

Picco

Sports Statistics is for everyone



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Tutorial Videos

Tutorial videos of Picco are constantly uploaded to our Youtube channel. Make sure to subscribe to it and follow the updates clicking here:



Overview

Picco is an app focused on sports statistics. Its goal is to transform this complex and costly task into something easy, user-friendly and powerful.

Picco has a very straightforward User Interface, as friendly as possible. On Picco's documentation we will always follow its main sections: Matches, Teams, Protocols and Reports.



Overview

- Protocols: What and how you want to measure
- Teams: Who you will observe
- Matches: Protocol + Teams -> Go! -> Input -> Report
- Reports: The output



Matches

A match starts with an initial setup: selection of the teams, the measurement protocol and optional information (date and competition). During a match, the user interacts with the protocol layout (pressing buttons and switches, dragging players, etc) to register ongoing actions and situations. All this information is stored on a match project, gathering the data that will populate the report. At anytime, during the match, before or after, the user may access the report, edit the measure layout, edit the report template, access the report and more.

Matches

The screenshot shows a match statistics interface for Manchester United vs Manchester City. At the top, it displays the score 0 x 0 and the time 00:26. A home indicator is visible. The interface is divided into several sections:

- Long Ball:** Completed (green bar), Failed (red bar).
- Shot:** On Target (green bar), Blocked (yellow bar), Off Target (red bar).
- Pass:** Completed (green bar), Failed (red bar).
- Cross:** Completed (green bar), Blocked (yellow bar), Failed (red bar).
- Corner:** Pass (yellow bar), Cross (green bar).
- Dribble:** Complete (green bar), Incomplete (yellow bar), Failed (red bar).
- Foul:** Fouled (green bar), Committed (red bar).
- Goal:** Home (green bar), Opponent (red bar).

On the left, a tactical diagram shows player positions with numbers and names: 9 (Martial), 21 (Daniel James), 15 (Andreas Pereira), 53 (B. Williams), 29 (Wendie Renaldo), 31 (Wendie Renaldo), 17 (Fred), 23 (Shaw), 5 (Maguire), 2 (Lindelof), and 1 (De Gea). A context menu is open on the right, listing options: Edit Team, Mirror Field, Mirror Players, Edit Layout, Edit Report, and Edit Match. Below the menu are icons for a yellow card, a red card, and a jersey change. At the bottom, it shows possession for De Gea and Lindelof.

