Al-powered video analytics: A game changer for sport venues



Reinventing the fan experience

Introduction

With lower latency and higher bandwidth, computer vision enhanced by 5G and edge computing has the power to revolutionize the fan experience.

As venues become smarter, more data and analytics are being captured than ever before.

These technologies are making it possible to stream high-definition video in real-time.

The venue can collect and process security camera feeds more efficiently in real-time to support new automation and inventory management applications. Low latency and high bandwidth connectivity also benefit the venue's operations, including security and retail.



Delivering a better customer venue experience



65 percent

of operators say major sporting events are influencing their decisions to accelerate a 5G rollout



During the 2019 SuperBowl:

24 terabytes of data were transferred within the stadium, a 47% increase over the 2018 Super Bowl.





Surveillance cameras



Real-time Smart parking status





Indoor seat navigation



Reliable and constant mobile broadband

The challenges you face

What do fans expect from your venue?

- · A safe environment in the arena
- · An exciting, comfortable and clean atmosphere
- Quick service and attention

These expectations represent a significant challenge for your operations teams. Supervising and analyzing video from 500+ camera feeds in real-time is impossible, especially considering the number of entry points and crowd movements during a short period of time.

Traditional video surveillance systems can struggle to capture the key indicators of security efficiency:

- How many fans are entering the venue per minute?
- On average, how long are fans waiting in line?
- What is the sentiment of fans in ticketing, food and beverage, and retail service areas?

How we help you adress these challenges



Benefits

- · Improvements in entrances and exits
- Reduced waiting time in service areas
- Increased detection and handling of navigation bottlenecks
- Increased upselling rates

Use cases: How Edge and Computer Vision can support major events

AR experiences

Improve fan interactivity with augmented reality experiences that allow fans to interact with the pitch in real-time and display live player descriptions

Safety

- Crowd management and event safety
- Receive people counting reports, overcrowding and crowd density estimation
- Notification of people/vehicles in restricted areas and proximity monitoring reports
- Instant reaction time in emergency situations
- Receive the exact location, nature of hazards, and casualties involved in a crisis
- Instantly update visitors with security measures across the venue

Retail

- Real-time food and beverage pop-up offers
- Offer retail promotions during the game, versus fans paying normal price during halftime
- Store analytics for crowd, lost items and abnormal situations



Content

- Instantly capture and share high-quality videos with fans, such as 360° videos
- Create 3D or volumetric content with multi-angle possibilities
- Enable fans to share content with their friends on social media or chat, even in stadiums
- Integrate live tracking and data sets capturing player and ball movements

Fan experience

- Fans can stream their experience of the game, including personal comments, on platforms like Twitch
- Use AR content on top of their own videos on their smartphones
- Real-time game analysis thanks to AR graphics on the field

