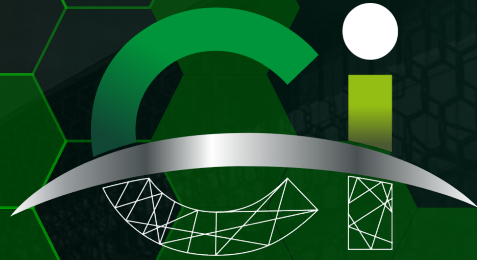


LIGA
BBVA



CENTRO DE
INNOVACIÓN
TECNOLÓGICA



2.0

MANAGEMENT MODELS /
SPONSORSHIP AND FINANCIAL MODELS

XI ASPC INTERNATIONAL FORUM
ON ELITE SPORT

Concept

RESOURCES:

- ▶ Innovation and Technology
- ▶ Research, Methods and Development
- ▶ Training and Knowledge
- ▶ Analytical Intelligence

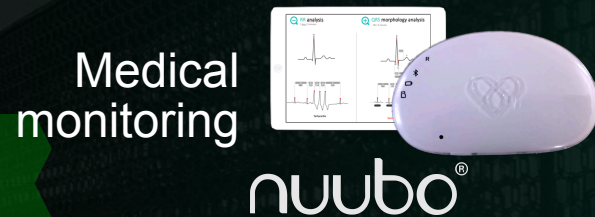
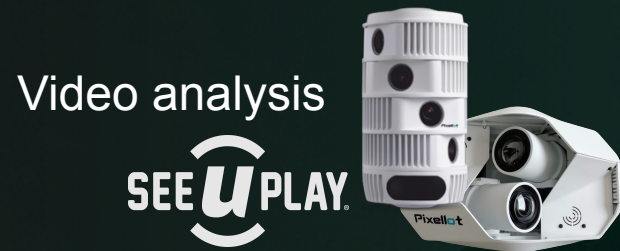


OBJECTIVES:

- ▶ To improve the performance of every player in every level
- ▶ To improve the level of the league
- ▶ Improve and increase fan experience
- ▶ Increase market shares and look for new markets
- ▶ Increase the economic benefits

Democratizing technology

Unique in the world



Men's
national
team

Youth
squads

Female's
National
Team

Referees

LIGA
BBVA

U-20

U-17

U-15

LIGA
BBVA
Femenil

ASCENSO
BBVA
MX

LIGA
BBVA

The BBVA logo, featuring a stylized 'X' shape.

Tech deployment

2.0

LIGA
BBVA



- ▶ 18 Clubs
- ▶ 504 Devices

Nationals Teams

- ▶ Men's National Team
- ▶ Women's National Team

U22

U20

U18

U17

U16

U15

112 Dispositivos

- ▶ Referees } 28 Devices



ASCENSO
BBVA
MX

- ▶ 14 Clubs
- ▶ 392 Devices

Matches

65,790

6,500

Hours by year

1,375

Players
WIMU

Trainings

30,000

Heartbeats of players
analyzed

4,800,000

298,000

Reports

4,500

Sessions

Time
Line

A-18 Tournament

C-19 Tournament



Smart video

for all stadiums & training pitches

2.0

Tracking

Video
recording

2



Cloud

1



Video
System

3

Auto-production



OTT / Streaming



High performance analysis

for all Mexican Players

2.0

In matches & trainings

Knowledge
to improve

Measure



Electronic Performance
& Tracking System



2



3



Performance
optimization

Decrease risk injuries

Return to play

2.0

- Artificial intelligence
- Analytical intelligence
- Decision making
- Knowledge database