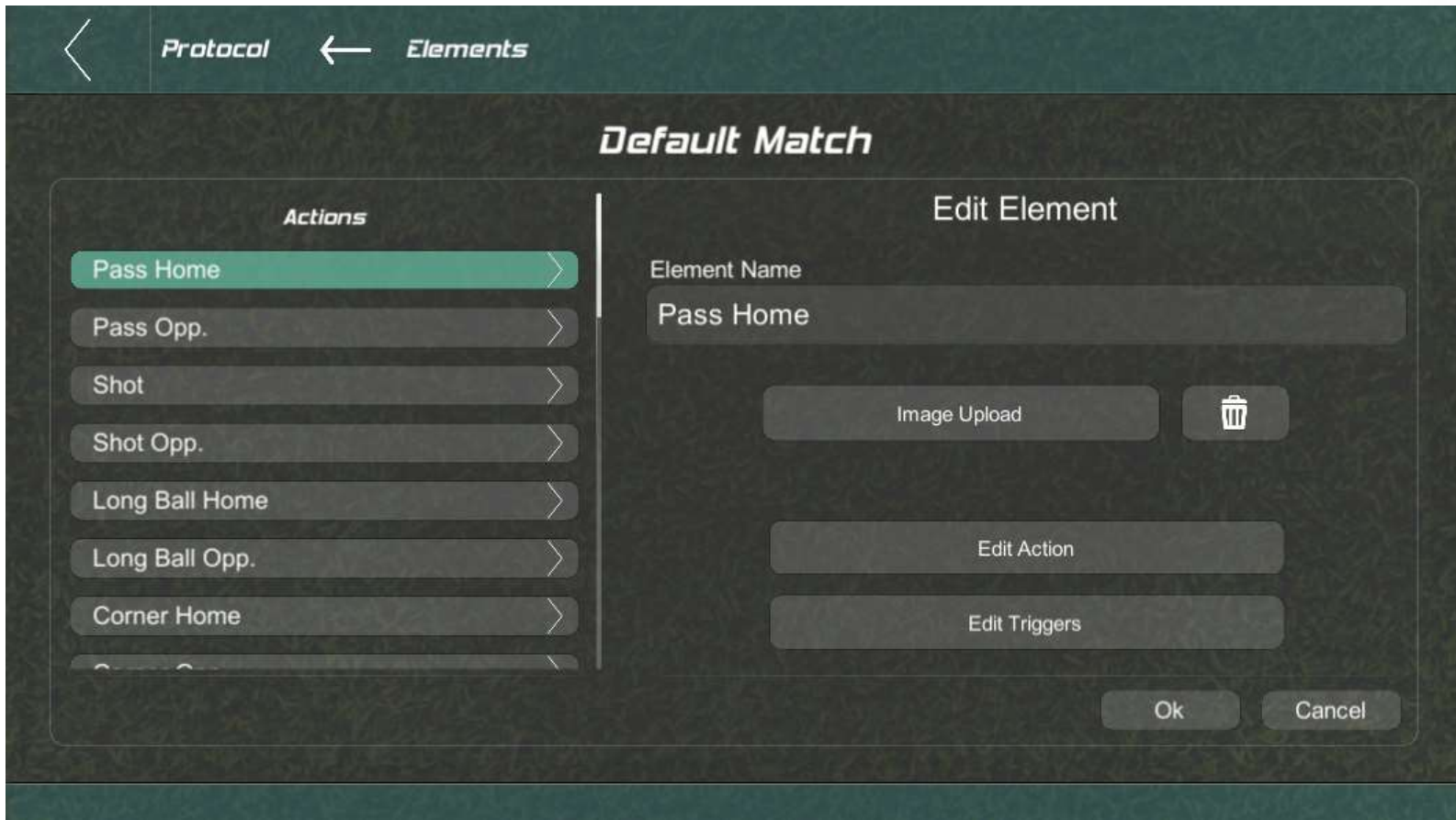


Protocols

Protocols consist of data (actions, sub-actions and states) to be measured during a match, like passing (action), ball possession (state), player with ball (state), etc. Besides them you can define triggers, a very powerful tool to determine how an action or state reacts to another, making the usage of the protocol very optimized and practical during a match. On a protocol, Picco automatically matches all the elements to generate a report template. Finally, on the protocol, the user defines the layout of the screen that will be used during a match to indicate the events while they occur. Despite looking complex, the protocol is a very user-friendly and powerful part of Picco.



Protocols



Protocol elements

Protocols



Protocol layout



Protocols



Report layout template



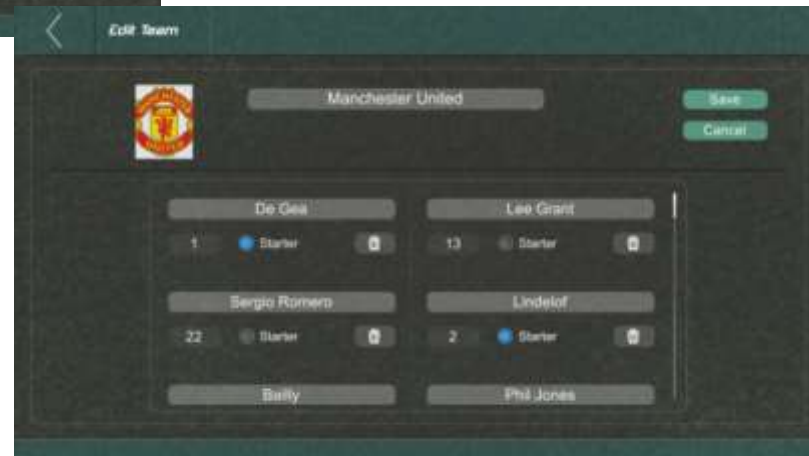
Protocols

Picco already comes with two protocols for Soccer:

- Default Match: a simple protocol for measuring match statistics without entering player level.
- Default Advanced Match: this protocol is made to do an in-depth measurement of one of the teams on the match, indicating players and field zones, resulting on a very complete report.

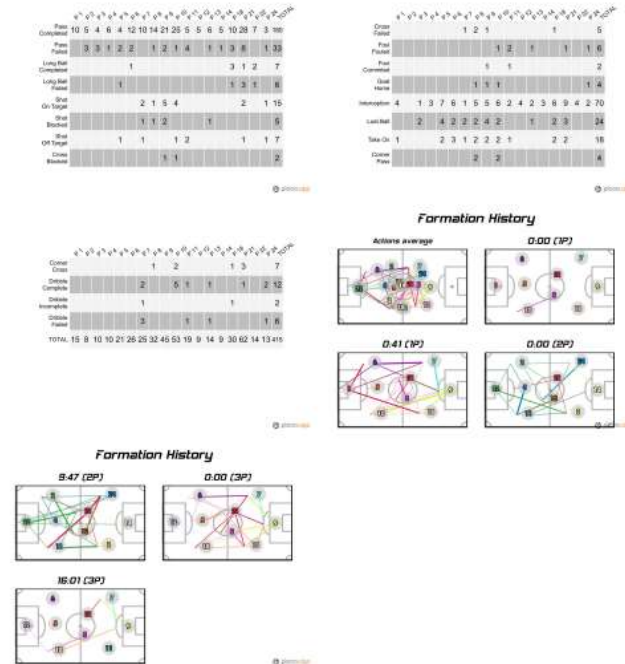
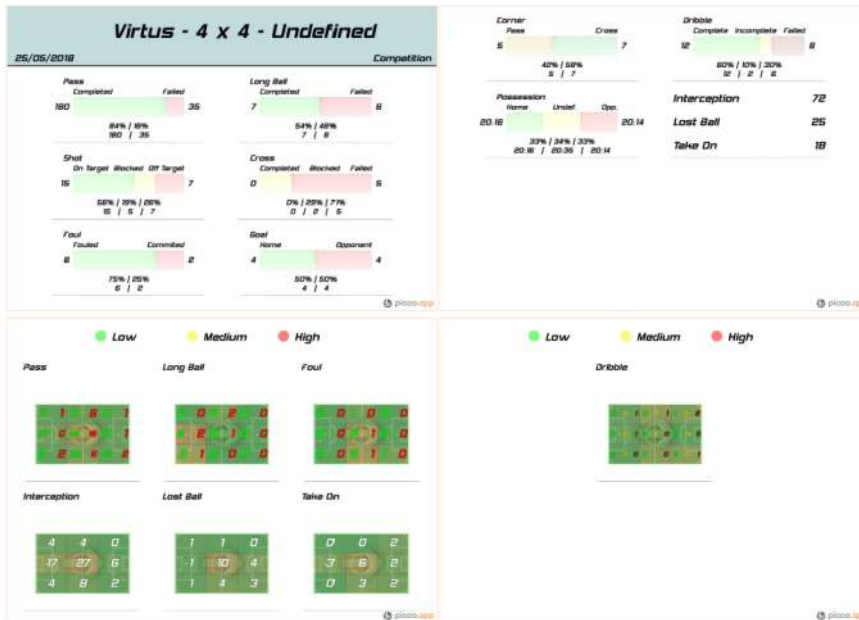
Teams

