**IDOCUMENT TERMINOLOGYI**

**KEY:**

Text highlighted in yellow are changes made from the original copy doc

Pink text are changes made based on learnings from UT#2

**SEGMENT**

What we call thedifferent steps of the [Miro board](https://miro.com/app/board/o9J_l0FF93E=/)’s user journeys.

**PHASE**

Since our experience doesn’t just live on one screen in one way, calling something a frame like you would in a storyboard doesn’t work. So, when we talk about the outputs—the graphics (headlines/visuals), VO, SFX, etc.—that we’d like to happen simultaneously, or in rapid succession, we call them phases. For dev purposes, each phase in a segment would be a different wireframe.

**SCREEN**

How we break down the different frames of an animation.

**SCP**

This acronym stands for “Semi-Circle Projection”. It represents the projections that will live on the semi-circle scrims based on which way the batter stands. We use it as a descriptor before language like “headline” and “visual” to let you know where in the experience we think the elements should live.

**FSCP**

This acronym stands for “Full Semi-Circle Projection”. It represents the projections that we’d live on both sides of the semi-circle scrims to fully immerse the batter. This is mostly used at the beginning and the end of the session. We use it as a descriptor before language like “headline” and “visual” to let you know where in the experience we think the elements should live.

**RP**

This acronym stands for “Rear Projection”. If it becomes possible, it represents the projections we think would work best on the rear scrim. We use it as a descriptor before language like “headline” and “visual” to let you know where in the experience we think the elements should live.

**IBBP**

This acronym stands for “Instructional Batter’s Box Projection”. It represents the projections that will be on the floor opposite to the batter. They are there to guide the user on how to use the interactive markings on the ABBP. We use it as a descriptor before language like “headline” and “visual” to let you know how we think the elements should live.

**ABBP**

This acronym stands for “Active Batter’s Box Projection”. It represents the projections that will be on the floor of the batter’s box the user is actually standing within. There is an expectation that the projections here will have the ability to be interactive in some way.

**ELED**

This acronym stands for “Exterior LED”. It represents the actions we’d like the lights outside the cage to take to highlight certain moments of the experience.

**IIN-CAGE EXPERIENCE COPYI**

**0.0 PERSISTENT ABBP ELEMENTS**

*FUNCTIONALITY NOTES: These would be persistent actions in the batter’s box despite the segment the user is currently in.*

**BUTTON 1A: IF THE USER WANT TO PAUSE THE CURRENT SEGMENT**

*FUNCTIONALITY NOTES*: Once the user taps the pause button, it will turn into a play icon.

[ABBP ICON]

။

[RP+SCP VISUAL]

An umpire-like form that is a different color from the optimal form (i.e., teammate) or pitcher will appear as an overlay. It will be holding their two hands up over their heads to signal a pause of game.

[RP+SCP HEADLINE]

Timeout

**BUTTON 1B: RESTARTING THE CURRENT SEGMENT AFTER PAUSING IT**

FUNCTIONALITY NOTES: Once the user taps the play button, the button will revert into being a pause button, again. The paused umpire on screen will re-animate and use the play ball umpire signal. Then, the overlay will disappear—allowing the user will pick back up with where they left off.

[ABBP ICON]

▶

[RP+SCP VISUAL]

Overlay of the umpire-like form bringing a pointed finger from over their head down to pointing straight ahead and signal the game has resumed.

[RP+SCP HEADLINE]

Play Ball

**1.0 GREETING SEGMENT**

[SEGMENT NOTE]

*When kids step into the cage, they’ll be greeted with a custom message that welcomes them back to the experience.*

**2.0.1 GREETING**

**PHASE 1**

[SCP + RP HEADLINE 1]

Welcome to The Batting Lab!

[SCP + RP HEADLINE 2]

Good to have you on the team, {PLAYER’S FIRST NAME}.

[VO]

Welcome to The Batting Lab! Good to have you on the team.

{SCP + RP VISUAL}

The user’s personalized icon

[SFX]

Crowd Cheers

**PHASE 2**

[SCP + RP HEADLINE 1]

The buttons in the corner of your batter’s box will guide you through this session.

[SCP + RP HEADLINE 2]

The batter’s box across from you will tell you when to tap.

[VO]

The buttons in the corner of your batter’s box will move you through this session. Keep an eye on the batter’s box across from you. It will tell you when to tap. Give it a try.

[SCP + RP VISUAL]

The optimal form demonstrating how to tap it with the bat.

[IBBP HEADLINE]

Give it a tap

[IBBP SUBHEAD]

Tap “⚾” to start your session

<ABBP TAP-ACTIVATED BUTTON>

⚾

**PHASE 3**

[SCP + RP HEADLINE 1]

Last Lesson

[SCP + RP SUBHEAD 1]

Hands, Stance, and Load Introduction

[SCP + RP HEADLINE 2]

Today’s Lesson

[SCP + RP SUBHEAD 2]

1. Hands, Stance, and Load Review

2. Stride Introduction

[VO]

Last time, you learned how to hold the bat, a balanced Stance, and the first movement of a swing. Load. Today, we’ll review those lessons before moving on to Stride. The second movement you make when you swing.

[SCP + RP VISUAL]

Optimal form demonstrating the reference points/movements mentioned in the VO as it speaks.

**PHASE 4**

[SCP + RP HEADLINE]

Available Better Batting Badges

[VO]

These are the badges available for this lesson and the ones from past lessons you can still earn if you keep improving.

[SCP + RP VISUAL]

Uncompleted “Hands Back + Shoulder Even” Better Batting Badge

Uncompleted “50/50 Weight Shift” Better Batting Badge

Uncompleted “Stride Straight Forward” Better Batting Badge

{BADGES USERS DIDN’T EARN IN PRIOR LESSONS BECAUSE THEY WEREN’T PROFICIENT AND IN-PROGRESS ONES}

**PHASE 5**

[SCP + RP HEADLINE]

Current Data Confidence Level

[VO]

This badge will track how your data confidence improves over the course of the program. You’re already off to a great start.

[SCP + RP VISUAL]

Rookie Data Confidence Badge

[SFX]

Stomp, stomp, clap.

[ELED]

The lights pulse on the beat of SFX.

[IBBP HEADLINE]

Let’s Get Warmed Up

[IBBP SUBHEAD]

Tap “🔥” to begin

<ABBP TAP-ACTIVATED BUTTON>

🔥

**1.1 WARM-UP SEGMENT**

[SEGMENT NOTE]

*To help guide the kids through their warmup, we’d like for there to be some type of animation on the screens.*

**2.1.1 WARM-UP SEGMENT**

**PHASE 1**

[RP HEADLINE]

Time to loosen up

[VO]

Time to loosen up. Five minutes to warm up those arm, leg, and brain muscles.

