ASPOGAMO: Automated SPOrt Game Analysis Model List of Publications

[PhD1] von Hoyningen-Huene and Nicolai,
Real-time Tracking of Player Identities in Team Sports,
Technische Universität München, 2011.

[BC1] Nicolai v. Hoyningen-Huene and Michael Beetz,
Importance Sampling as One Solution to the Data Association Problem in Multi-target Tracking,

[J1] Michael Beetz, Nicolai von Hoyningen-Huene, Bernhard Kirchlechner, Suat Gedikli, Francisco Siles, Murat Durus and Martin Lames,
ASpoGAMo: Automated Sports Game Analysis Models,

[C1] Nicolai von Hoyningen-Huene and Michael Beetz,
Rao-Blackwellized Resampling Particle Filter for Real-Time Player Tracking in Sports,

[C2] Andreas Andreakis, Nicolai von Hoyningen-Huene and Michael Beetz,
Incremental Unsupervised Time Series Analysis Using Merge Growing Neural Gas,

[C3] Nicolai von Hoyningen-Huene and Michael Beetz,
Robust real-time multiple target tracking,
Ninth Asian Conference on Computer Vision (ACCV), Xi’an, China, Sep. 2009.

[PhD1] Suat Gedikli,
Continual and Robust Estimation of Camera Parameters in Broadcasted Sports Games,
Technische Universität München, 2009.
[C1] Nicolai v. Hoyningen-Huene, Bernhard Kirchlechner and Michael Beetz,  
GrAM: Reasoning with Grounded Action Models by Combining Knowledge  
Representation and Data Mining,  

[C2] Michael Beetz, Suat Gedikli, Jan Bandouch, Bernhard Kirchlechner, Nico von Hoyningen-Huene and Alexander Perzylo,  
Visually Tracking Football Games Based on TV Broadcasts,  
*Proceedings of the Twentieth International Joint Conference on Artificial Intelligence (IJCAI)*, 2007.

[C3] Suat Gedikli, Jan Bandouch, Nico von Hoyningen-Huene, Bernhard Kirchlechner and Michael Beetz,  
An Adaptive Vision System for Tracking Soccer Players from Variable Camera  
Settings,  

[C1] Michael Beetz, Jan Bandouch, Suat Gedikli, Nico von Hoyningen-Huene, Bernhard Kirchlechner and Alexis Maldonado,  
Camera-based Observation of Football Games for Analyzing Multi-agent Ac- 

tivities,  

[J1] Michael Beetz, Bernhard Kirchlechner and Martin Lames,  
Computerized Real-Time Analysis of Football Games,  

[C1] Michael Beetz, Sven Flossmann and Thomas Stammmeier,  
Motion and Episode Models for (Simulated) Football Games: Acquisition, Re- 
presentation, and Use,  

[C2] M. Beetz, F. Fischer, S. Flossmann, B. Kirchlechner, A. Unseld and C. Holzer,  
Watching Football with the Eyes of Experts: Integrated Intelligent Systems  
for the Automatic Analysis of (Simulated) Football Games,  

[C3] M. Beetz, B. Kirchlechner and F. Fischer,  
Interpretation and Processing of Position Data for the Empirical Study of the  
Behavior of Simulation League Robocup Teams,  