



goal sport  
software

PLAY TO WIN



WE ARE

daite

PLAY  
TO WIN

I.T. SERIES

daitite

CHAMPIONSHIP



7

**DOMINIK**

A.K.A "THE PILOT"



SKILLS

STRATEGY

SALES

MARKETING

DRIVING

I.T. SERIES

daitite

CHAMPIONSHIP



11

**PAVEL**

A.K.A "EXPERT"



SKILLS

LEADERSHIP

PROJECT MNGT

INNOVATION

CREATIVITY

I.T. SERIES

daite

CHAMPIONSHIP

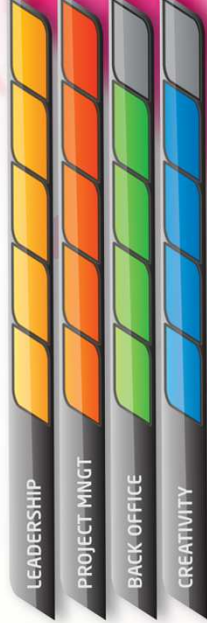


11

PAVEL

A.K.A " EXPERT "

SKILLS



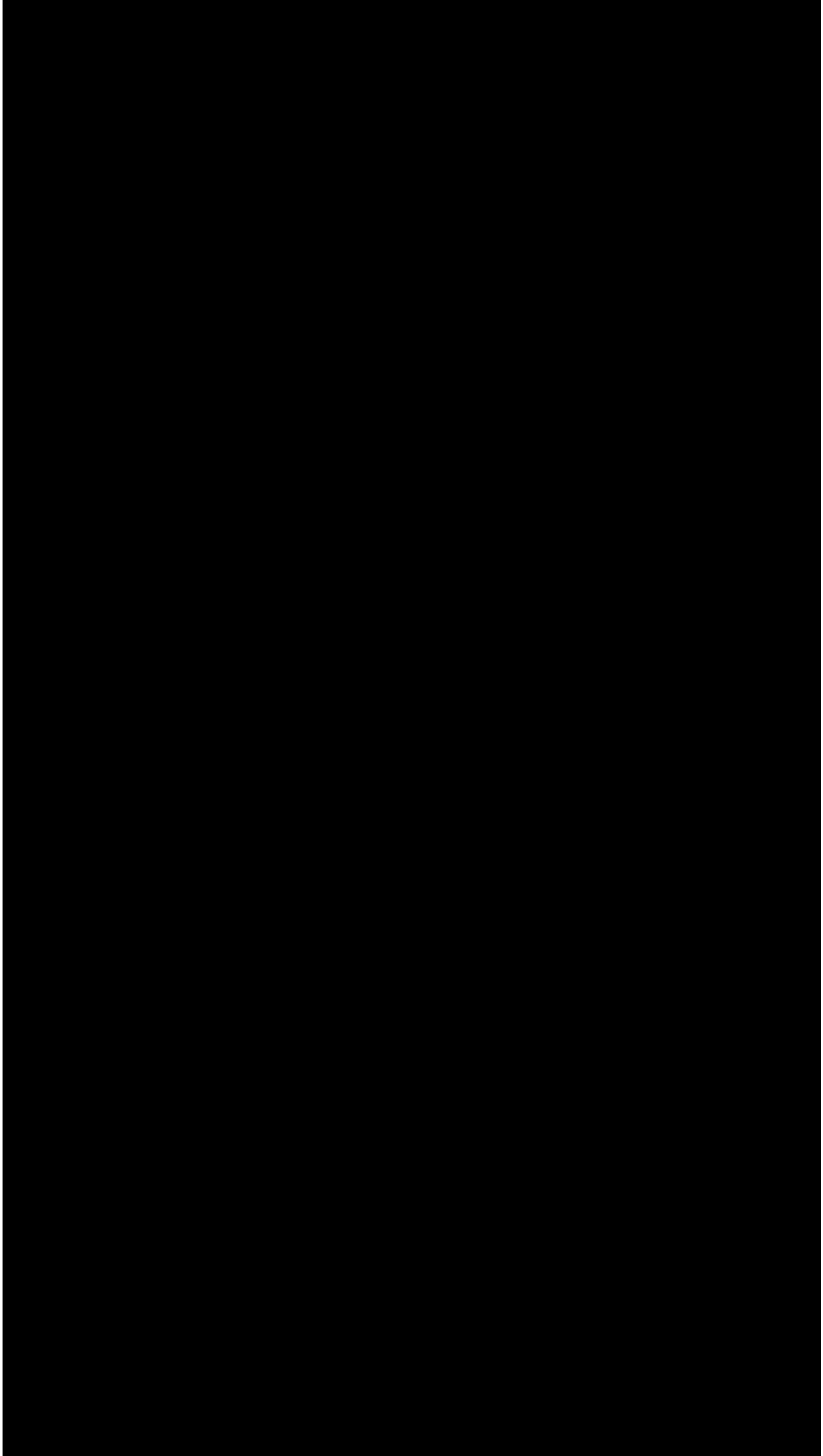
LEADERSHIP

PROJECT MNGT

BACK OFFICE

CREATIVITY







We develop solutions for sports to be possible:

\_ Fans enjoy the game at maximum level.

\_ Clubs increase their revenues.

\_ Stadiums get more attractive to audience.

\_ Help referees to provide a fair match.

\_ Enhance the players and team's performances.

PLAY TO



CLIENTS

Our softwares have been helping referees, teams, arenas and federations in many sports.

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// Barcelona F.C. is using Goal Sport Software to control the perimeter screens in Camp Nou Stadium. //



## SCOREBOARDS



## PERIMETERS



## CENTER HUNGS



# WE INTEGRATE

## FASCIA BOARDS



## SOUND SYSTEMS



## DMX EFFECTS



## VIDEO MAPPING



## SOCIAL MEDIA HUB



We create  
unforgettable  
experiences

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// Storhamar Ice Hockey Club, in Norway, is using Goal  
Sport Creation System to create and control video,  
sound and DMX effects in all digital assets. //

ENTERTAINMENT

We provide  
valuable  