[SCP VISUAL]

Intro animation with optimal form preparing for exercises

[RP + SCP VISUAL]

Countdown timer appears

**PHASE 2**

[RP HEADLINE]

Time to loosen up

[SCP HEADLINE]

Complete this order twice.

[RP + SCP VISUAL]

Countdown timer persists

[SCP SUBHEAD 1]

10 Jumping Jacks

[SCP SUBHEAD 2]

5 Pushups

[VO]

You can do your push-ups on your knees if it’s easier.

[SCP VISUAL]

Simultaneous animated demonstrations of our optimal form doing jumping jacks and push-ups.

[SFX]

At :05 a soft blip sound will begin until the section ends.

[IBBP HEADLINE]

Let’s Get Warmed Up

[IBBP SUBHEAD]

Tap “🔥” to start your stretches

<ABBP TAP-ACTIVATED BUTTON>

🔥

**PHASE 3**

[RP HEADLINE]

Time to loosen up

[SCP HEADLINE]

Complete these exercises once.

[RP + SCP VISUAL]

Countdown timer persists

[SCP SUBHEAD 1]

10 Forward Arm Circles

[SCP SUBHEAD 2]

10 Backward Arm Circles

[SCP SUBHEAD 3]

5 Hug Stretches

[SCP SUBHEAD 4]

5 Waiter Stretches

[SCP SUBHEAD 5]

Bongo Stretch

[SCP VISUAL]

Simultaneous animated demonstrations of our optimal form doing the stretches from this video: <https://drive.google.com/file/d/1UAAOb5EoVU39gfXipakoMKs6larfm6lw/view>

[SFX]

At :05 a soft blip sound will begin until the section ends.

[IBBP HEADLINE]

Let’s Get Warmed Up

[IBBP SUBHEAD]

Tap “🔥” to continue stretching

<ABBP TAP-ACTIVATED BUTTON>

🔥

**PHASE 4**

[RP HEADLINE]

Time to loosen up

[SCP HEADLINE]

Complete these exercises once.

[RP + SCP VISUAL]

Countdown timer persists

[SCP SUBHEAD 1]

3X Right arm across your chest

3X Left arm across your chest

[SCP SUBHEAD 2]

3X Alternating Tricep Stretches

Start with your right arm. Then, move to your left.

[SCP SUBHEAD 3]

Pull Right Hand Back

Push Right Hand Down

[SCP SUBHEAD 4]

Pull Left Hand Back

Push Left Hand Down

[SCP SUBHEAD 5]

Roll Both Wrists

[RP+ SCP VISUAL]

Countdown timer persists

[SCP VISUAL]

Simultaneous animated demonstrations of our optimal form doing the stretches from this video: <https://drive.google.com/file/d/1UAAOb5EoVU39gfXipakoMKs6larfm6lw/view>

[SFX]

At :05 a soft blip sound will begin until the section ends.

[IBBP HEADLINE]

All done

[IBBP SUBHEAD]

Tap “✅” to complete your warm-up

<ABBP TAP-ACTIVATED BUTTON>

✅

**CAGE VO FOR TIME CHECKS**

[IF THE STUDENT ISN’T FINISHED AND HAS TWO-MINUTES LEFT]

VO: It’s the bottom of the warm-up, only two minutes left.

[IF THE STUDENT ISN’T FINISHED AND HAS ONE-MINUTE LEFT]

VO: One minute left in the warm-up. Then, the real work begins.

[IF THE STUDENT ISN’T FINISHED AND HAS 10-SECONDS LEFT]

VO: Almost done. 10, 9, 8, 7, 6, 5, 4, 3, 2, 1.

**1.2 INITIAL SWINGS**

**2.2.1 INITIAL SWINGS**

**PHASE 1**

[SCP HEADLINE]

Here’s how you did your last at bat.

[VO]

Here’s how you did your last at bat.

[SCP VISUAL]

{SUMMARY CHART OF USER’S SWINGS’ EXIT VELOCITY FROM LAST SESSION}

**PHASE 2**

[SCP HEADLINE]

Based on the data, your average exit velocity was {EXIT VELOCITY SPEED}MPH.

[VO]

This is your Slugger Badge. It always shows your latest exit velocity average. So you can see how fast your ball went. Remember, the goal of every swing is a line drive. So, hit the ball hard. And, let’s see if we can beat this number this session.

[SCP VISUAL 1]

{USER’S SLUGGER BADGE}

[SCP VISUAL 2]

Animated graphic showing the optimal taking a swing off the tee.

[SFX]

“Charge” baseball stadium organ theme starts playing.

(SONG REFERENCE: <https://youtu.be/vb19d08Lnec>)

**PHASE 3**

[SCP HEADLINE]

Place the middle of the ball on the tee with the parallel vertical seams pointing towards the catcher’s position.

[SCP VISUAL]

Animated graphic showing how to place the ball on the tee.

**PHASE 4**

[SCP HEADLINE 1]

Stand with your feet shoulder-width apart.

[SCP HEADLINE 2]

Align your front foot with the tee when you stride.

[SCP VISUAL]

Animated graphic showing how to align their foot with the static tee.

[IBBP HEADLINE]

Line it up

[IBBP SUBHEAD]

Follow the markings in your Batter’s Box

[ABBP HEADLINE 1]

Front Foot

[ABBP VISUAL 1]

Marking or icon that denotes where players should place their front foot.

**PHASE 5**

[SCP HEADLINE]

Swing away!

[SCP VISUAL]

We have six baseballs appear on-screen. Each time the player takes a hit, one of them grays out.

<PLAYER TAKES THEIR SIX HITS>

[RP HEADLINE]

Collecting Swing Data

[RP VISUAL]

Some type of graphic that denotes loading or processing.

[ELED]

Once the batter starts swinging, the light strip that follows their swing’s plane will become activated. So, every time a player swings and makes contact with the ball, a flash of light will travel along it mimicking the swing.

**PHASE 6**

[RP HEADLINE]

Sending Swing Data

[RP VISUALS]

Some type of graphic that denotes loading or data being sent somewhere

[SCP VISUAL]

Slow motion video from one of the initial swings

[VO]

Pretty good! Way to stay loose. We’re sending your swings off to be analyzed now.

