IT.2406 - Conception des systèmes connectée

# PRESENTATION IOT MINI PROJECT

# **Immersive Sports Social Platform**

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# Introduction

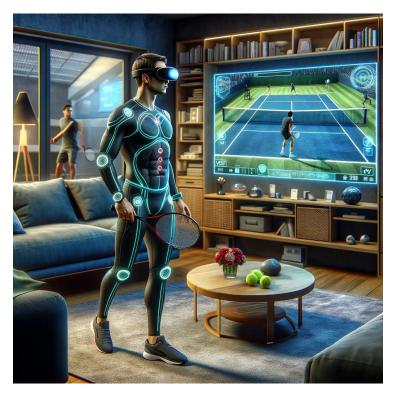
# **Immersive Sports Social Platform**

#### **Background:**

Sports enthusiasts face time & space constraints

# **Technology overview:**

- IoT technology
- Virtual reality technology
- Smart algorithms



# **Core functions—Personalized Sports Coaching**



#### Integrated Sensors

Embed sensors in wearable device.

#### Data analysis

Analyze the data and assess the accuracy and safety of the movements.

#### Tailored Guidance

Provide personalized advice and subsequent training sessions based on the analysis.

# **Core functions—Virtual Social Platform**

#### •Immersive Interaction

Create a virtual immersive community through VR glasses.

#### Competitive Play

Invite peers to virtual matches and real-time data transmission to the cloud for processing and scoring.

#### Community Engagement

Share experiences and ideas, hold competitions regularly.



# **Core functions—Intelligent AI Opponents**



#### Simulated Skill Levels

Generate virtual AI opponents simulating real athlete skills which the user choose.

#### Customized Feedback

Collect and analyze user movement data during the competition to offer feedback.

## Features of the service

#### **Positive Stakeholders**

- Students and staff with limited exercise time
- Disabled people who have difficulty going out

## IOT technology used in the service

- Allows the system to monitor and analyze the user's body movements in real time
- Upload data to the cloud and Connect users to a virtual sports community

02

Realization

# **Technical Components - Hardware**

1. Lightweight AR glasses





- 2. Data Transmission Bracelet
- 3. Data Transmission Anklet



4. Data Transmission Shoes



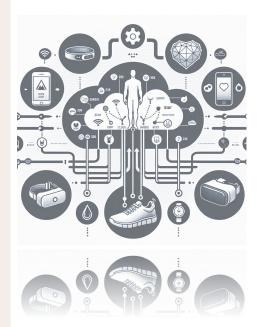


#### 5. 360-Degree Movement Floor

- Special materials replace ordinary rollers
- Lightweight & low-noise.

**Environment Components** 

# **Technical Components - Communications**



#### **Hardware Sensor**

#### 1. AR glasses

Gyroscope and accelerometer: used to track the movement and position of the head.

#### 2. Bracelet

- Heart Rate Sensor: electrocardiogram sensor
- Accelerometer: used to monitor body movement and posture

#### 3. Anklet

- Blood Pressure Sensor
- Blood Oxygen Sensor

#### 4. Shoes

Weight Sensor

#### **Transmission Technology**

- <u>Bluetooth</u>: For low-power, short-range communication between sensors.
- Wi-Fi: For high-speed data transmission between sensors and Internet.

# **Distinctive Features and IoT**

#### **Body Data Analysis:**

- Leveraging IoT technology, body and movement data are transmitted to cloud servers.
- Data is securely stored and undergoes <u>thorough analysis</u> in the cloud.
- Customized diet and exercise <u>recommendations</u> are generated based on the analyzed data.

#### **Remote Sports Competition**

- AR glasses are seamlessly connected to the internet for instant data transmission.
- Users can engage in competitive sports <u>events remotely</u>.
- <u>Interact</u> with other participants globally through shared images and real-time data exchange.

# **Infinite Movement in Finite Real Spaces!**



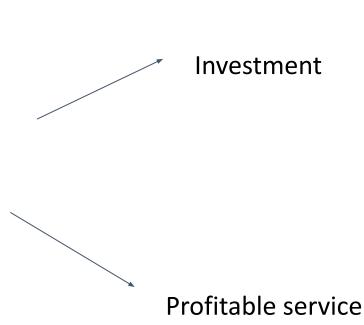
03

Disposition

Heart rate sensor
Accelerometer
Body temperature sensor
Blood pressure sensor
Blood oxygen sensor
Respiration rate sensor
Information transmission technology
(available now)

Network data transmission of VR glasses: (available now but require product development to reduce weight)

Technology floor (require product development.)



#### Investment

Electronic equipment manufacturer

Sports and health equipment manufacturers



Fashion and accessories brands

Technology giant

Scientific Johnson Johnson
Advancing science for life\*

BD Stryker

CardinalHealth SIEMENS

Healthineers

Abbott

Imagination at work

Investors and Venture Capital

# **Business Plan**

01

Technological innovation

03

Competitive advantages

02

Market demand

04

Profit expectations

## **Profitable service**

Hardware purchase (smart wearable device and floor)

Subscribe monthly/yearly or purchase per-time for value-added services.

Entry fee for large competitions







#### **Attraction**

Certain preferential systems for young people, students, the elderly, and the disabled.

Excellent value-added services.

Bets on the match.

Value strategy: Highlight Key Benefits, build Trust and Credibility, continuous Innovation and Improvement