On this section you manage your teams, consisting on basic information to represent them and their player squads



Reports

Reports are the goal of the app, they are created automatically based on the protocol and the data measured during a match.



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Advanced user guide



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Teams



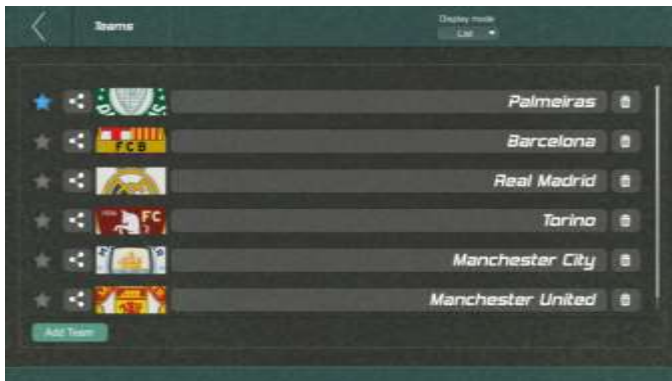
Teams

Managing Teams/Squads on Picco is extremely simple. At the moment, we have not added more complex information on the player and team profiles, keeping this step simple and quick. On the future this part will be evolved to easily keep track of teams' and players' statistics and other information.



Teams

On this screen you have access to the existing teams and the option to create a new one. You may also set which is your favorite team, setting this way the default team for new matches.



Teams

A team consists of a name, logo and squad, players with name, shirt number and starter option.



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Protocols



Protocols

Protocols consists on what you want to measure, how you will measure it and, finally, how you will report them. Picco comes with two embedded protocols for Soccer/Football, a default match with the two teams basic statistics and an advance protocol that will measure more data from a chosen team, including players' individual statistics.

Protocols may become complex as it may contain a great amount of information, a complex interface, but to make it all applicable at real-time, it also contains a very powerful tool called triggers. With triggers you may automate interactions, saving clicks on the screen, allowing the eyes to keep focused on the match, avoiding unnecessary interactions with the app.