[SFX]

Crowds Cheering

**1.3** **REVIEW – LOAD**

[SEGMENT NOTE]

*Each review section will focus primarily on material covered in the previous Lesson with a secondary review of swing Segments/movements covered in earlier Lessons. Correction or feedback for lingering flaws from earlier Lessons should be quick and concise.*

**REVIEW – LOAD - LESSON INTRODUCTION**

[SCP HEADLINE 1]

Let’s review Stance and Load.

[VO 1]

Before moving onto Stride, let’s review Stance and Load.

[SCP HEADLINE 2]

Things to remember for your Stance

[SCP BODY 2]

1. Feet parallel

2. Knees bent

3. Eyes on the pitcher

4. Get into a rhythm

[VO 2]

Remember to keep your feet parallel, knees bent, eyes on the pitcher, and get into a rhythm.

[SCP HEADLINE 3]

Things to remember for your Load

[BODY 3]

1. Take it slow

2. Shift weight to back leg

3. Move hands above back foot

[VO 3]

For your load, remember to take it slow as you shift your weight to your back leg and move your hands backwards. So they are above your back foot.

[SCP VISUAL]

An optimal form in the perfect batter’s stance. As the VO reads, we highlight the different parts of the form and bring it to life to emphasize the point. The headlines appear as the VO reveals it.

**REVIEW – LOAD – SWINGS ROUND 1**

**PHASE 1**

[SCP HEADLINE 1]

Now, let’s see what you remember.

[SCP HEADLINE 2]

Take five hits off the tee.

[VO]

Now, let’s see what you remember. Take five hits off the tee. Remember to keep your weight balanced, keep your eyes on the pitcher, and hit the ball hard.

[RP VISUAL]

A different colored optimal form as a pitcher at the opposite end of the cage.

[SCP VISUAL]

Animated graphic showing how to place the ball on the tee.

[IBBP HEADLINE]

Line it up

[IBBP SUBHEAD]

Follow the markings in your Batter’s Box

[ABBP HEADLINE 1]

Front Foot

[ABBP VISUAL 1]

Marking or icon that denotes where players should place their front foot.

**PHASE 2**

<PLAYER TAKE 5 HITS OFF A TEE>

[SFX]

Motivational cheers

[RP VISUAL]

A different colored optimal form as a pitcher at the opposite end of the cage.

[SCP HEADLINE]

Collecting Swing Data

[SCP VISUAL]

We have five baseballs appear on-screen. Each time the player takes a hit, one of them grays out.

[ELED]

Once the batter starts swinging, the light strip that follows their swing’s plane will become activated. So, every time a player swings and makes contact with the ball, a flash of light will travel along it mimicking the swing.

**REVIEW – LOAD - FEEDBACK**

**PHASE 1 – INTERPRET**

[PHASE NOTE]

*We will use the optimal form to indicate the parts of the body that are affecting their load. We’ll place hot spots near the adjustment areas on the optimal form. Then, add the “coaching” notations from the flaws matrix near the hot spots.* (<https://docs.google.com/spreadsheets/d/1uCE_Yrcct5u9-6QD5pwKPuPg_GadiG54bJldKpI0UOw/edit#gid=0>)

[SCP HEADLINE]

Looks like you’ve been practicing!

[SCP SUBHEAD]

Here are some more things you can practice to improve your load.

[SCP VISUAL]

We’ll highlight all the areas we measured. Then, we’ll start highlighting them in a random sequence like the machine is thinking, before we land on the top two areas we plan on calling out.

[SCP VISUAL: *IF THE BATTER'S FLAW IS WEIGHT DISTRIBUTION*]

A hot spot appears near the optimal form’s feet.

[SCP VISUAL: *IF THE BATTER'S FLAW IS TIMING*]

A hot spot appears near the optimal form’s back leg.

[SCP VISUAL: *IF THE BATTER'S FLAW IS HANDS*]

A hot spot appears near the optimal form’s hands.

[SCP VISUAL: *IF THE BATTER'S FLAW IS THE HANDS ARE TOO FAR BACK, SO FRONT ELBOW IS STRAIGHT*]

A hot spot appears near the optimal form’s hands.

[SCP VISUAL: *IF THE BATTER'S FLAW IS REAR ELBOW*]

A hot spot appears near the optimal form’s rear elbow.

[SCP VISUAL: *IF THE BATTER'S FLAW IS TILTING THE BODY BACK TOWARDS CATCHER DURING LOAD*]

A hot spot appears on the optimal form’s torso.

[SCP VISUAL: *IF THE BATTER'S FLAW IS FRONT ELBOW*]

A hot spot appears near the optimal form’s front elbow.

[SCP SUBHEAD 1]

{PULL FROM THE FLAWS MESSAGING MATRIX “COACHING” COLUMN}

[SCP SUBHEAD 2]

{PULL FROM THE FLAWS MESSAGING MATRIX “COACHING” COLUMN}

[IBBP HEADLINE]

Keep Swinging

[IBBP SUBHEAD]

Tap “⚾” to continue your lesson

<ABBP TAP-ACTIVATED BUTTON>

⚾

**REVIEW – LOAD – ADDITIONAL SWINGS**

**PHASE 1**

[SCP HEADLINE 1]

Take another five hits off the tee.

[SCP VISUAL]

Animated graphic showing how to place the ball on the tee.

[VO]

Take another five hits off the tee. Remember to keep your weight balanced and your eyes on the pitcher.

[SFX]

“Let’s go, slugger. Let’s go! \*Clap, clap\*” Chant

[RP VISUAL]

A different colored optimal form as a pitcher at the opposite end of the cage.

[IBBP HEADLINE]

Line it up

[IBBP SUBHEAD]

Follow the markings in your Batter’s Box

[ABBP HEADLINE 1]

Front Foot

[ABBP VISUAL 1]

Marking or icon that denotes where players should place their front foot.

**PHASE 2**

<PLAYER TAKE 5 HITS OFF A TEE>

[RP VISUAL]

A different colored optimal form as a pitcher at the opposite end of the cage.

[SCP HEADLINE]

Collecting Swing Data

[SCP VISUAL]

We have five baseballs appear on-screen. Each time the player takes a hit, one of them grays out.

[ELED]

Once the batter starts swinging, the light strip that follows their swing’s plane will become activated. So, every time a player swings and makes contact with the ball, a flash of light will travel along it mimicking the swing.

**REVIEW – LOAD – COMPLETION/PROFICIENCY**

[SCP HEADLINE]

Nice!

[SCP SUBHEAD]

Let’s keep those adjustments in mind as we move on to Stride.

