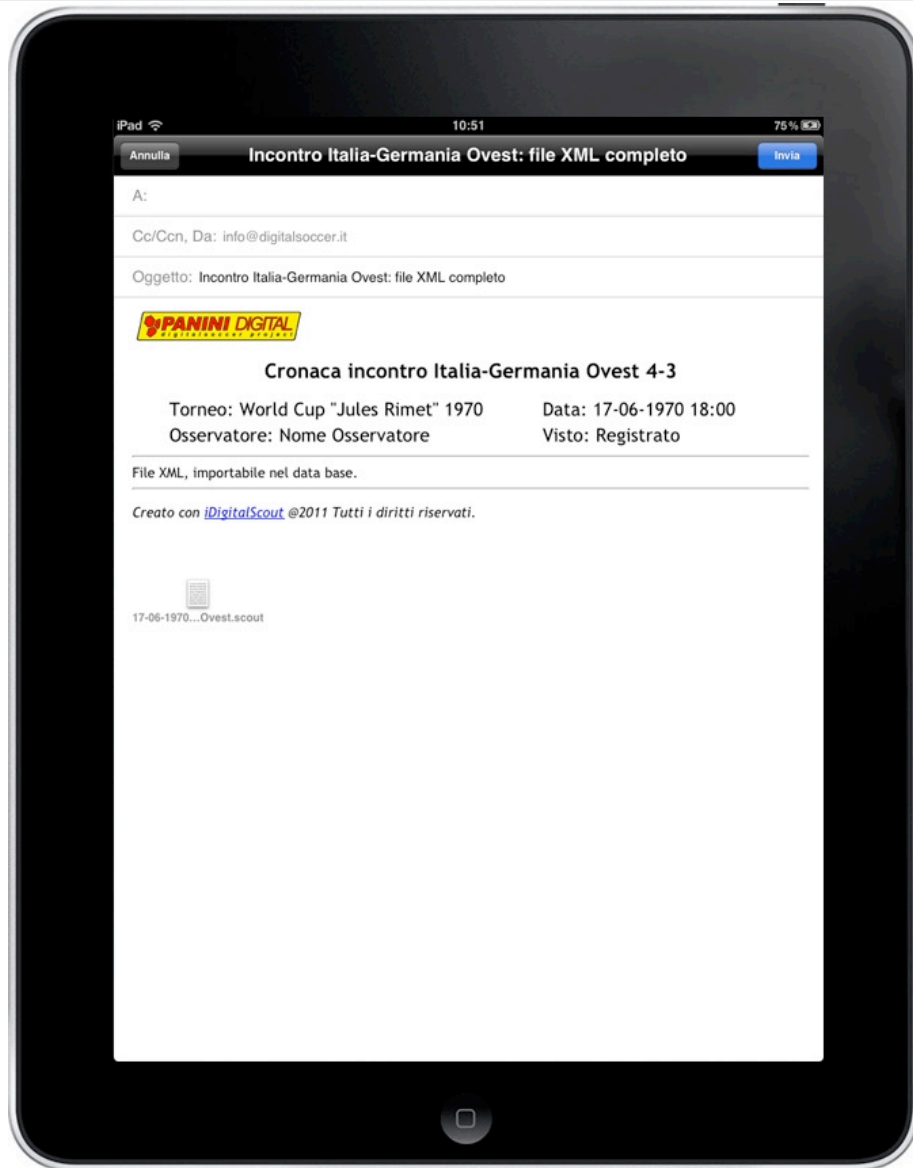
In this page you sort out all data you wish to e-mail: an XML file for the data base, a textual report, a list of collected lines and the summing up statistical data.



Saving and exporting: DB files and report

Select the **EMAIL** button to create an email with the summoning up data of the match and attach an XML file which can be imported in the *DigitalLog* database.

