Supplementary Materials

VIRD: Immersive Match Video Analysis for High-Performance Badminton Coaching

Post-study Survey

Please share your experiences with VIRD in the following survey. Select from a 5-point Likert scale from “Strongly disagree”, “Somewhat disagree”, “Neither agree nor disagree”, “Somewhat agree”, or “Strongly agree”.

**Tool learnability**
- It was easy to learn the features in our tool.
- It was easy to understand the main idea behind the shot-to-rally analysis method.
- It was easy to understand the data provided in summary panel.
- It was easy to understand the data provided in heatmap.
- It was easy to understand the function of shot filters.
- It was easy to understand the function of shot trajectories.
- It was easy to understand the function of video panel.

**Tool usability**
- It was easy to use VIRD for analyzing match video.
- It was easy to get an overview of the match performance.
- It was easy to filter to interesting rallies or shots to analyze.
- It was easy to identify the patterns on the winning/losing shots.
- It was easy to navigate to the desired rally clips.
- It was easy to verify your analysis insights.

**Tool usefulness**
- VIRD was helpful in finding shot patterns.
- VIRD was helpful in verifying my observations.
- VIRD was helpful in explaining coaching advices.
3D Visualization usefulness
- 3D virtual court with flexible view points was helpful in match analysis.
- Dynamic 3D shot trajectories was helpful in match analysis.
- 3D player posture was helpful in match analysis.
- Using VR controller to select and navigate was helpful in match analysis.

Overall experiences
- I felt satisfied with VIRD in helping me analyze the match video.
- I felt engaged using VIRD to analyze match video.
- I prefer to use VIRD for future match analysis.

Post-study interview questions
1. What features are most helpful for you to analyze match video?
2. What were the pros/cons of using our tool to analyze the match video compared to the traditional way? (more data, easier workflow, 3D visualization, easier interaction…)
3. What improvement do you want in order to use this tool in your actual work?
4. How do you imagine using this tool to communicate your advice to the player?