



The Team

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# One of a referee's biggest responsibility is knowing where to look on the playing field. Using eye tracking data, we can distribute useful feedback to referee trainees, and evaluate whether the trainee is looking where a potential foul may occur.

#### **OBJECTIVE**

Design a Learning Management System that includes questions that test where the student is looking.

## TECH STACK

Mongodb



Express



Vue.js

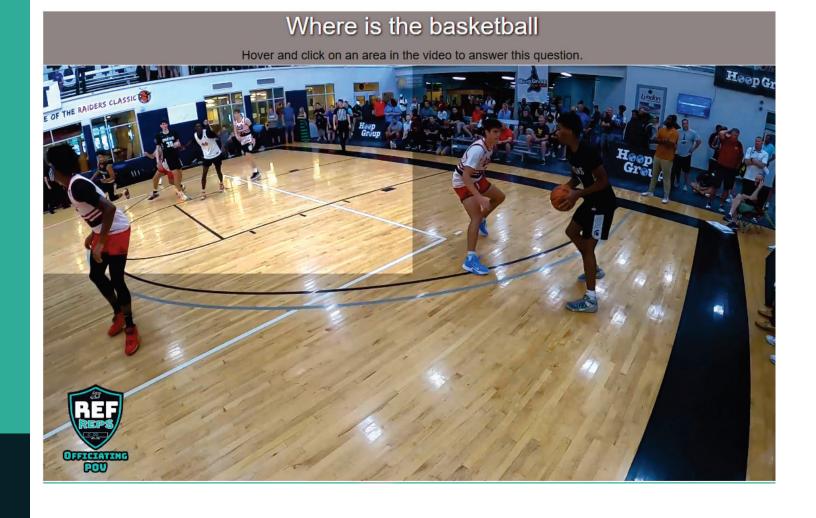


NodeJS



# Features Implemented

- Video Editor for creating and customizing quizzes and lessons.
- Eye Tracking capabilities that allow users to answer select questions
- Dynamic quizzes consisting of instructor-selected questions, specifically for their class.
- Lesson systrem that allows instructors to create their own versions of lesson packs.
- Instructor-based system to allow students from different areas to take lessons that are tailored for that area's specific rules.



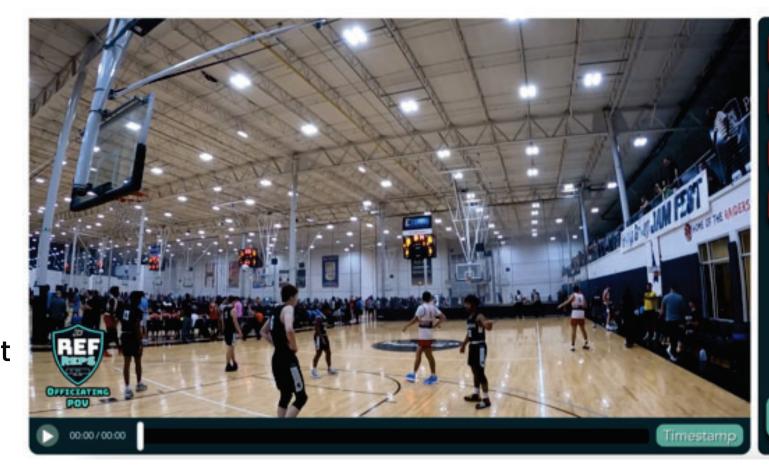
## **CONTROL WITH YOUR EYES**

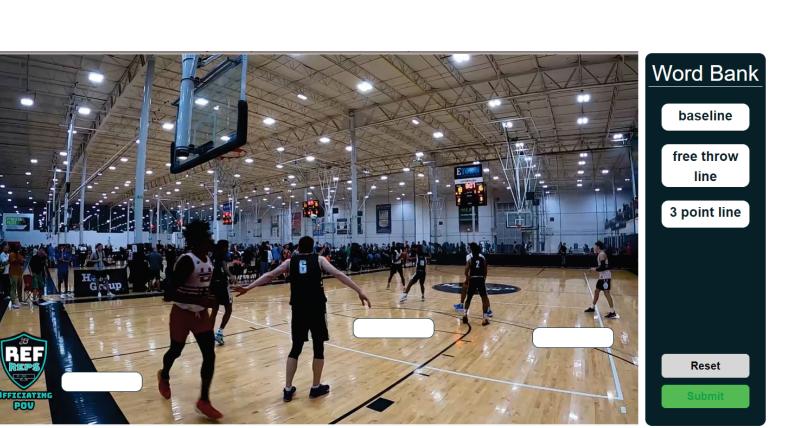
During an Eye Tracking question, a student's focus is measured to determine where they are looking at the time of a foul. Feeback is available for any missed calls.

## **DESIGNING A QUIZ**

An Instructor can stop a video at any time and insert a question.

Question Types: Multiple Choice, Eye Tracking, Drag and Drop, Short Answer





## **KNOW THE COURT**

Drag And Drop questions test students on real time knowledge of the court

CONCLUSION

We developed a learning management system specifically for referee training. Our design is focused on split second observations that closely mimic real referreeing situations.