

TeamBit

Player dashboard kick off meeting

Alex Stumpf 21 March 2022

Overview

- What is Teambit?
- Conflict of Interest declaration.
- Project details
- Competitor examples
- Colour scheme and iconography
- Questions

What is teambit?

Teambit is a wearable devices company that aims to improve team performance and player position for ball sports.

We are currently trialling our technology with Coburg FC.

TEAMBIT

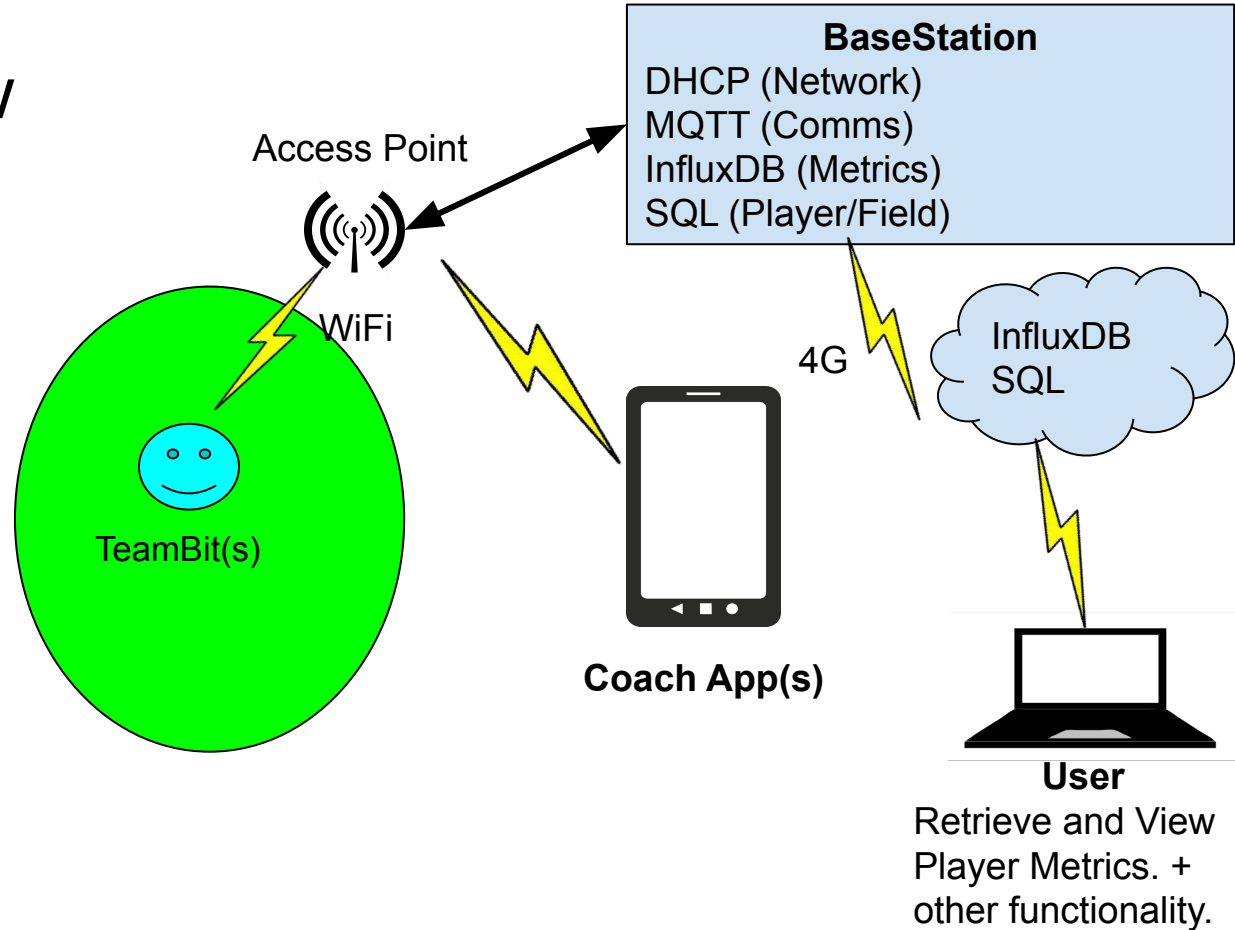
Conflict of Interest declaration

I am both a director of Teambit and a Lecturer at La Trobe University (Engineering Department)

For the purposes of this subject / project I represent Teambit.

As an LTU staff member I will not have any involvement with the assessment.

