# **CUSTOMER CASE STUDY** FOR DELIVERY IN JAPAN ONLY



### Challenge

- Provide new services adaptable to the digital age
- Provide services with individual customers in mind to acquire more fans
- Digitalization and security of searchable images required to provide new services

## Solution

Creating new ways to watch



- Instantly search scenes to watch by player name, batting results, etc.
  Viewable using a shared view for PCs and smart devices

- Utilizes image processing technologies and data integration technologies from Fujitsu Laboratories
- Proposes innovation of fixed approaches to watching games
- Can be further expanded to sports other than baseball or applied to various video content
- Implementation period: Approx. 12 months
- Implementation cost: Approx. 10 million yen/year

### Benefit

■ Provide unprecedented ways to enjoy baseball such as enjoying personalized highlights, repeatedly watching games in which favorite players appear, search for key games to view, etc.

# **Products and services**

- Automatic scene recognition based on video analysis. Can extract "beginning of pitch", "beginning of the at-bat" and "top of inning" with 97% accuracy
- Enables high-speed search by attaching meta-information to each scene