Embedded Protocols

- Default Match

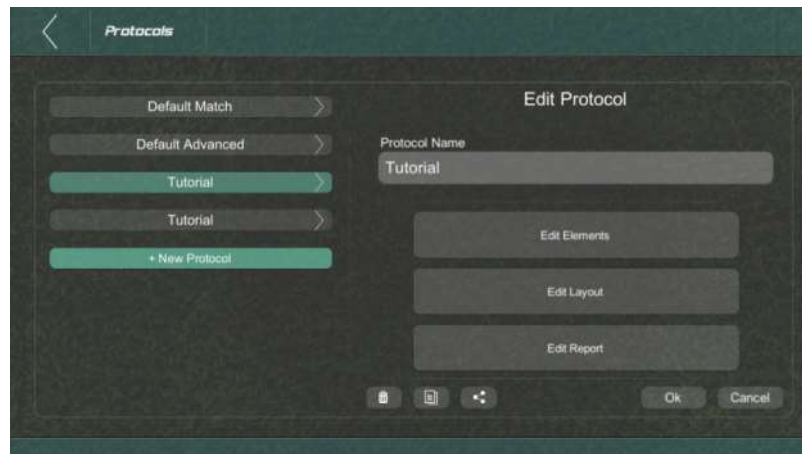


- Default Advanced Match



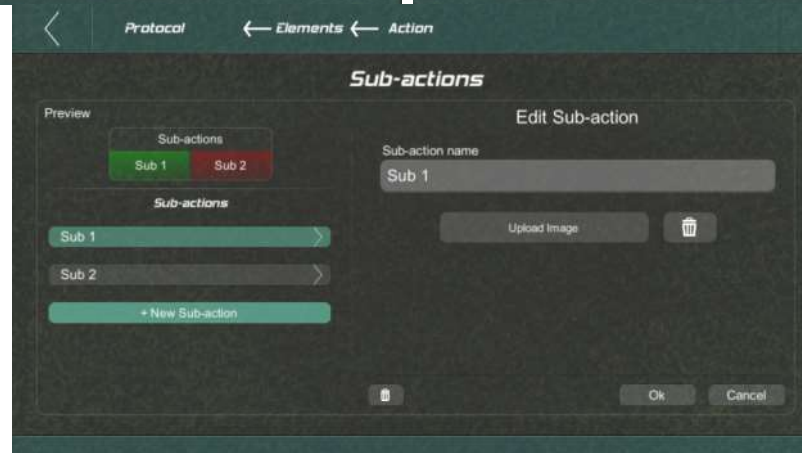
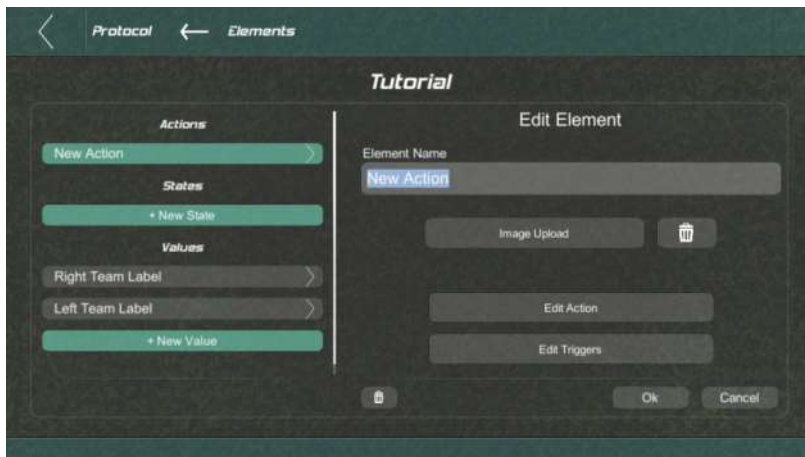
A Protocol from scratch

- What we want to measure (the elements): A simple action, an action with sub-actions, states, players' actions, field zone.
- In a protocol we measure the amount of the actions and sub-actions, we may assign a player, a field zone and keep track of states.



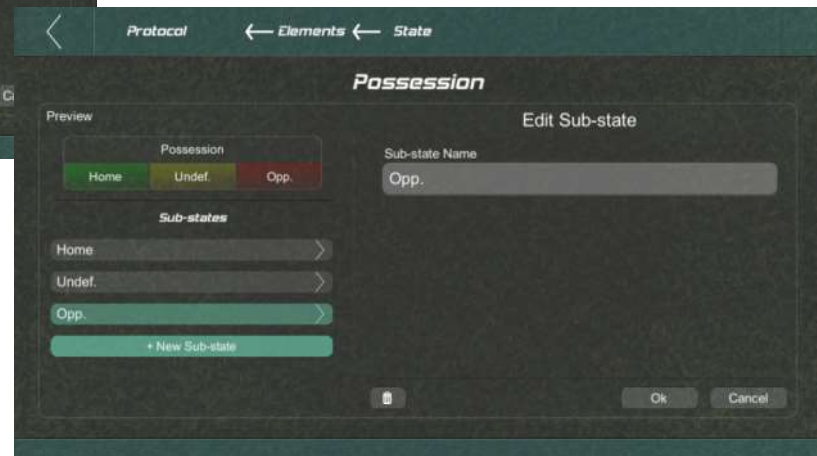
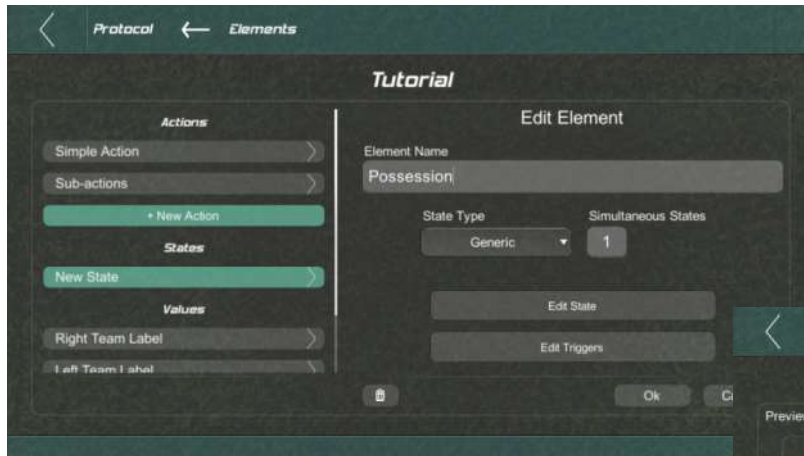
Actions and sub-actions

- Set name, sub-actions (if desired), colors and even a custom image.



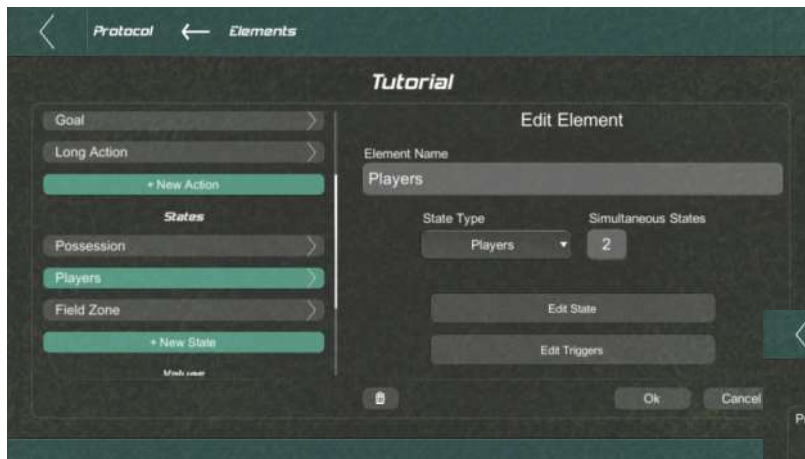
States

- States may be: standard/generic or a representation of players or field region.
- On a state you shall also select how many states that may be active at same time.



