

PICIGIN AS A WATER SPORT: EARLY STUDY

Abstract

All forms of sports recreation are objects of research in kinesiology. Some games are, from the culturological and regional point of view, more important than established and recognized sports or sports disciplines. Therefore, it is important to obtain an insight about them as well. Picigin is such a game. In order to understand it better, we determined kinematic parameters important for its description and compared them with corresponding parameters of some recognized sports. The research was focused on movement intensity and volume extensity. Instruments and algorithms for movement estimation and detection have been investigated. Obtained results confirmed differences in movement intensity and volume for different playing positions. Also, results implied that picigin does not fall behind some other sports games regarding observed kinematic parameters. Graphical presentation of obtained results showed continuity in movement of picigin players and confirmed the dynamic character of the game. Therefore, it can be considered a high-intensity sports game.

Keywords: *picigin, kinematic analysis, video analysis, perspective transformation*