System Overview



Player metric data

- Training session name + DMY,
- Player name,
- Player Number,
- Group Name (ie. forwards, middles, backs) and
- Player Device ID.
- Cumulative distance travelled (session/section),
- Cumulative high speed distance travelled (session/section) ,
- Cumulative sprint distance travelled (session/section) ,
- Velocity,
- Workload,
- Latitude and Longitude (position),
- Cartesian position X,Y (relative to the centre of the field)
- 2d and 3d load

Debug data

- Battery percent,
- Wifi RSSI,
- Log state,
- Buzzer state,
- Reset reason,
- Firmware version,
- checksum,
- System state,

Dashboard

The dashboard should have the following functionality (MVP),

- Secure login interface for two types of users (Coach(s) and Players)
- A web based coach dashboard to display all the players metrics and the ability to make comparisons between player performance and group performance ie. Ranking of metrics.
- A web based players dashboard to display metrics related to the player only. The player will also be able to see how they ranked compared to the team as a whole or as a group.
- Dashboard should have display on both Web and Mobile devices.
- Segment the data & tag relating to the training session and the time and date. The dashboard will then only display this time series data to the user.
- Display the metrics over time, a line graph would be the simplest implementation.
- Display the key metrics how they relate to the average of other athletes or other groups of athletes.

Secondary objectives

- Playback of position on map during the training session. Using either the latitude and longitude or the cartesian X and Y. The cartesian X,Y is the preferred method.
- The user should be able to scrub the playback position forward or back and adjust playback speed.
- The parameters of the map(field dimensions) are to be manually entered or extracted from an SQL database. This database would contain the relationship between the training session and the map parameters. The map will be based on an AFL football oval.
- Relabel data, ie. change player name, group name etc.
- Implement a react native application(iOS/Android compatible) to display dashboard, playback and login functionality.
- A debug dashboard.

End user

Coach

Data analyst

Players

Competitor example

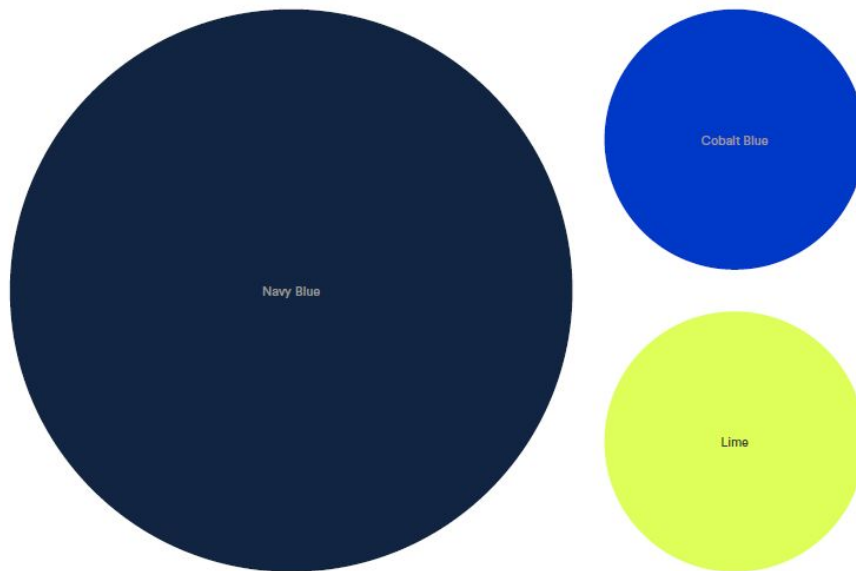
<https://demo.gametraka.com/>

No need to register just click submit.

Colour Scheme

Concept 1 Colour palette

Primary brand colours



Additional colours in app



Typography

GOTHAM ROUNDED

GOTHAM ROUNDED BOOK
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789!@#\$\$%^&*()<>?:”

GOTHAM ROUNDED MEDIUM
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789!@#\$\$%^&*()<>?:”

GOTHAM ROUNDED BOLD
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789!@#\$\$%^&*()<>?:”