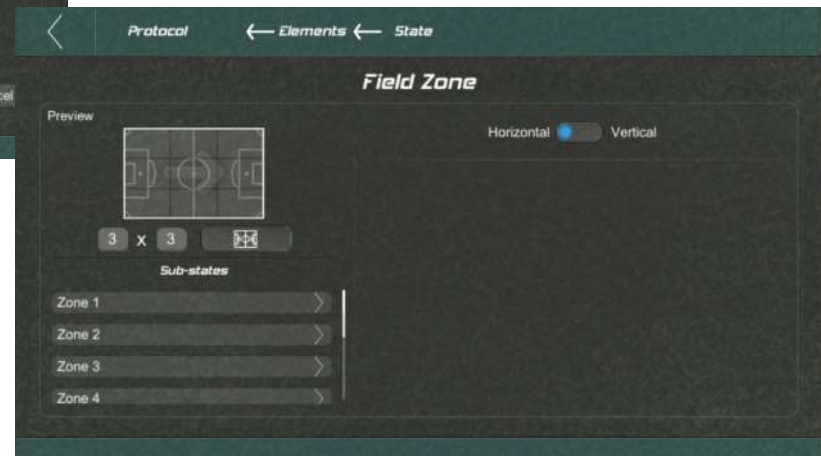
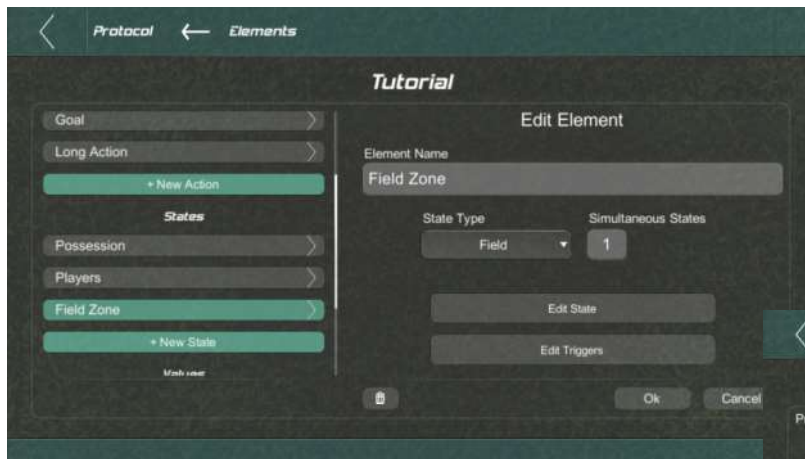
States

- Players: you shall also indicate the number of players will be active on a match and the orientation of the field.



States

- Field zones: you shall indicate how the field will be split (the $n \times n$ grid) and its orientation. You may also set the color and name for each zone.



The layout

After adding the actions and states, we shall organize the layout (Protocol->Edit Layout).

Items will be automatically added. Drag them by clicking anywhere on the item. Resize them by clicking on the bottom right corner.



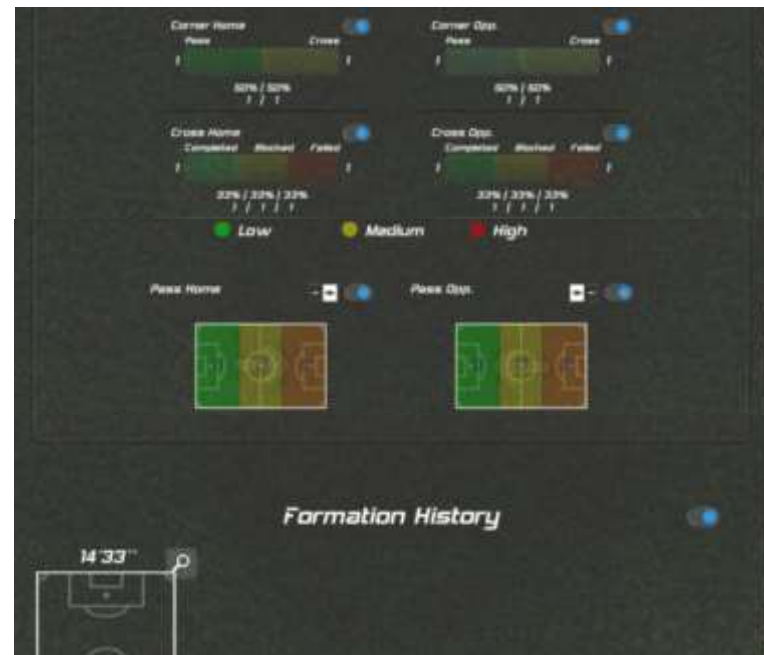
The layout

- Examples of layouts



Report setup

Picco automatically raises all the possible matches between actions and states to create a report template. The setup of the report consists on activating/deactivating the elements on the report and it is also possible to indicate the direction of the field (arrow).



