

Quarterback Vision Trainer

Football quarterbacks have a very small amount of time to get rid of the ball. In the short amount of time from the snap to when they throw it, they must have scanned the field to find their best option at receiver. Often, there is a featured receiver, who the QB should look at first in designed plays.

My project is going to be a training device to help train quarterbacks to have better field vision, and to cycle through their targets in the desired order if the featured receiver isn't open.

To do this, I will create four boxes covering four LEDs of different colors that will light up in a random order. This will train the viewer to look at them in the order they light up as quickly as possible.

Eventually, this device could be adapted to become more complex. A movement sensor may be added to evaluate whether or not the viewer has actually turned their head to view the lighted boxes.

It could eventually be adapted even further with a touchscreen monitor that would flash numbers across the screen for a short period of time in randomly assigned boxes. Then, the viewer would have to press the boxes in the numbered order.