TEAMBIT

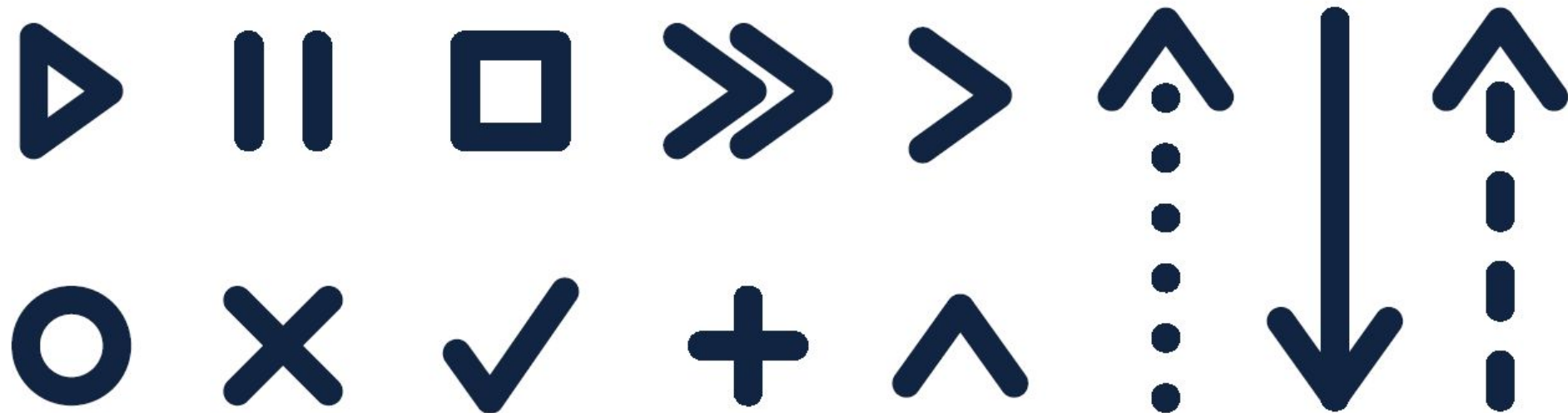
**WEARABLE TECH
REAL-TIME LEARNING
ELEVATED INTUITION**



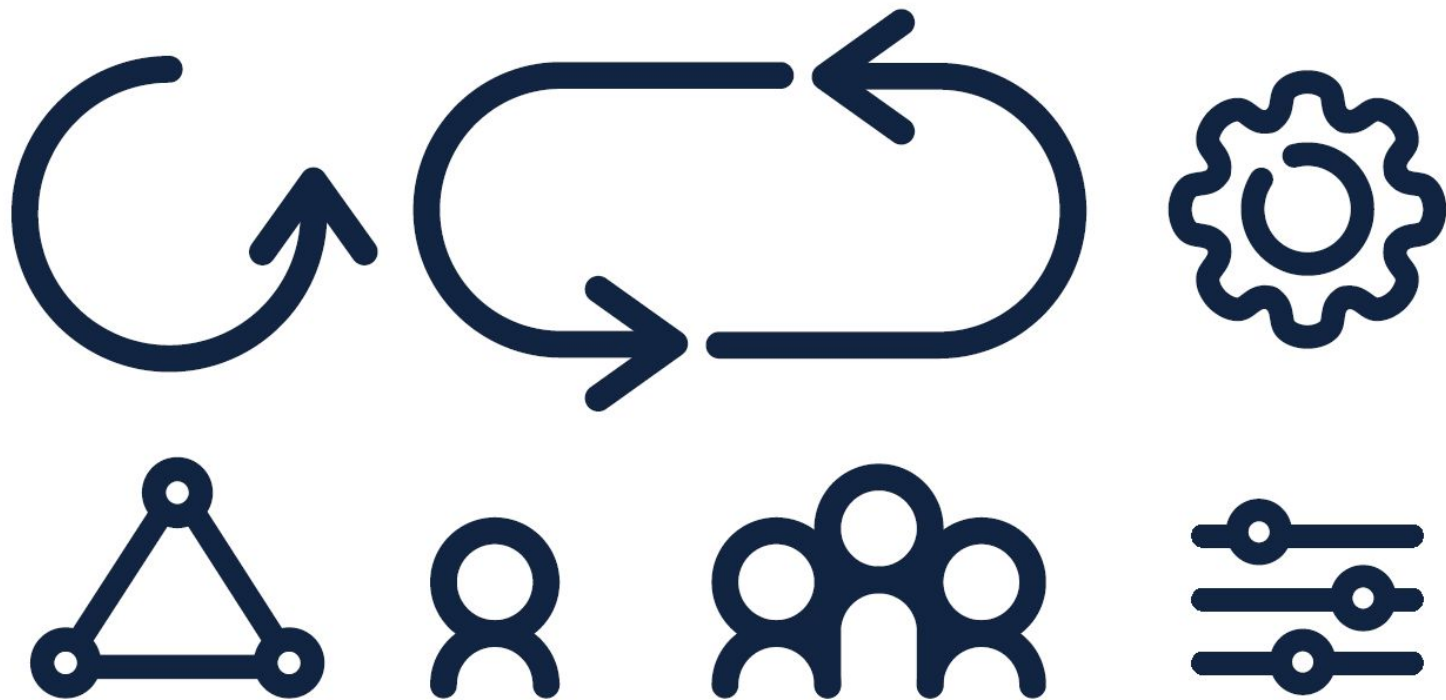
TEAMBIT IS AN EFFECTIVE WAY FOR COACHES TO TEACH TEAM STRUCTURE, INCREASE AWARENESS AND ELEVATE PLAYER INTUITION THROUGH LEARNING IN THE MOMENT OF PLAY. THROUGH REAL-TIME POSITIVE REINFORCEMENT, TEAMBIT BECOMES THE ULTIMATE COACHING TOOL FOR IMPLEMENTING STRATEGY.

[TEAMBIT.COM.AU](https://teambit.com.au)

Iconography



Iconography



Be Creative!