Triggers

Picco, by default, keeps track of a match by taking pictures (snapshots) of all the protocol elements when an action occurs or when a state is changed. We call it the default trigger. Besides the default one, we can do much more with triggers, like reacting to an action, setting a state, updating the score, etc.

Triggers may happen in 3 different timings: at the moment a button is pressed (“On Click” or “State Changed”), just after the snapshot is taken (Action Finished) or after a time interval (useful for non-immediate actions).

The trigger may: set, clear or drop a state value; finish an action (take the snapshot); save a state (also the snapshot); update value (the score)

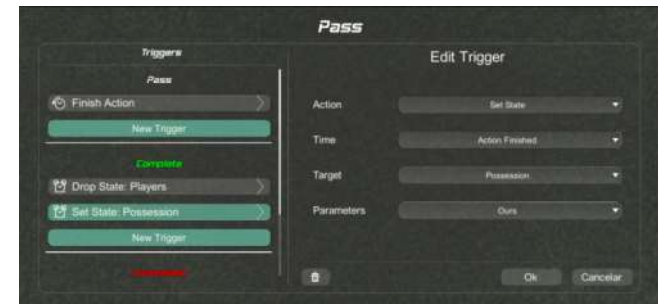
Triggers – Example

The pass action is a very good example as it has different possible outputs, according to the sub-action:

- Default trigger: On Click, Finish Action -> The snapshot will be taken

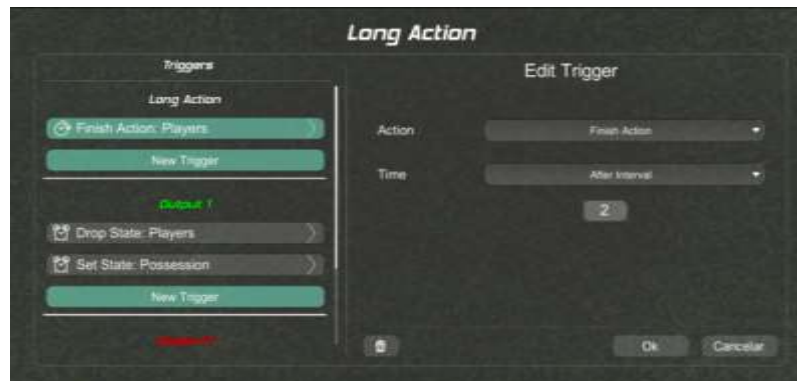


- Complete pass: the first active player shall be de-selected as it has passed the ball. Also, if the pass was completed, the ball possession is ours.
 - The two triggers: After the picture is taken (Action Finished), set state “Possession” to “Ours”. Also when “Action Finished”, “Drop State” from Players.

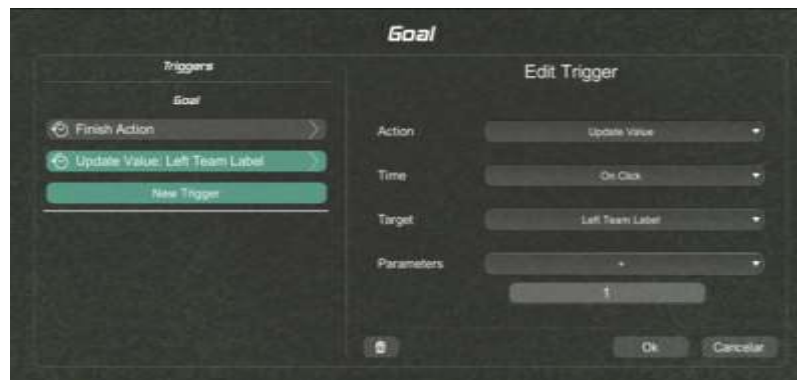


Triggers – Example

- A long action is an action that does not finish on the click, it shall wait an interval and then trigger the snapshot, as shown here:



- The “Update value” trigger adds or subtracts to/from the score of the first or second team.



Protocols – Conclusion

Mastering the protocols is a very important target for advanced Picco users. With full control of it, it is possible to measure whatever you want in a very efficient way.

The embedded protocols take advantage of all its possibilities and are a valuable reference to start creating your own protocols.



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Matches

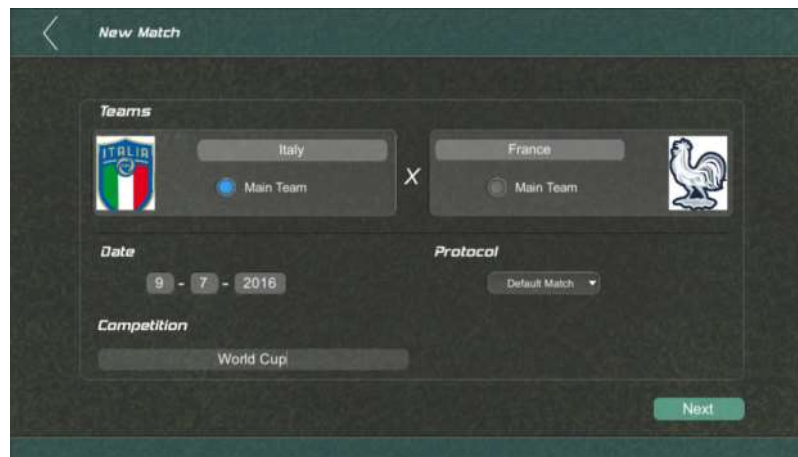


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Matches – Setup

A match consists of applying a protocol to measure actions and states during gameplay. All the gathered information turns automatically into a full report.