1 Petabyte of physical, game and video performance data, concentrated for analysis.

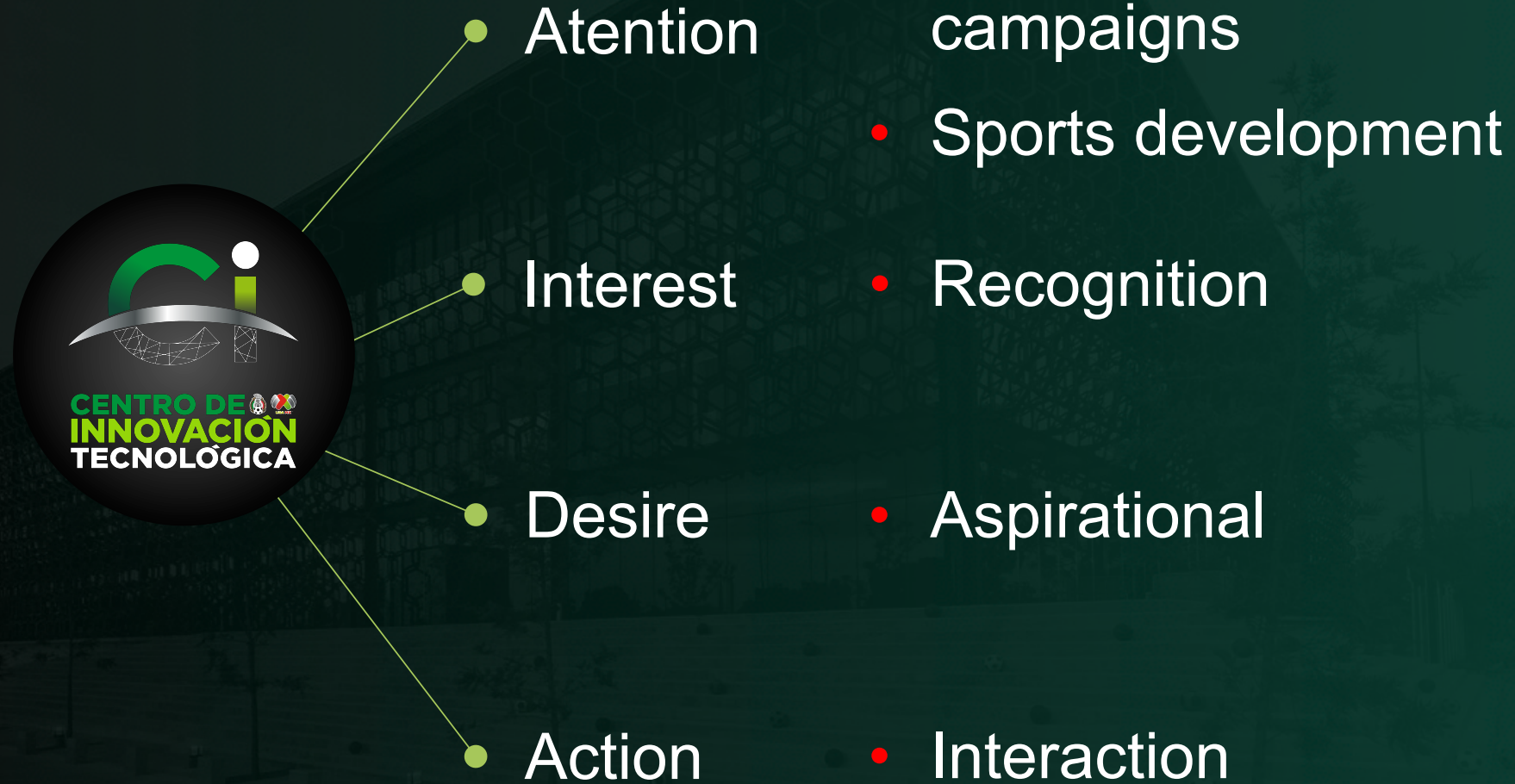
Sponsorship model

2.0



Sponsorship model

2.0



Videoclip

10,000 goal in the
Estadio Azteca

2.0



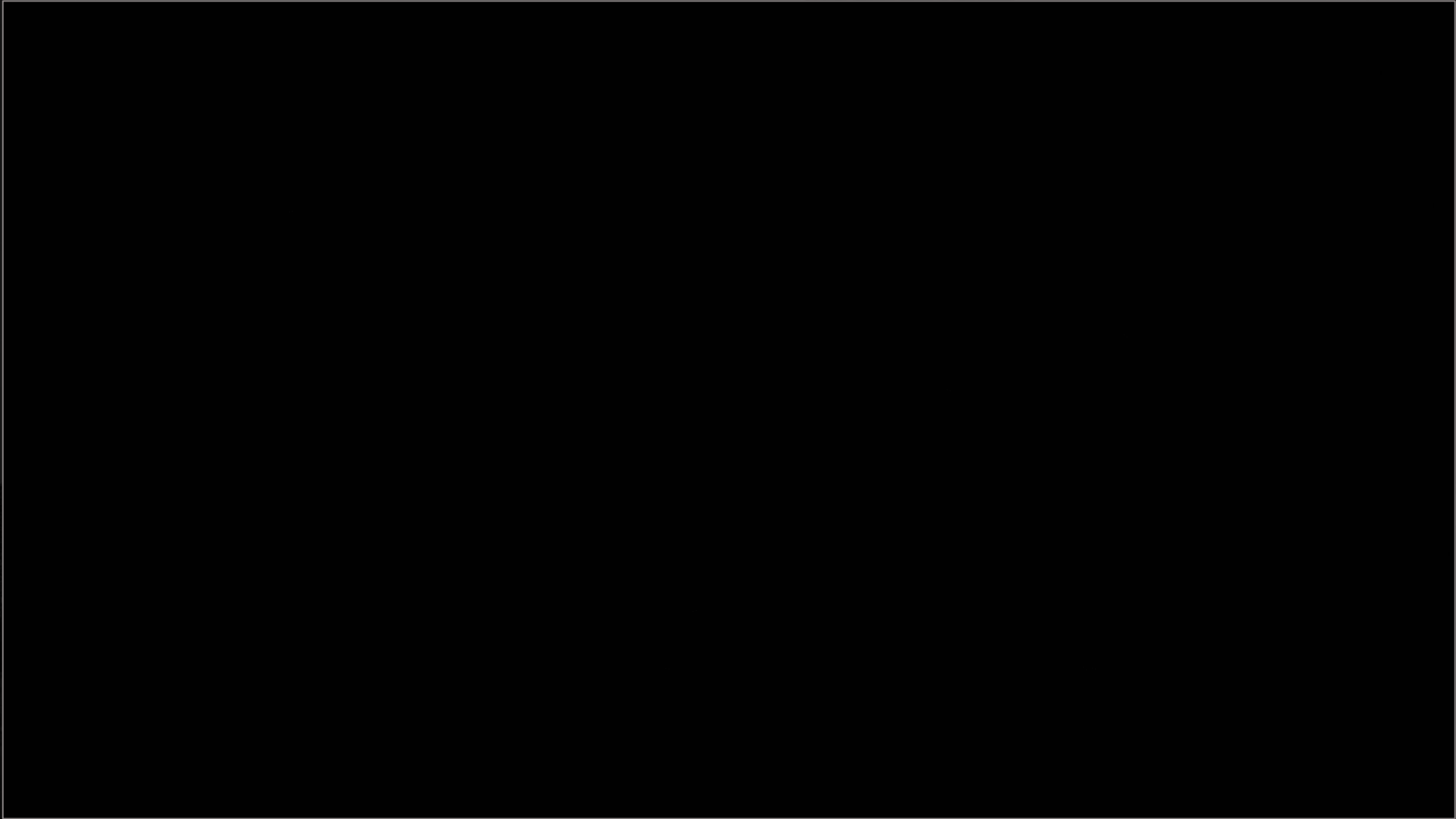
58,826 Impressions
2,006 Interactions



67,989 Impressions
1,891 Interactions

Videoclip

Goal Reconstruction



Videoclip

2.0



Digital files / Digital Records

2.0



Digital Fan Engagement

2.0

Artificial
Intelligence

Automated sorting
of videos and images

Predictive analysis
to improve performance

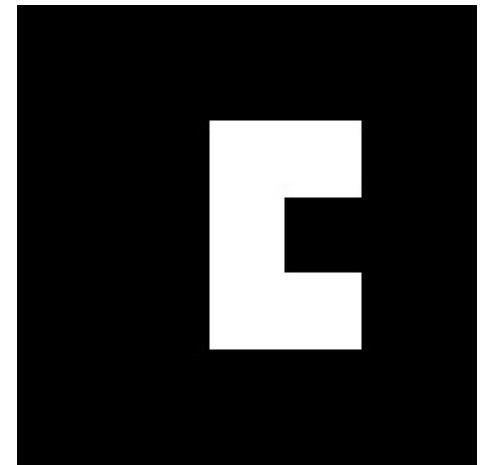
Smart Panels
sports information

Augmented
Reality

Gamification of data for fans

Enhance physical training

Catch Me



Social Networks

13.18 Millions of followers

+20% Generated by CITEC
Interaction



2%



67%



6%



4th Worldwide

25%

LIGA
BBVA 

Official
App

LIGA
BBVA 

Official
Web page



2.6 Billion visits

7.12 Million downloads

Platform



80.61%



19.39%

Country



83.76%



13.32%

Other

2.92%

43.50 Million reproductions

LIGA
BBVA 

68%

 COPA MX

12%

ASCENSO
BBVA
MX

7%

LIGA
BBVA 
FEMENIL

13%



Expansion and future of digital platforms

2.0

► Expansion:



► Futuro

2019

2020

2021

2022

2023

CITEC BIG DATA
Automate Dealer
"IAD 360"



Data
Monetization



CITEC
MEDIA HUB
GENERATOR



Gamification

CITEC/WIMU
FABRIC SENSORS



CITEC OTT
Smart Graphics
& Interactives



Fan Experience

CITEC/WIMU for
WOMEN



CITEC / WIMU / Voit
TRASSO BALL
Tracking Smart System of
Ball





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TECNOLÓGICA

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Thank You All