

# ASPOGAMO: Automated SPORt Game Analysis Models and Publications

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- [BC1] Nicolai v. Hoyningen-Huene and Michael Beetz,  
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- [J1] Michael Beetz, Nicolai von Hoyningen-Huene, Bernhard Kirchlechner, Suat Gedikli, Francisco Siles, Murat Durus and Martin Lames,  
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*International Journal of Computer Science in Sport*, 8(1): 2009.
- [C1] Nicolai von Hoyningen-Huene and Michael Beetz,  
**Rao-Blackwellized Resampling Particle Filter for Real-Time Player Tracking in Sports,**  
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- [C2] Andreas Andreakis, Nicolai von Hoyningen-Huene and Michael Beetz,  
**Incremental Unsupervised Time Series Analysis Using Merge Growing Neural Gas,**  
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- [C3] Nicolai von Hoyningen-Huene and Michael Beetz,  
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- [PhD1] Suat Gedikli,  
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- [C2] Michael Beetz, Suat Gedikli, Jan Bandouch, Bernhard Kirchlechner, Nico von Hoyningen-Huene and Alexander Perzylo,  
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- [C3] Suat Gedikli, Jan Bandouch, Nico von Hoyningen-Huene, Bernhard Kirchlechner and Michael Beetz,  
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- [J1] Michael Beetz, Bernhard Kirchlechner and Martin Lames,  
**Computerized Real-Time Analysis of Football Games,**  
*IEEE Pervasive Computing*, 4(3): 33-39, 2005.
- [C1] Michael Beetz, Sven Flossmann and Thomas Stammeier,  
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