

History of CVsports

- 2013: CVPR, Portland, Oregon
- 2015: ICCV, Santiago, Chile
- 2017: CVPR, Honolulu, Hawaii
- 2018: CVPR, Salt Lake City, Utah
- 2019, CVPR, Long Beach, California
- 2020, CVPR, Virtual
- 2021, CVPR, Virtual
- 2022, CVPR, New Orleans, Louisiana
- 2023, CVPR, Vancouver, Canada
- 2024, CVPR, Seattle, Washington



JUNE 17-21

Why did we need CVsports?

Motivation:

- Increased interest in computer vision solutions from the sports industry and media
- Creating a publication outlet with a shared understanding of the specific domain challenges
- Not just a special issue, but an event that can create a community, allow networking, share ideas, and start new collaborations
- Bring together people from academia and industry
 - Show current trends in academia
 - Motivate researchers, by showing the applications in industry



Year	Submissio ns	Accepted papers	Keynotes	Organizers	Best paper award	Workshops with papers	Duration
2013		10	2	2	-	19	Full day







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2019	26	14	2	5	1000 USD	53	Half day
2020	16	13	4	6	1000 USD	40	Full/virtual



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2020	16	13	4	6	1000 USD	40	Full/virtual
2021	25	12	4	6	1000 USD	43	Full/virtual



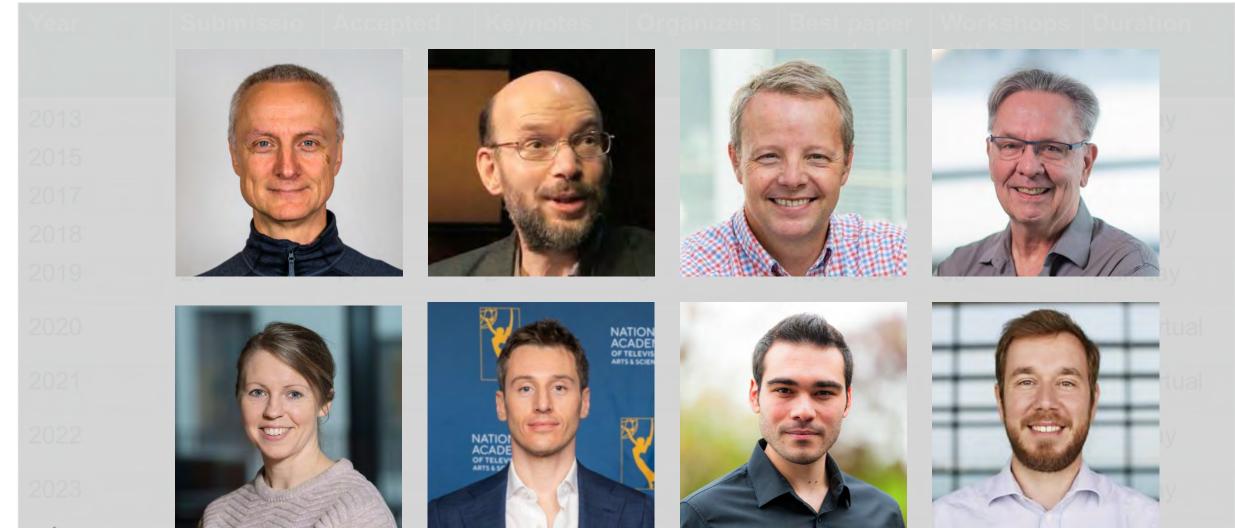
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2023	27	16	3	6	1000 USD	60	Full day
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2023	27	16	3	6	1000 USD	60	Full day
2024	41	24	3	8	1000 USD	72	Full day



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1000 USD

P A G E 1 5

What are the topics?

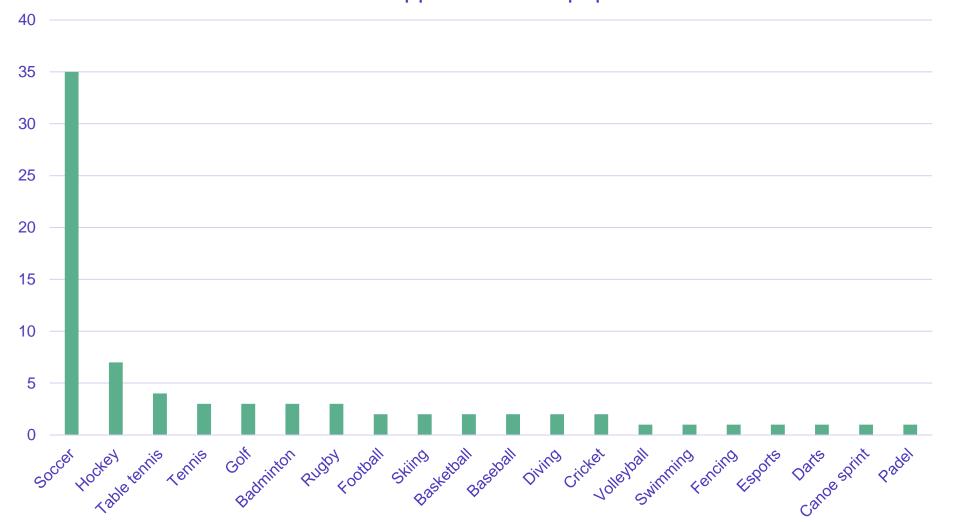
spotting tennis estimation tracking player Sports trajectory table trajectories segmentation badminton activities athlete Using dataset video event temporal sual sport SOCCET analysis VIDEOS real-time human hockey visual detection network calibration convolutional action ball scene approach football recognition single jersey team data field reconstruction system based pose classification learning fine-grained motion camera automatic deep via monocular keypoints identification

Which sports types?

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Number of appearances in paper titles



What did we do back in 2013?

Athlete Pose Estimation from Monocular TV Sports Footage

Mykyta Fastovets, Jean-Yves Guillemaut, Adrian Hilton

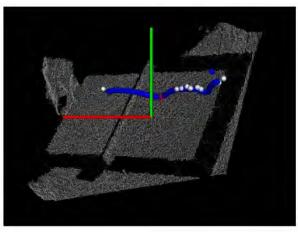
Reconstruction of 3D Trajectories for Performance Analysis in Table Tennis

Sho Tamaki, Hideo Saito

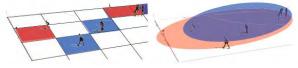
Recognising Team Activities from Noisy Data

Alina Bialkowski, Patrick Lucey, Peter Carr, Simon Denman, Iain Matthews, Sridha Sridharan











Who contributes to CVsports?

- Authors from all parts of the world
- Many industrial contributions and collaborations
- 33 authors published two or more papers in CVsports!

- Top contributor: Marc Van Droogenbroeck (University of Liege) with 15 papers!
- Closely followed by Bernard Ghanem (KAUST) with 14 papers (2013-2024)







Future of CVsports

- 10 more years? ☺
- CVsports has become a tradition and a high-level venue for computer vision research for sports application
- We are happy to continue that!





CVSports HAPPYHOUR

Tuesday, June 18th 6:00PM



Register to join the list!