[SFX]

Crowd cheering

[IBBP HEADLINE]

Play Ball

[IBBP SUBHEAD]

Tap “⚾” to continue your lesson

<ABBP TAP-ACTIVATED BUTTON>

⚾

**1.4** **STRIDE**

**STRIDE - LESSON INTRODUCTION**

**PHASE 1**

[PHASE NOTE]

*The badges build in one at a time to help with the pacing of the VO. The third badge should come in when the VO says, “While striding straight towards the pitcher…”*

[SCP HEADLINE 1]

Today’s Lesson Stride

[SCP SUBHEAD]

Available Better Batting Badges

[SCP SUBHEAD VISUALS]

Uncompleted “Hands Back + Shoulder Even” Better Batting Badge

Uncompleted “50/50 Weight Shift” Better Batting Badge

Uncompleted “Stride Straight Forward” Better Batting Badge

[VO]

Your stride is like stretching a rubber band. A good one is full of tension. To get that tension, keep your hands directly above your back foot. This, and keeping your back elbow at shoulder level or below, adds speed and power to your swing. While striding straight towards the pitcher adds accuracy.

**PHASE 2**

[PHASE NOTE]

*The letters of the SCP Subhead 1 animate and to turn it into the SCP Subhead 2.*

[SCP HEADLINE]

Today We’ll Track

[SCP SUBHEAD 1]

Your hands in relation to your back foot at toe touch.

[SCP SUBHEAD 2]

How often do you align your hands directly above your back foot at toe touch?

[VO]

So, for today’s lesson, we’re adding some tension to your stride. We’re tracking your hands in relation to your back foot at toe touch. Our goal is to find out if your hands are aligned with your back foot. Or, to turn that into the type of question you can use data to solve: How often do you align your hands directly above your back foot at toe touch? This will help you improve your swing’s power and quickness.

**STRIDE – MOVEMENT BREAKDOWN**

**PHASE 1**

[SCP HEADLINE]

How to Stride

[VO]

Your stride is the literal final step in swing prep. It happens as the pitcher finishes winding up. To make it a good one, you need to do two main things.

[SCP VISUAL]

The optimal form demonstrates the stride for the batter.

[RP VISUAL]

At the other end of the cage, we see a pitcher finishing up their windup

**PHASE 2 – DEMONSTRATION A**

[SCP HEADLINE]

Land your stride

[SCP SUBHEAD 1]

1. Stride forward just past the width of your shoulders

[SCP SUBHEAD 2]

2. Keep your front leg aligned with the pitcher

[SCP SUBHEAD 3]

3. Land on the ball of your foot with your toes pointed slightly out

[SCP SUBHEAD 4]

4. Shift your weight forward to center it

[VO]

First, you need to land your stride. To do this, stride forward just past the width of your shoulders. About one and a half times their width. While keeping your front leg in a straight line with the pitcher. Aim to have your front foot land even with the tee. When your foot is ready to hit the ground, land on the inside ball of your foot. Or, the part where your big toe connects to the rest of your foot. With your heel off the ground. And your toes pointed slightly out at a slight 45-degree angle. Kind of like a penguin.

As your foot lands, shift your weight forward. So it is centered between your knees, about fifty-five percent of your weight on the back foot and about forty-five percent on the front foot.

[SCP VISUALS]

As the VO describes the action, the optimal form demonstrates it. When the form takes the step, a measurement of “1.5X” will appear on-screen. When the VO mentions leg alignment with the pitcher, a pitching form will appear that mirrors our optimal to demonstrate. Then, weight distribution section, we’ll watch as the numbers readjust themselves from 60/40 to 55/45.

[RP VISUAL]

A different colored optimal form as a pitcher holding their wind-up position

**PHASE 3 – MOVEMENT PRACTICE A**

[SCP HEADLINE]

Try this motion a few times without hitting the ball.

[SCP SUBHEAD]

Follow your teammate to make sure you don’t miss a step.

[SCP VISUALS]

Optimal form demonstrates the movement three times without swinging the bat and a live camera feed that allows the players to watch themselves complete the movement.

<PLAYER FOLLOWS ALONG WITH THE OPTIMAL FORM>

[RP VISUAL]

A different colored optimal form as a pitcher at the opposite end of the cage

**PHASE 4 – MOVEMENT PRACTICE CONCLUSION A**

[SCP HEADLINE]

Nice work! Your training just took a big step forward.

[SFX]

Crowd cheering

[SCP VISUAL]

The optimal form stands up to root for the player before resuming their stance.

**PHASE 5 – DEMONSTRATION B**

[SCP HEADLINE 1]

Coil up your energy

[SCP SUBHEAD 1]

1. Rotate your shoulders to move your hands directly above your back foot

[SCP SUBHEAD 2]

2. Keep your front elbow close to your chest and bent

[SCP SUBHEAD 3]

3. Keep your back elbow in line with your back shoulder

[SCP SUBHEAD 4]

4. Keep your torso upright

[VO]

The next thing you need to focus on is coiling up your energy. As your foot glides forward, rotate your shoulders about 10 degrees—or the bottom of a pizza slice—to move your hands directly above your back foot. Make sure you keep your front elbow close to your chest and bent at a 90-degree angle, like a corner of a pizza box. And, your back elbow in line with your back shoulder. Also try to keep your torso upright.

[SCP VISUALS]

As the VO describes the action, the optimal form will demonstrate it. When the VO mentions a 10-degree angle, the bottom part of a slice of pizza icon appears to demonstrate how much of a rotation they should be going for.

When the VO discusses the hand, the optimal form moves hands back and a vertically straight line appears between the rear foot and the hands. That line disappears and another set of lines appears that shows what the front arm should be doing at 90-degrees.

[RP VISUAL]

A different colored optimal form as a pitcher holding their wind-up position

**PHASE 6 – MOVEMENT PRACTICE B**

[SCP HEADLINE]

Try this motion a few times without hitting the ball.

[SCP SUBHEAD]

Follow your teammate, again.

[SCP VISUALS]

Optimal form demonstrates the movement three times without swinging the bat and a live camera feed that allows the players to watch themselves complete the movement.

<PLAYER FOLLOWS ALONG WITH THE OPTIMAL FORM>

[RP VISUAL]

A different colored optimal form as a pitcher at the opposite end of the cage

**PHASE 7 – MOVEMENT PRACTICE CONCLUSION B**

[SCP HEADLINE]

Nice twist!

[SFX]

Crowd cheering

[SCP VISUAL]

The optimal form stands up to root for the player before resuming their stance.

**STRIDE – SWINGS ROUND 1**

**PHASE 1**

[SCP HEADLINE 1]

Now, let’s put it all together.

[SCP HEADLINE 2]

Take five hits off the tee.

[SCP VISUAL]

Animated graphic showing how to place the ball on the tee.

