**Mark Copeland Interview Notes**

*Concept comments*

* Overall impressed.
* Voice input would save a lot of time.
* Never drop vision from the game.
* Less error to miss a play – benefit.
* Using voice recognition would be overall better.

*Player comments*

* Focus on player possessions – Key point.
* More detail on specific player with possession.
* Collect and display data about individual players and send them report.
* Coach can view in-depth player performance.
* Use player numbers to identify a player.

*Recording comments*

* Person recording would stand at a distance (far corner).
* Less noise.
* Easier to record if user knows the team. (Plays, kickout strategies, attack strategies).

*Statistic comments*

* Turnover percentage.
* Percentage of kickouts won & lost.
* Pass completion percentage.
* Mark areas on a pitch for visual display.
* Shot scored/taken percentage.
* Event positions.

*Useful features*

* Flag notification to show team lacking in areas of performance.
* Individual player statistics.
* Video chop using the game event timestamp.

*Other comments*

* Team are attacking at the 45 mark.
* People will learn the vocabulary if app requires it.
* Common GAA terminology.
* Recognise teams by colour.
* Usually takes hours to review after match footage.
* Would speed up the process with voice recognition.
* Typically, 3-4 people using iPad during match collecting statistics.