

Automated Commentaries for Simulated Soccer

Design for Soccer Commentary System **Rocco**

Audience	All
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Scope	Research
Date Created	29/12/2006
Version Number	0.1
Version History	0.1 – Original Document (AM)
Reviewed	Yes
Last saved by Ahsan Mussa, 20/03/2007	

Automated Commentaries for
Simulated Soccer

RoboCup
Research Paper

Information to be communicated to the user

1. Game Situation
 2. The purpose of the comment
 3. The user's information needs
 4. Available presentation media
- Commentary should be consistent and well planned.
 - Commentary is a real-time live report.
 - communicated under time pressure and in rapidly changing situations
 - Necessary for the commentator to interrupt itself e.g. important event (goal kick).
 - Output to a 'Speech Synthesis Module'

Rocco (Commentator System)

- The system obtains its basic data from the Soccer Server.
- The input information the system receives is the same that the monitor program receives for updating its visualisations.
- The information consists of:-
 - **player** location and orientation (for all players)
 - **ball** location, and
 - **game** score and play modes (such as throw-ins, goal kicks, etc)
- Rocco relies on a real-time log from the Soccer Server.
- Event concepts are organised into a hierarchy – kicks found at lower levels of the hierarchy and more complex concepts found at higher levels (ball transfer/attack)
- Text generator:-
 - based on a template
 - templates e.g. available time, bias, report style
 - short templates "Meier again" (preferred if system is under pressure)
- TrueTalk:-
 - text-to-speech software
 - produces more lively, life like reports
 - annotates computed strings of words
 - currently varies speech, accent, pitch range and speed

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An example of a java-based Rocco prototype:-