[BBP VISUAL]

Denotations of the back of the batter’s box and where the front foot should appear.

[VO]

Now, let’s put it all together. Take five hits off the tee. Remember to land on the ball of your foot, keep your weight centered, rotate your hands to above your back foot, keep your eyes on the pitcher, and hit the ball as hard as you can.

[RP VISUAL]

A different colored optimal form as a pitcher at the opposite end of the cage.

**PHASE 2**

<PLAYER TAKE 5 SWINGS OFF A TEE>

[SFX]

Motivational cheers

[RP VISUAL]

A different colored optimal form as a pitcher at the opposite end of the cage.

[SCP HEADLINE]

Collecting Swing Data

[SCP VISUAL]

We have five baseballs appear on-screen. Each time the player takes a hit, one of them grays out.

[ELED]

Once the batter starts swinging, the light strip that follows their swing’s plane will become activated. So, every time a player swings and makes contact with the ball, a flash of light will travel along it mimicking the swing.

**STRIDE - FEEDBACK**

**PHASE 1 – IDENTIFY**

[PHASE NOTE]

*We will use the optimal form to indicate the parts of the body that are affecting their stride. We’ll place the adjustment suggestions from the flaws matrix near the hot spots.*

[SCP HEADLINE]

The data is telling us something.

[SCP SUBHEAD]

Based on your data analysis, here are the top two adjustment areas for your stride.

[SCP VISUAL]

We’ll highlight all the areas we measured. Then, we’ll start highlighting them in a random sequence like the machine is thinking, before we land on the top two areas we plan on calling out.

[SFX]

Beep, boop. (EXAMPLE SOUNDS: <https://freesound.org/people/plasterbrain/sounds/395503/> , <https://freesound.org/people/SerAaron/sounds/182546/> , and the first part of <https://freesound.org/people/RICHERlandTV/sounds/265775/>)

**PHASE 2A – INTERPRET**

[PHASE NOTE]

*We’ll place hotspots near the adjustment areas on the optimal form. Then, add the “adjustment needed” notations from the flaws matrix near the hot spots.* (<https://docs.google.com/spreadsheets/d/1uCE_Yrcct5u9-6QD5pwKPuPg_GadiG54bJldKpI0UOw/edit#gid=0>)

[SCP VISUAL: *IF THE BATTER'S FLAW IS THEIR STRIDE’S LENGTH*]

A hot spot appears near the optimal form’s front foot

[SCP VISUAL: *IF THE BATTER'S FLAW IS THEIR HAND POSITION*]

A hot spot appears near the optimal form’s hands

[SCP VISUAL: *IF THE BATTER'S FLAW IS FLAT-FOOTED FEET*]

A hot spot appears near the optimal form’s feet

[SCP VISUAL: *IF THE BATTER'S FLAW IS WEIGHT DISTRIBUTION*]

A hot spot appears near the optimal form’s knees

[SCP VISUAL: *IF THE BATTER'S FLAW IS LEG PLACEMENT*]

A hot spot appears near the optimal form’s front leg

[SCP VISUAL: *IF THE BATTER'S FLAW IS FOOT PLACEMENT*]

A hot spot appears near the optimal form’s front foot

[SCP SUBHEAD 1]

{PULL FROM THE FLAWS MESSAGING MATRIX “ADJUSTMENT NEEDED” COLUMN}

[SCP SUBHEAD 2]

{PULL FROM THE FLAWS MESSAGING MATRIX “ADJUSTMENT NEEDED” COLUMN}

[IBBP HEADLINE]

Play Ball

[IBBP SUBHEAD]

Tap “⚾” to continue your lesson

<ABBP TAP-ACTIVATED BUTTON>

⚾

**PHASE 2B – INTERPRET**

[PHASE NOTE]

*Underneath the “adjustment needed” notations. Place the corresponding “coaching” copy from the flaws matrix.* (<https://docs.google.com/spreadsheets/d/1uCE_Yrcct5u9-6QD5pwKPuPg_GadiG54bJldKpI0UOw/edit#gid=0>)

[SCP VISUAL: *IF THE BATTER'S FLAW IS THEIR STRIDE’S LENGTH*]

A hot spot appears near the optimal form’s front foot

[SCP VISUAL: *IF THE BATTER'S FLAW IS THEIR HAND POSITION*]

A hot spot appears near the optimal form’s hands

[SCP VISUAL: *IF THE BATTER'S FLAW IS FLAT-FOOTED FEET*]

A hot spot appears near the optimal form’s feet

[SCP VISUAL: *IF THE BATTER'S FLAW IS WEIGHT DISTRIBUTION*]

A hot spot appears near the optimal form’s knees

[SCP VISUAL: *IF THE BATTER'S FLAW IS LEG PLACEMENT*]

A hot spot appears near the optimal form’s front leg

[SCP VISUAL: *IF THE BATTER'S FLAW IS FOOT PLACEMENT*]

A hot spot appears near the optimal form’s front foot

[SCP SUBHEAD 1]

{PULL FROM THE FLAWS MESSAGING MATRIX “ADJUSTMENT NEEDED” COLUMN}

[SCP BODY 1]

{PULL FROM THE FLAWS MESSAGING MATRIX “COACHING” COLUMN}

[SCP SUBHEAD 2]

{PULL FROM THE FLAWS MESSAGING MATRIX “ADJUSTMENT NEEDED” COLUMN}

[SCP BODY 2]

{PULL FROM THE FLAWS MESSAGING MATRIX “COACHING” COLUMN}

[IBBP HEADLINE]

Play Ball

[IBBP SUBHEAD]

Tap “⚾” to continue your lesson

<ABBP TAP-ACTIVATED BUTTON>

⚾

**STRIDE – ADDITIONAL SWINGS**

[PHASE NOTE]

*Depending on time and player proficiency, we can continue with one or two additional rounds of swings and feedback.*

**PHASE 1**

[SCP HEADLINE 1: *IF MORE THAN ONE ADJUSTMENT NEEDED*]

You’re getting there! Now, let’s make the adjustments.

[SCP HEADLINE 1: *IF ONLY ONE ADJUSTMENT NEEDED*]

You’re getting there! Now, let’s make the adjustment.

[SCP HEADLINE 2]

Take another five hits off the tee.

[SCP VISUAL]

Animated graphic showing how to place the ball on the tee.

[BBP VISUAL]

Denotations of the back of the batter’s box and where the front foot should appear.

[VO]

You’re getting there! Now, let’s make the adjustments. Take another five hits off the tee. Remember to land on the ball of your foot, keep your weight centered, rotate your hands above your back foot, and keep your eyes on the pitcher.