The match setup is very simple and consists on setting teams, date, competition name and selecting the protocol. If the protocol contains the players state field zone, it is also necessary to indicate the main team (the one the roster will be applied)

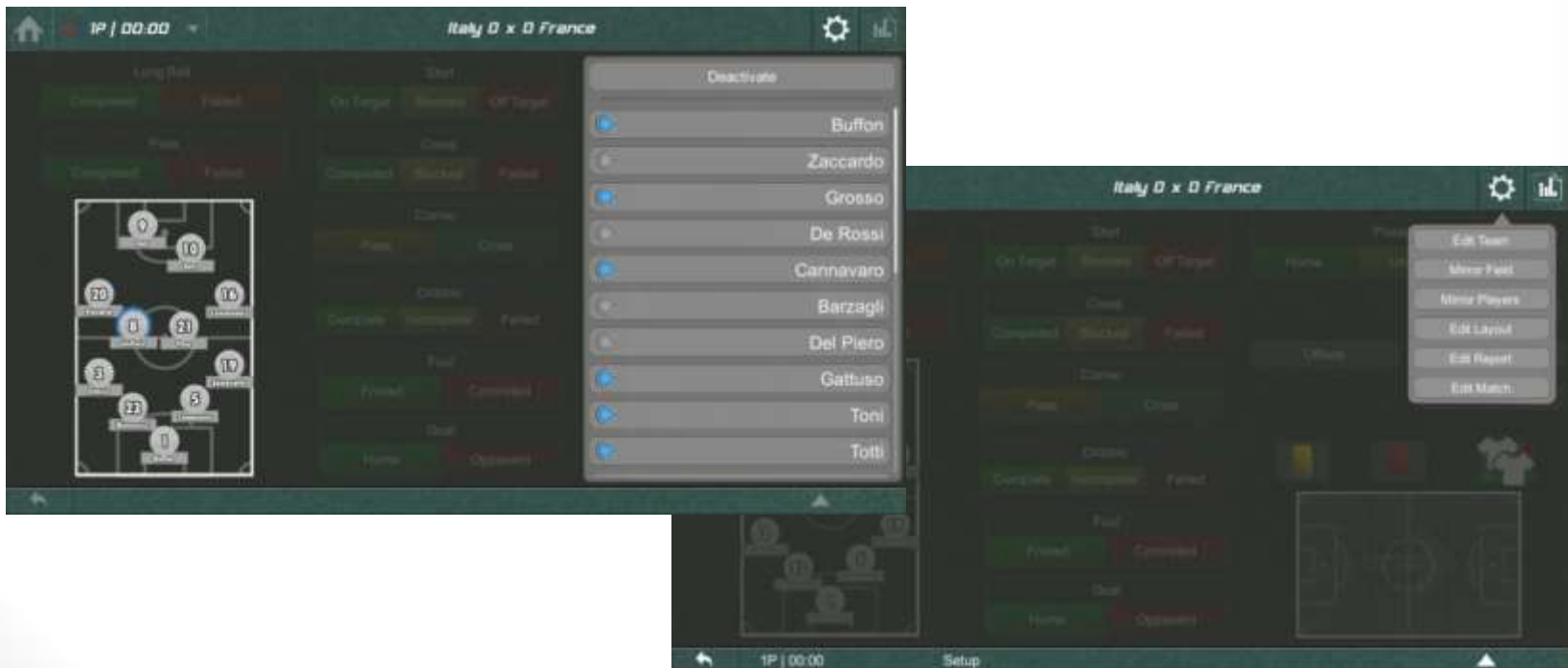


The screenshot shows the 'New Match' setup screen. It features a dark green background with white text and icons. At the top left, there is a back arrow and the text 'New Match'. Below this, the 'Teams' section shows two team selection boxes: 'Italy' (with the Italian flag icon and a radio button labeled 'Main Team') and 'France' (with a rooster icon and a radio button labeled 'Main Team'). A large 'X' is positioned between the two team boxes. Below the teams, the 'Date' section shows a date picker set to '9 - 7 - 2016'. The 'Protocol' section shows a dropdown menu set to 'Default Match'. The 'Competition' section shows a text input field containing 'World Cup'. At the bottom right, there is a green 'Next' button.



Matches - Ready to start

Before starting the match, you shall set the starting lineup (if applicable), mirror the fields (if desired) and, at anytime, you can customize the protocol layout and the report. All these options can be accessed on the top right menu.



Matches - Game time

On the top menu it is possible to start/resume/pause the clock and finish the current period. During the match, indicate the actions and state changes, at the bottom bar you may undo the last action by clicking the left-arrow button or access the full list of snapshots saved so far pressing the button on the left.



Matches - Game time

At any moment it is possible to access the report clicking the button at the top right.



By default, when a new period begins, the fields (zone and players) are automatically mirrored. You can also mirror them manually accessing the settings menu at the top right.



Matches - Conclusion

During game time it becomes clear how important the protocol triggers are, how they can save time and focus changes, allowing the user to use the app and watch a match at same time.

The next section explains deeper how to setup the report and export it as PDF or Image.