information to  
improve the game.

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// Goal Sport Timekeeper tracks the events  
from the game for Burnley F.C. in UK. //

S T A T I S T I C S

We catch the eyes  
of the audience for  
game content.

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I N F O T A I N M E N T





We make the audience play its best role in the show.



FAN ENGAGEMENT

We aid  
referees to  
make fair  
decisions.

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V I D E O T R A C K I N G

We improve  
the performance  
of the teams.

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C O A C H I N G



We are looking for skilled  
players to these positions:

— VÝVOJÁŘ/KA  
MULTIMEDIÁLNÍCH  
APLIKACÍ

— UX/UI DESIGNÉR



- // Uživatelské rozhraní nástroje pro tvorbu animací
- // Adaptivní úprava jasu světelných reklamních panelů
  - // Zvýšení rozlišení (super resolution) obrazu
- // Analýza a návrh řešení ovládání media serveru pro sportoviště
  - // Automatické rozpoznávání čísel hráčů na dresu
    - // Renderování 3D textu v OpenGL
  - // Implementace funkcí pro vykreslování zadaného textu s 3D efektem, použití v editoru grafiky

T H E S I S

TECHNOLOGIES WE WORK  
WITH

C++

QT FRAMEWORK

OPENGL

QML

GIT

NVIDIA CUDA

4/12

FI MUNI - CONFERENCE HALL

# GOAL SPORT WORKSHOP

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*TRY OUT OUR  
SOFTWARE LIVE*

*SHOW US  
YOUR  
PROJECTS*

*WIN TICKETS TO  
ICE HOCKEY  
GAMES*



Interested

[info@daite.cz](mailto:info@daite.cz)