[RP VISUAL]

A different colored optimal form as a pitcher at the opposite end of the cage.

**PHASE 2**

<PLAYER TAKE 5 HITS OFF A TEE>

[SFX]

Motivational cheers

[RP VISUAL]

A different colored optimal form as a pitcher at the opposite end of the cage.

[SCP HEADLINE]

Collecting Swing Data

[SCP VISUAL]

We have five baseballs appear on-screen. Each time the player takes a hit, one of them grays out.

[ELED]

Once the batter starts swinging, the light strip that follows their swing’s plane will become activated. So, every time a player swings and makes contact with the ball, a flash of light will travel along it mimicking the swing.

**STRIDE – ADDITIONAL FEEDBACK**

13.0

**PHASE 1 – RECAP**

[SCP HEADLINE]

Way to go!

**PHASE 2 – IDENTIFY**

[PHASE NOTE]

*We will use the optimal form from “Stride – Feedback – Phase 2” to indicate the new parts of the body that are affecting their stride.*

[SCP HEADLINE]

Let’s see what else your data can help you improve.

[SCP VISUAL]

We’ll highlight all the areas we measured. Then, we’ll start highlighting them in a random sequence like the machine is thinking, before we land on the top two areas we plan on calling out. We’ll keep the previous hot spots from the first round of feedback on the form but grayed out. If the user receives the same piece of feedback again, that particular one will not be grayed out.

[SFX]

Beep, boop. (EXAMPLE SOUNDS: <https://freesound.org/people/plasterbrain/sounds/395503/> , <https://freesound.org/people/SerAaron/sounds/182546/> , and the first part of <https://freesound.org/people/RICHERlandTV/sounds/265775/>)

**PHASE 3A – INTERPRET**

[PHASE NOTE]

*We’ll place different colored hot spots near the new adjustment areas on the optimal form. But we’ll keep the previous ones marked to track what we’ve discussed. Then, we’ll add the “adjustment needed” notations from the flaws matrix near the new hot spots.* (<https://docs.google.com/spreadsheets/d/1uCE_Yrcct5u9-6QD5pwKPuPg_GadiG54bJldKpI0UOw/edit#gid=0>)

[SCP HEADLINE]

Based on your data analysis, here are another two adjustment areas for your stride.

[SCP SUBHEAD 1]

{PULL FROM THE FLAWS MESSAGING MATRIX “ADJUSTMENT NEEDED” COLUMN}

[SCP SUBHEAD 2]

{PULL FROM THE FLAWS MESSAGING MATRIX “ADJUSTMENT NEEDED” COLUMN}

[SCP VISUAL]

See Stride – Feedback – Phase 2B.

[IBBP HEADLINE]

Play Ball

[IBBP SUBHEAD]

Tap “⚾” to continue your lesson

<ABBP TAP-ACTIVATED BUTTON>

⚾

**PHASE 3B – INTERPRET**

[PHASE NOTE]

*Similar to the previous feedback phase. This phase is a build. We’ll add the “coaching” copy beneath the “adjustment needed” notations from the flaws matrix.* (<https://docs.google.com/spreadsheets/d/1uCE_Yrcct5u9-6QD5pwKPuPg_GadiG54bJldKpI0UOw/edit#gid=0>)

[SCP SUBHEAD 1]

{PULL FROM THE FLAWS MESSAGING MATRIX “ADJUSTMENT NEEDED” COLUMN}

[SCP BODY 1]

{PULL FROM THE FLAWS MESSAGING MATRIX “COACHING” COLUMN}

[SCP SUBHEAD 2]

{PULL FROM THE FLAWS MESSAGING MATRIX “ADJUSTMENT NEEDED” COLUMN}

[SCP BODY 2]

{PULL FROM THE FLAWS MESSAGING MATRIX “COACHING” COLUMN}

[SCP VISUAL]

See Stride – Feedback – Phase 2B.

[IBBP HEADLINE]

Play Ball

[IBBP SUBHEAD]

Tap “⚾” to continue your lesson

<ABBP TAP-ACTIVATED BUTTON>

⚾

**STRIDE – COMPLETION/PROFICIENCY**

[SCP HEADLINE]

Good work! You’re taking a step in the right direction.

[VO]

Good work! You’re taking a step in the right direction.

[SFX]

Sound that cues achievement of action.

(EXAMPLE SOUND: <https://freesound.org/people/ammaro/sounds/573381/>)

[ELED]

Both exterior LED light strips replace the current color with a green light by sending a flash of light along them, like they’re being filled in with the new color. Ideally, this would match the pacing of the SFX. Once filled in with green, the cage lights will flash twice before returning to the batter’s chosen color.

If the batter chooses green as their main color, this sequence will take place with blue.

[IBBP HEADLINE]

Play Ball

[IBBP SUBHEAD]

Tap “⚾” to continue your lesson

<ABBP TAP-ACTIVATED BUTTON>

⚾

**1.5 CONCLUDING SWINGS: TEE**

**PHASE 1**

[SCP HEADLINE]

Let’s keep making strides.

[SCP SUBHEAD]

Available Better Batting Badges

[SCP VISUAL]

Uncompleted “Hands Stay Back + Shoulders Even” Hands Better Batting Badge

Uncompleted “50/50 Weight Shift” Stance Better Batting Badge

Uncompleted “Stride Straight Towards Pitcher” Stance Better Batting Badge

[VO]

Let’s keep making strides. You can earn more badges if you remember the key things to do in your stride during your final hits off the tee.

**PHASE 2**

[SCP HEADLINE]

Swing away!

[VO]

Swing away!

[SFX]

“Charge” baseball stadium organ theme starts playing.

(SONG REFERENCE: <https://youtu.be/vb19d08Lnec>)

[SCP VISUAL]

We have six baseballs appear on-screen. Each time the player takes a hit, one of them grays out.

<PLAYER TAKES THEIR SIX HITS>

[RP + SCP HEADLINE]

Collecting Swing Data

[RP VISUALS]

Some type of graphic that denotes loading or processing

[ELED]

Once the batter starts swinging, the light strip that follows their swing’s plane will become activated. So, every time a player swings and makes contact with the ball, a flash of light will travel along it mimicking the swing.

**PHASE 3**

[RP HEADLINE]

Sending Swing Data

[RP VISUALS]

Some type of graphic that denotes loading or data being sent somewhere

[SFX]

Crowds Cheering

[ELED]

Lights strobe when crowd cheers.

**1.6 CONCLUDING SWINGS: MACHINE**

[SEGMENT NOTE]

*The program docent will operate the pitching machine.*

**PHASE 1**

[SCP HEADLINE]

Data is not all we’re throwing your way.