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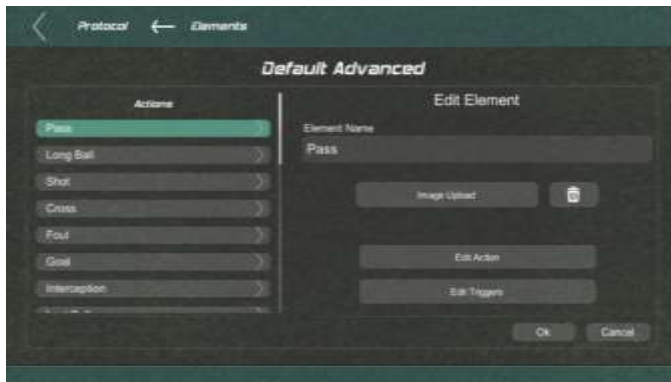
Reports



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Reports

Picco match report is automatically generated based on the measurement protocol, turning actions and states into statistics, graphics and tables.



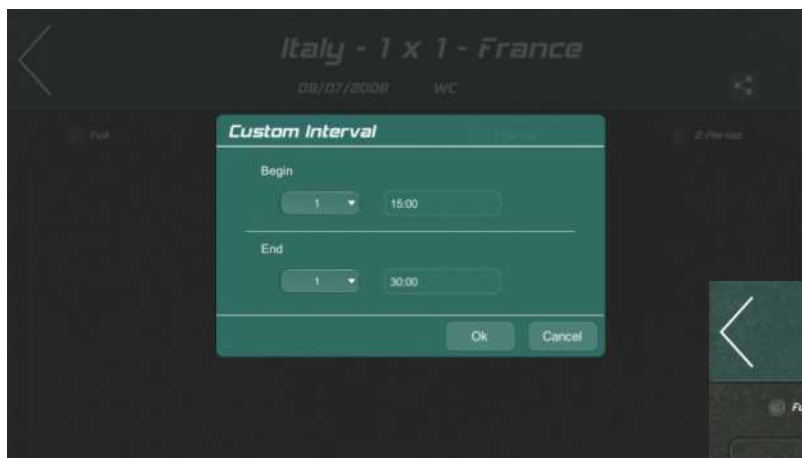
Reports

When you define a protocol, Picco raises possible data matches, suggesting elements for the report. On Protocols->Edit Report you can turn them on or off.



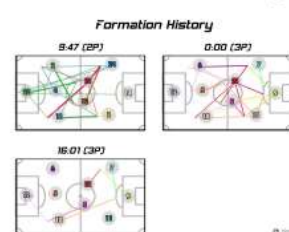
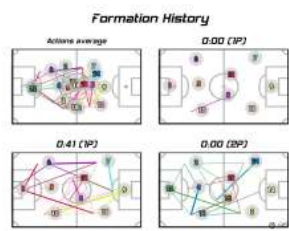
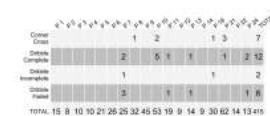
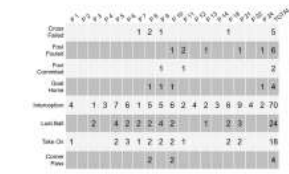
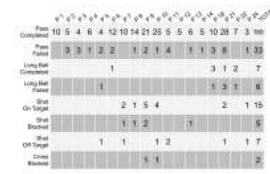
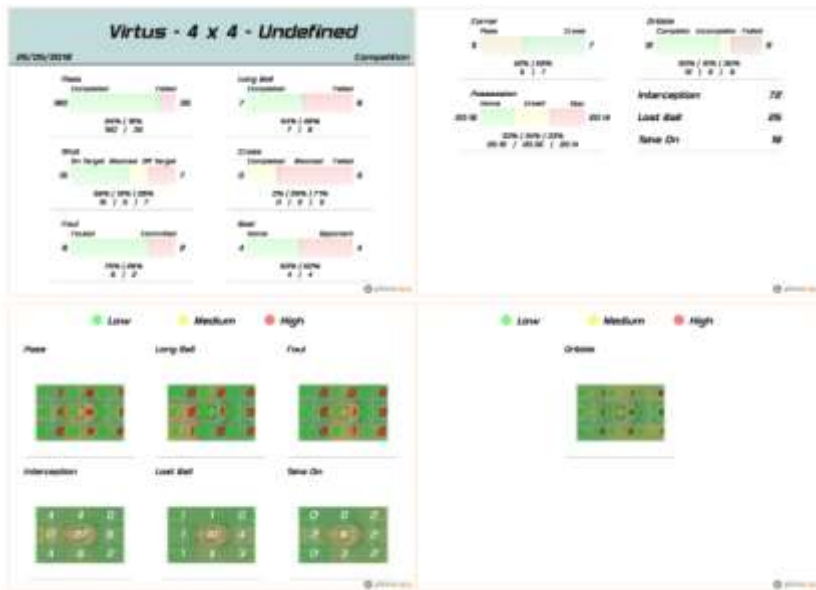
Reports

On the top of the report, the toggles allow the user to select a period or a time interval of the data shown on the report.



Reports

The generated report can be exported and shared as PDF, Black and White PDF (for a clearer document for printing), Images and Black and White Images. The share button is located at the top bar.



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