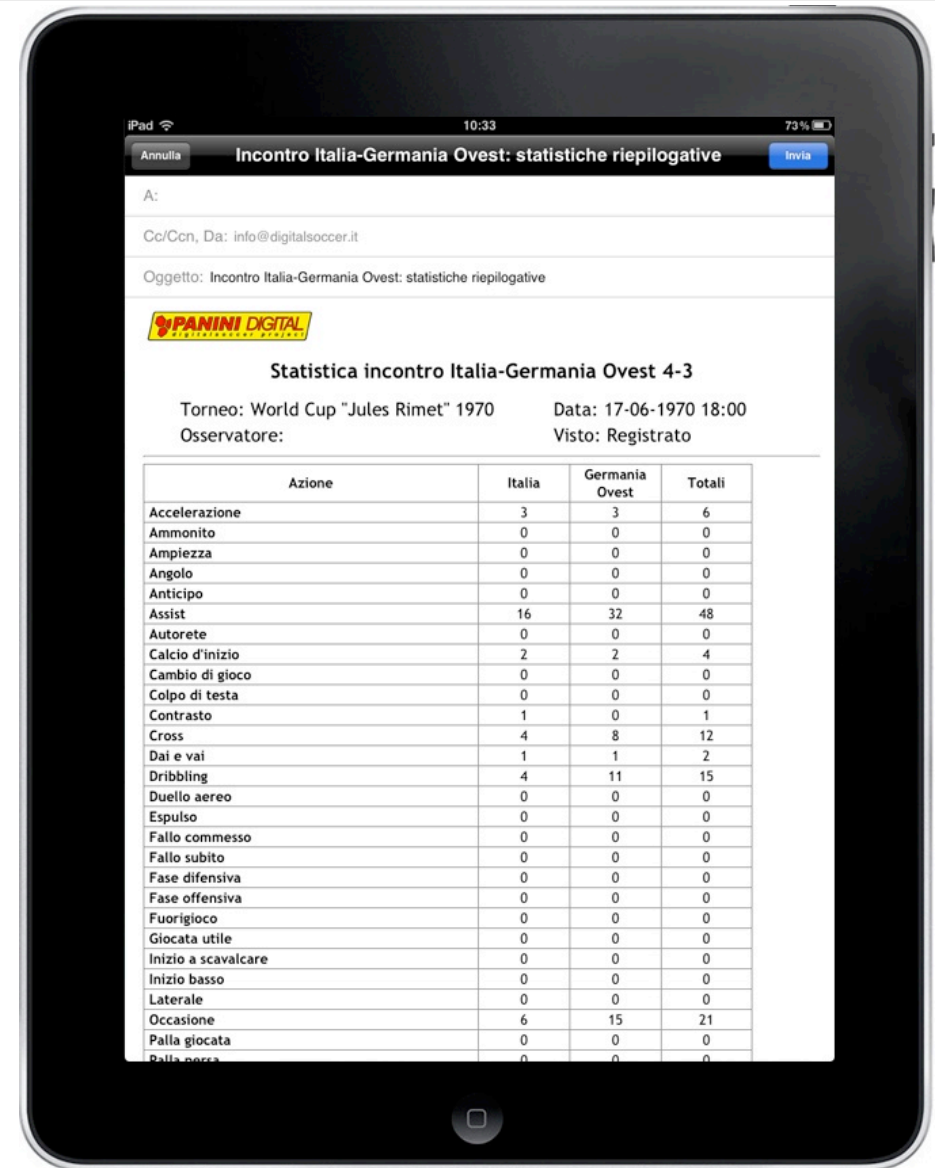
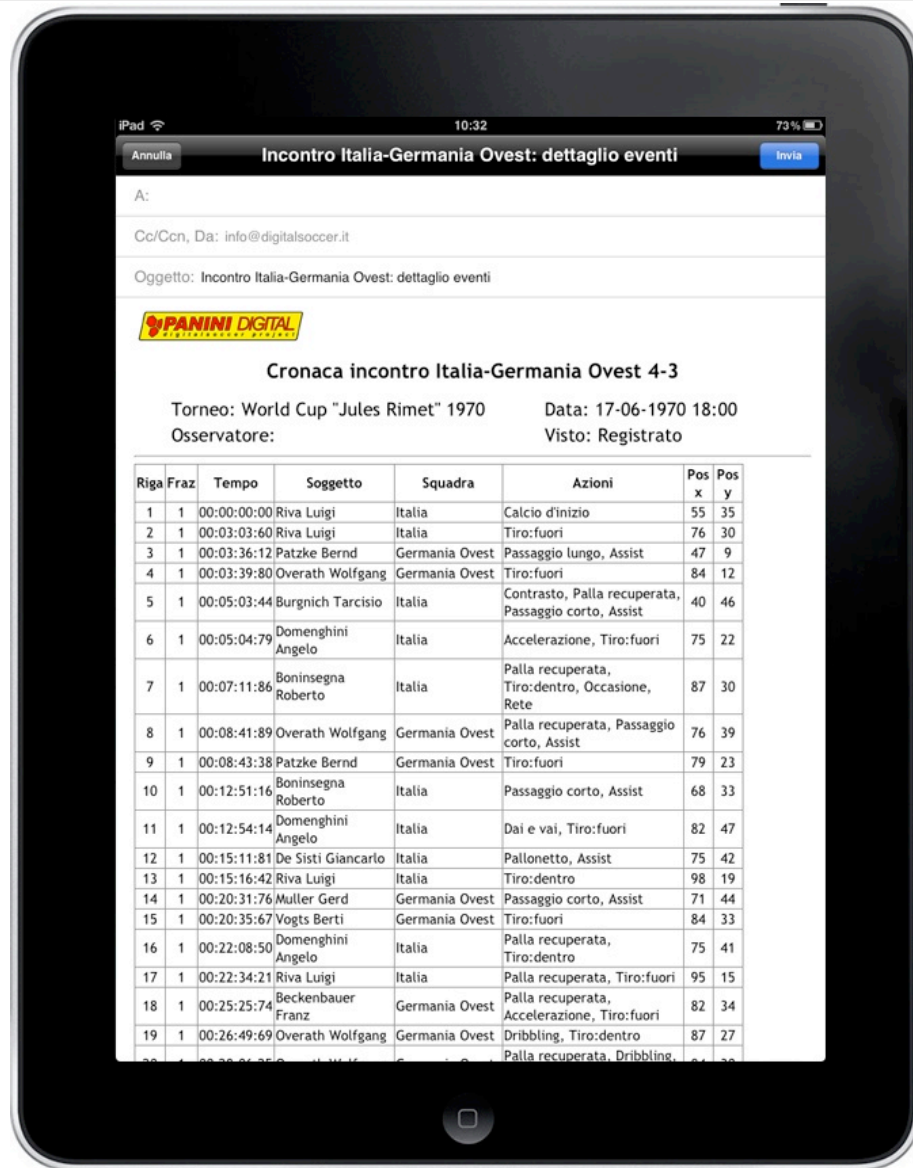
Select the **REPORT EMAIL** button to create an email with the summoning up report of the match.