[SCP SUBHEAD]

Ready for some real pitches, too?

[VO]

Data is not all we’re throwing your way. Ready for some real pitches, too?

[IBBP HEADLINE]

Bring the Heat

[IBBP SUBHEAD]

Tap “🌡” to hit off the machine.

[IBBP BODY]

If you’d like to skip this part, just wait for the timer to end.

<ABBP TAP-ACTIVATED BUTTON>

🌡

[ABBP VISUAL]

Timer

[VO*: IF THE USER AGREES*]

Please wait while we get you set up for some big hits.

[ELED*: IF THE USER AGREES*]

The cage lights change to a specific color to inform the docent that the user wants to hit off the machine and it’s time to set it up.

[SFX*: IF THE USER AGREES*]

The cage makes a sound to inform the docent that the user wants to hit off the machine and it’s time to set it up.

**PHASE 2**

[SCP HEADLINE 1]

You’re on deck.

[SCP SUBHEAD 1]

An assistant coach is on the way to set up the machine. When they’re ready, they’ll talk you through what to do next.

[SCP HEADLINE 2]

Check out your best hit of the day while you wait.

[VO]

You’re on deck. An assistant coach is on the way to set up the machine. When they’re ready, they’ll talk you through what to do next. While we get set up, check out your best hit of the day in slow motion. Sloooowww…mooottiiiooonnn.

**PHASE 3 – SET-UP TIME**

[SCP HEADLINE]

{BATTER’S FIRST NAME}’s best hit of the day

[SCP VISUALS]

We’ll play a slow motion video of the batter’s best swing back to them while the docent sets up the pitching machine. We’ll play it back three times through to give the docent time.

[SFX]

The cage plays “Take me out to the ball game” twice as the docent sets up to pass the time.

**PHASE 4**

[SCP HEADLINE]

Swing away!

[SCP SUBHEAD]

When the docent tells you, go ahead and swing away. After hitting your ten pitches, tap “❄️” to start your cool down.

[IBBP HEADLINE]

That’s game

[IBBP SUBHEAD]

Tap “❄️” to start your cool down

<ABBP TAP-ACTIVATED BUTTON>

❄️

**1.7 CONCLUDING ANALYSIS**

**PHASE 1**

[SCP HEADLINE]

You really stepped up your game.

[VO]

Great job, today. You really stepped up your game.

**PHASE 2: EXIT VELOCITY ANALYSIS**

[PHASE NOTE]

*This phase features different charts/graphs for the user to toggle through. The only thing that will change when they do is the Headline, Subhead and Visual. So, to keep things simple, we’ve set up a schema. Then provided the dynamic content for it in the “schema content” section.*

**PHASE 2 - SCHEMA : EXIT VELOCITY ANALYSIS**

[SCP HEADLINE]

{EXIT VELOCITY CHART HEADLINE}

[SCP SUBHEAD]

{EXIT VELOCITY CHART SUBHEAD}

[SCP VISUAL 1]

{EXIT VELOCITY CHART OR BADGE}

[VO]

The four charts and graphs in this exit velocity analysis will tell you your best exit velocity of the day, how consistent your swings’ exit velocities were today—and in the program—as well as your top exit velocity so far.

[IBBP HEADLINE]

Explore Your Exit Velocity Data

[IBBP SUBHEAD]

Tap “➡️” to see the next chart, and “✅” move to the next data analysis section.

<ABBP TAP-ACTIVATED BUTTON 1>

⬅️

<ABBP TAP-ACTIVATED BUTTON 2>

➡️

<ABBP TAP-ACTIVATED BUTTON 3>

✅

**PHASE 2 - EXIT VELOCITY ANALYSIS FRAME 1: GRAPH A**

*[PHASE NOTE]*

*FRAME 1: GRAPH A SPEEDOMETER*

[SCP HEADLINE]

Your Best Exit Velocity of the Day

[SUBHEAD]

Check out the speedometer.

[SCP VISUAL 1]

Graph A Speedometer

**PHASE 2 - EXIT VELOCITY ANALYSIS FRAME 2: GRAPH B**

*[PHASE NOTE]*

*FRAME 2: GRAPH B EXIT VELOCITY ALL SWINGS CURRENT SESSION*

[SCP HEADLINE]

Your Different Exit Velocities for the Day

[SUBHEAD]

The numbers on the side tell you the speed of each hit.

[SCP VISUAL 1]

Graph B Exit Velocity: All Swings Current Session

**PHASE 2 - EXIT VELOCITY ANALYSIS FRAME 3: GRAPH D**

*[PHASE NOTE]*

*FRAME 3: GRAPH D EXIT VELOCITY CONSISTENCY*

[SCP HEADLINE]

Your Concluding Swings’ Exit Velocities Since Session 1

[SCP SUBHEAD]

Each column is a different session, and each dot a different concluding swing.

[SCP VISUAL 2]

Graph D Exit Velocity Consistency: Concluding Swing All Sessions

**PHASE 2 - EXIT VELOCITY ANALYSIS FRAME 4A: SLUGGER BADGE (IF USER INCREASED BASELINE EXIT VELOCITY)**

*[PHASE NOTE]*

*FRAME 4A: SLUGGER BADGE (IF USER INCREASED BASELINE EXIT VELOCITY)*

[SCP HEADLINE]

Your top exit velocity is also higher!

[SCP VISUAL 1]

{USER’S PERSONALIZED SLUGGER BADGE}

**PHASE 2 - EXIT VELOCITY ANALYSIS FRAME 4B: SLUGGER BADGE (IF USER DIDN’T INCREASE BASELINE EXIT VELOCITY)**

*[PHASE NOTE]*

*FRAME 4B: SLUGGER BADGE (IF USER DIDN’T INCREASE BASELINE EXIT VELOCITY)*

[SCP HEADLINE]

This is still your top exit velocity.

[SCP VISUAL 1]

{USER’S PERSONALIZED SLUGGER BADGE}

**PHASE 3: ANGLE ANALYSIS**

*[PHASE NOTE]*

*This phase features two different charts/graphs for the user to toggle through. The only thing that will change when they do is the Headline, Subhead and Visual. So, to keep things simple, we’ve set up a schema. Then provided the dynamic content for it in the “schema content” section.*

**PHASE 3 - SCHEMA : ANGLE ANALYSIS**

[SCP HEADLINE]

{ANGLE CHART HEADLINE}

[SCP SUBHEAD]

{ANGLE CHART SUBHEAD}

[SCP VISUAL]

{GRAPH OR CHART}

[VO]

The two charts and graphs in this angle analysis will tell you your concluding swing’s launch angle and how consistently your hits achieved the ideal angle throughout the program. They will also tell you how close you were to hitting it straight up the middle. Because that’s often the goal.