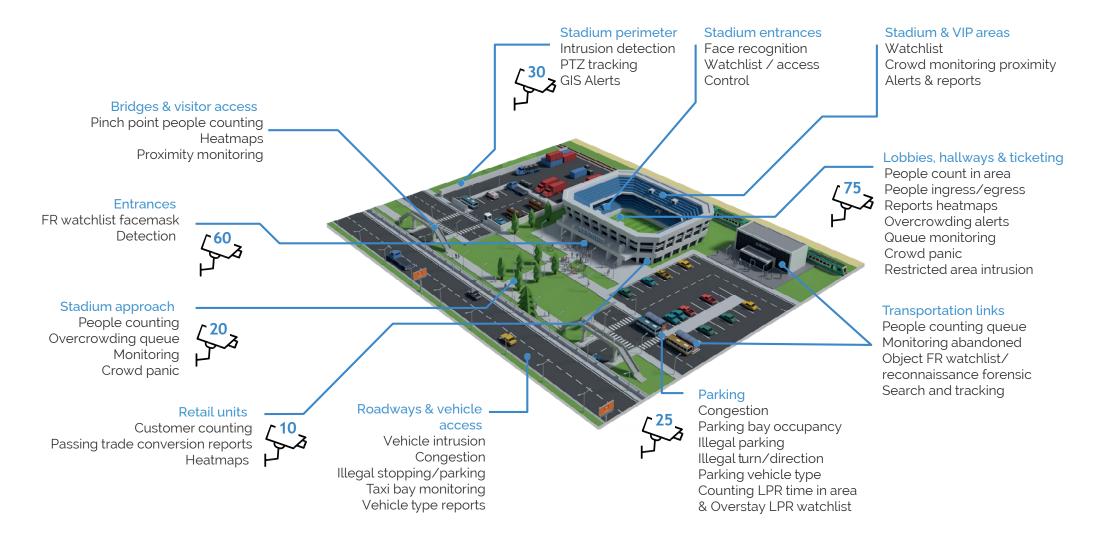


Parking

- Reduce illegal turns and loitering
- Smart parking: Indicates free parking slots and reduces parking congestion

Focus on computer vision use cases

250 camera deployment for +41 use cases



Use case: Safety and efficiency for fans and season ticket holders



Pre-registration and digital ticketing



Entry and exit points unlock with facial recognition



Fast lanes to bypass normal queues



Facemask detection

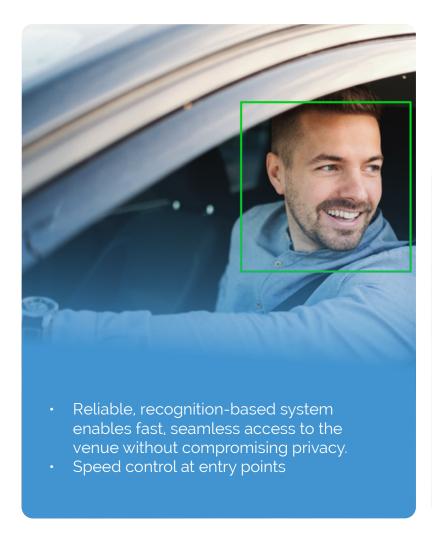


Ticket collection

Technologies involved

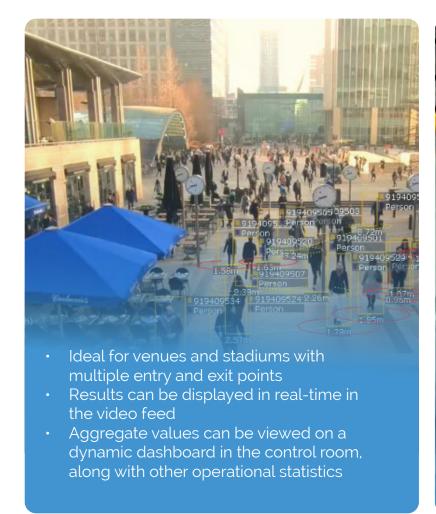
License plate recognition, facial recognition, liveness detection, mobile app (stadium/team branded), ticketing system