Saving and exporting: scout and statistics

Select the **SCOUT** button to create an e-mail with all scout entries.

Select the **STATISTICS EMAIL** button to create an e-mail with all statistical data.



Viewing documents in iTunes

Connect the iPad to your computer and enter the device through **iTunes**, within the iPad application section you will be able to browse the data archive of **iDigitalScout**.

As you can see from the image below, iTunes displays the files relevant to **Serie A** and **B** teams of the current football season (**.team** files) and the files relevant to stored matches, in this case **Italy-West Germany** (**.scout** files).

Through this window you can store files in other folders on your computer, which you may return to later.

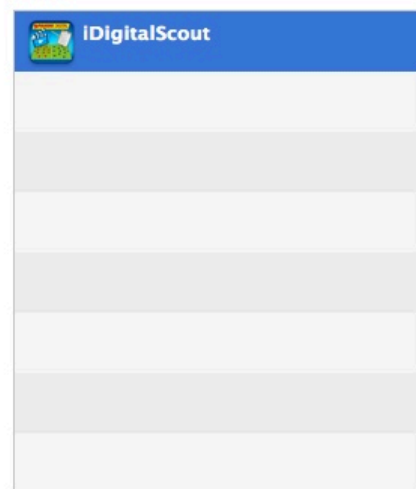
From the same window you may delete files from the data archive of **iDigitalScout**.

PLEASE NOTE: all files you clear from the list are immediately cleared from the iPad memory as well, so please pay attention.

Condivisione documenti

Le app sotto elencate possono trasferire documenti tra iPad e questo computer.

App



Documenti di iDigitalScout

17-06-1970 16-...ania Ovest.scout	Oggi 15.23	120 KB
Albinoleffe (B 2011-12).team	Oggi 11.45	24 KB
Ascoli (B 2011-12).team	Oggi 11.45	24 KB
Atalanta (A 2011-12).team	Oggi 11.45	24 KB
Bari (B 2011-12).team	Oggi 11.45	32 KB
Bologna (A 2011-12).team	Oggi 11.45	32 KB
Brescia (B 2011-12).team	Oggi 11.45	24 KB
Cagliari (A 2011-12).team	Oggi 11.45	24 KB
Catania (A 2011-12).team	Oggi 11.45	24 KB
Cesena (A 2011-12).team	Oggi 11.45	32 KB
Chievo (A 2011-12).team	Oggi 11.45	32 KB
Cittadella (B 2011-12).team	Oggi 11.45	24 KB
Crotone (B 2011-12).team	Oggi 11.45	24 KB

At the bottom of the list, there are two buttons: 'Aggiungi...' and 'Salva in...'