

## Swiss Football Association



### By Michel Pont, Assistant Coach at the Swiss Football Association

Trainers of the Swiss national team must not only train their country's best players, but also achieve the same work as any other trainer during a much shorter period.

Dartfish Software is therefore an essential tool that lets us obtain and quickly handle information about the team and its opponent, and to gain the necessary time to prepare for future matches.

That's why, at AST (Swiss Football Association), trainers from all teams (junior to first team) use Dartfish.

### Use of Dartfish

We use Dartfish to analyse our team and our opposition teams in order to anticipate tactics of the next match and enhance its preparation.

### Analysis of the team

First, we dissect the video of the match and select videos, that correspond to our strategy and game models, indexed by playing phases and identified according to themes. Then, these videos are classified in Dartfish's library and are ready to be projected onto a big screen. During video meetings, we broadcast all actions (eg. Attack, defense, stopped balls,

corners, goals, ball lost, etc..) and behaviours from the last match that we want to highlight, whether they are good or bad, individual or collective, technical or tactical. Thanks to this analysis, we can correct or reinforce our game models, support trainers' comments or critics and improve players' understanding according to the

objectives of the next training session and next game. We first carry out this work based on videos of the Swiss team's last matches. Then, we analyse opposition data.

## ■ Analysis of the opposition

Analysis of the opposition is essential for the next match's preparation. Once again, it let the trainer anticipate match tactics by giving players concrete information on the situations that they will happen: Individual and collective behaviours, technical and tactical actions will be analysed to underline adversary's strengths and weaknesses. This analysis gives us all necessary information to reinforce behaviours to adopt according to our game models.

## ■ Individual analyses

Following team meetings, we have the opportunity to add to individual critiques by distributing a CD to each player with his own positive or negative video analyses. The player can thus review his actions again and improve understanding of the trainer's comments. A personalised CD is also an additional motivation source.



## Advantages of Dartfish ■

In addition to its efficiency in terms of qualitative and quantitative time gains, Dartfish offers trainers mobility. The computer and software are usable everywhere, whenever:

- > individual meetings directly on the computer screen
  - > collective meetings abroad
- > videos and analyses sharing between 2 trainers or with players, even if not located at the same place
- > broadcast images directly after a match, in the team bus on the way home

Dartfish Software is an easy-to-use tool: « If I can use it, everybody can ! », says Michel Pont.

The Dartfish team has always been available to help us make the best use of their product.