[IBBP HEADLINE]

Explore Your Angle Data

[IBBP SUBHEAD]

Tap “➡️” to see the next chart, and “✅” move to the next data analysis section.

<ABBP TAP-ACTIVATED BUTTON 1>

⬅️

<ABBP TAP-ACTIVATED BUTTON 2>

➡️

<ABBP TAP-ACTIVATED BUTTON 3>

✅

**PHASE 3 - ANGLE ANALYSIS FRAME 1: GRAPH E**

*[PHASE NOTE]*

*FRAME 1: GRAPH E LAUNCH ANGLE CONSISTENCY*

[SCP HEADLINE]

Your Concluding Swing’s Launch Angles from Each Session

[SCP SUBHEAD]

Each column is a different session, and each dot a different concluding swing.

[SCP VISUAL]

Graph E Launch Angle Consistency: Concluding Swing All Sessions

**PHASE 3 - ANGLE ANALYSIS FRAME 2: GRAPH C**

*[PHASE NOTE]*

*FRAME 2: GRAPH C DIRECTION OF SWING*

[SCP HEADLINE]

Your Session’s Down-the-Middle Hits

[SCP SUBHEAD]

This is how close each of your hits were to being a line drive this session.

[SCP VISUAL]

Graph C Direction of Swing: All Swings Current Session

**PHASE 4: BETTER BATTING BADGE ANALYSIS**

[PHASE NOTE]

*This phase features different charts/graphs for the user to toggle through. The only thing that will change when they do is the Headline, Subhead and Visual. So, to keep things simple, we’ve set up a schema. Then provided the dynamic content for it in the “schema content” section.*

**PHASE 4 - SCHEMA : BETTER BATTING BADGE ANALYSIS**

[SCP HEADLINE]

{BBB ANALYSIS CHART HEADLINE}

[SCP VISUAL]

{GRAPH F OR BADGES}

[VO]

The graph in this section will tell you which of the badges you were able to earn, and which ones still need work.

[IBBP HEADLINE]

Explore Your Better Batting Data

[IBBP SUBHEAD]

Tap “➡️” to see the next chart, and “✅” move to the next data analysis section.

<ABBP TAP-ACTIVATED BUTTON 1>

⬅️

<ABBP TAP-ACTIVATED BUTTON 2>

➡️

<ABBP TAP-ACTIVATED BUTTON 3>

✅

**PHASE 4 - BETTER BATTING BADGE ANALYSIS FRAME 1: GRAPH F GOAL PROFICIENCY CURRENT SESSION**

*[PHASE NOTE]*

*FRAME 1: GRAPH F GOAL PROFICIENCY CURRENT SESSION*

[SCP HEADLINE]

Your Concluding Swings Better Batting Badge Performance

[SCP SUBHEAD]

Do a badge movement correctly and raise the bar.

[SCP VISUAL 1]

Graph F Goal Proficiency Current Session and unearned BBBs

**PHASE 4 - BETTER BATTING BADGE ANALYSIS FRAME 2: EARNED BETTER BATTING BADGES**

*[PHASE NOTE]*

*FRAME 2: EARNED BETTER BATTING BADGES. This is only shown if the user has achieved proficiency in any of the key adjustment areas.*

[SCP HEADLINE]

Better Batting Badges Earned Today

[SCP SUBHEAD]

The movements you correctly did at least three times during your last hits off the tee.

[SCP VISUAL 1]

{COMPLETED BETTER BATTING BADGES EARNED BY GETTING A PROFICIENT RATING IN THE DAY’S SESSION}

**PHASE 4 - BETTER BATTING BADGE ANALYSIS FRAME 3: UNEARNED BETTER BATTING BADGES**

*[PHASE NOTE]*

*FRAME 3: EARNED BETTER BATTING BADGES. This is only shown if the user still has badges to earn from the day’s lesson****.***

[SCP HEADLINE]

Better Batting Badges You Can Still Earn

[SCP SUBHEAD]

These movements still need work.

[SCP VISUAL 1]

{Uncompleted Better Batting Badges from the session yet to be earned}

**PHASE 5**

[SCP HEADLINE]

Now, let’s see if the data can answer the statistical question of the day.

[VO]

Now, let’s see if the data can answer the statistical question of the day. Remember a statistical question is the type of question that can be answered by collecting data, like your hits, and has differences in that data, like where the ball goes after each hit or the position of your body during each swing.

**PHASE 6: QUESTION OF THE DAY ANALYSIS**

***PHASE NOTE:*** *SCP subhead fades in when the chart zooms in.*

[SCP HEADLINE 1]

How often do you align your hands directly above your back foot at toe touch?

[SCP HEADLINE 2]

Take a look at the data from your last six hits off the tee.

[SCP VISUAL/ANIMATION]

{GRAPH 2: STRIDE HANDS ABOVE BACK FOOT FULL IMAGE > CLOSE UP}

[VO]

How often do you align your hands directly above your back foot at toe touch? Take a look at the data from your last six hits off the tee. The vertical line represents where your hands should land to be in line with your back foot. So, any dots not on the line represent strides where your hands weren’t aligned. Which strides got you the closest to alignment? How far off were you? Remember, keeping your hands above your back foot leads to the quickest, most powerful swings.

[IBBP HEADLINE]

This Makes Sense

[IBBP SUBHEAD]

Tap “💡” if the graph makes sense to you. Or, “🤔” if you want an assistant coach to explain.

<ABBP TAP-ACTIVATED BUTTON 1>

💡

<ABBP TAP-ACTIVATED BUTTON 2>

🤔

[ELED]

If the user taps, “🤔” the cage lights flash three times to let the docent know the kid has a question.

**PHASE 7: DATA LITERACY BADGE**

[SCP HEADLINE]

You’re getting it!

[SCP VISUAL]

Rookie Data Literacy Badge

[IBBP HEADLINE]

Hit the Showers

[IBBP SUBHEAD]

Tap “🏆” to finish your session

<ABBP TAP-ACTIVATED BUTTON>

🏆

**PHASE 8: HOMEWORK REMINDER**

[PHASE NOTE]

*Phase and session will time out and load cage idle state after one minute.*

[SCP HEADLINE]

Earn more badges

[SCP SUBHEAD]

Practice your at-home drills. Don’t forget the warm-up!

[SFX]

Crowd Cheering mixed with their chosen music style

[ELED]

The lights pulse on the beat of SFX.