

## **Integrated game analysis model**

The importance of the game observation and analysis lies in the fact that we only understand the changes if we understand objectively and correctly what is actually changing. So, the fundamental problem is to find an instrument of analysis that matches the speed of the game understanding to the change rhythm, because, like everything else in life, only change is certain.

## **Game's evolution**

Coaches, players and researchers are partners in the new trends in the soccer game. The coaches look forward to the future from the knowledge of the present in the direction of the desired soccer, the players engage in individual and collective transformation, playing to the limits of their wisdom and ability, and finally the researchers unravel, collect and classify the game data from their observation, analysis and interpretation.

## **Game's nature**

The nature of the soccer game is primarily characterized by its randomness, transitoriness and unpredictability. Therefore, the game develops through contextual situations in which the players performance is related to their ability to effectively solve the constant changes resulting from the regularity and situational randomness that develop around them, generating a flow of decisions/actions based on rules and principles (converging in a more predictable dimension), in the context of unpredictability and randomness (less predictable dimension).

## **Game's observation**

The instruments of treatment and analysis of a large number of soccer facts, or fragments of facts, allow the amplification of the game analysis parameters, in the quantity sense. However, this quantity sense does not guarantee a better interpretive quality, that is, useful and applicable information to the explanation of the game's logic and the teams performance. What really matters is not the quantity but the quantity of the quality. Therefore, what is more relevant is the team's dynamic organization and how this takes place over time.

## **Train for specific observation**

As human beings we are not good observers. For each game situation, there are huge information gaps, which can only be solved through an appropriate training, in order to create specific filters about the reality that we want to observe and analyse. We see through the eyes but interpret each reality through concepts.

## **Structural Game dimension**

The team structure guides the players' awareness of their rights and duties, as well as their tactical roles and limits. In this perspective it is important to: (i) refine the rules of cooperation between the players within each sector and from sector to sector limiting or extending their range of action, in order to tune the team synchronization as a whole and (ii) increase the team cohesion degree in which each player finds the "space" needed to reflect their own personality, improvisation and creativity, assuming their responsibilities and rights inside the team organization.

## **Functional Game dimension**

The team functionality is based on the coordination (synchronization) of the player's decisions/actions and is execution rhythm. By rationalizing and sequencing them, developing a common tactical language within the team, supported by the implementation of a set of guidelines for players' tactical thinking (decision rules), which aim at the operative, tactical-technical resolution of the different situational contexts requires by the game. This synchronization is study and training during the fundamental phases of the game (attack and defense), of its stages (building, creation, reaction to the ball loss, etc.), as well in the play moments (transitions and set pieces) in the framework of a basic structural device (game system).

## **Game's extra-time**

The first aspect is to know exactly what we want to observe, restricting the portion of reality that matters. The technology can increase the quantity and quality of the observation and analyse process. However, that can't replace the knowledge and the competence of the coach about the game. The information coming from the training or the competition should be share with the players in different methodological moments with different objectives (recognition of the opposing team, game preparatory meeting and competition review meeting).