Use case: Season ticket holder VIP parking





Use case: Crowd management





Use case: Identifying hooligans and banned fans



Upload a list of known hooligans and banned spectators



Identify hooligans as they enter the stadium



ID new hooligans in real-time and dynamically add them to your watchlist

Use case: Defend against scalpers



Upload a list of known scalpers



Identify scalpers approaching the stadium



ID new scalpers in real-time and dynamically add them to your watchlist

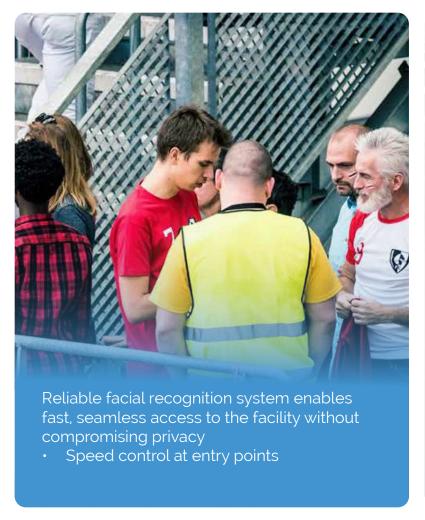


Enable online preregistration using face ID



Turnstile opens based on facial recognition

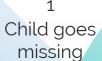
Use case: Authorized access control





Use case: Missing children watchlist and alerts







Parent provides a photo of the lost child to security



Stadium security adds the child's picture to their watchlist



Security cameras scan for the child's face in real-time

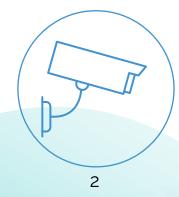


Security is alerted when the child is spotted

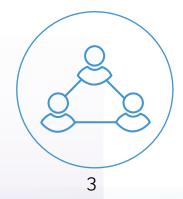
Use case: Increasing player safety with contact tracing



A player or coach tests positive for COVID-19



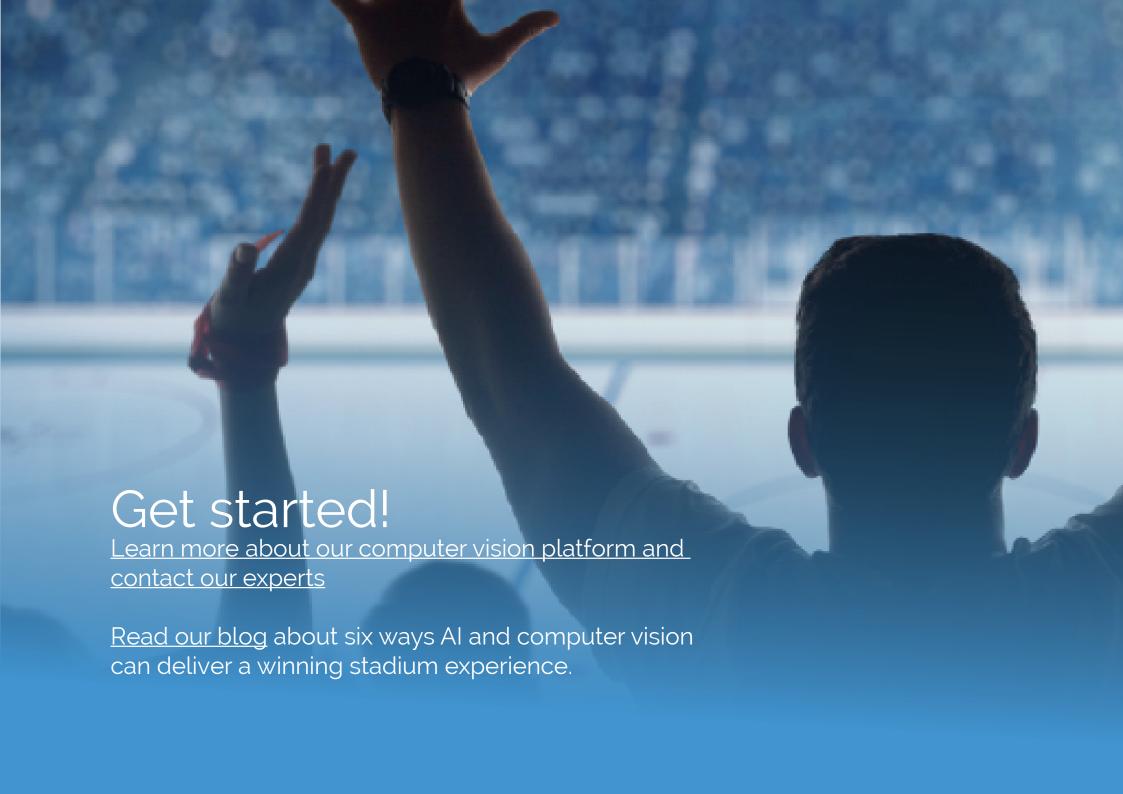
Historical footage from practice facilities is reviewed



Players who were in proximity are identified



Temperature checks are implemented at the point of entry to flag high temperatures



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Let's start a discussion together











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