

TABLE TENNIS SYSTEM

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ÍNDICE

INTRODUCCIÓN

PÚBLICO OBJETIVO

NOMBRE E IMAGEN

BRANDING

PRECIO

MARKETING

SYSTEM

The system to be analyzed is table tennis (according to ITTF rules). This system includes various actors and parts that interact for the execution of the game.

Catalina

Andrea

The Table:

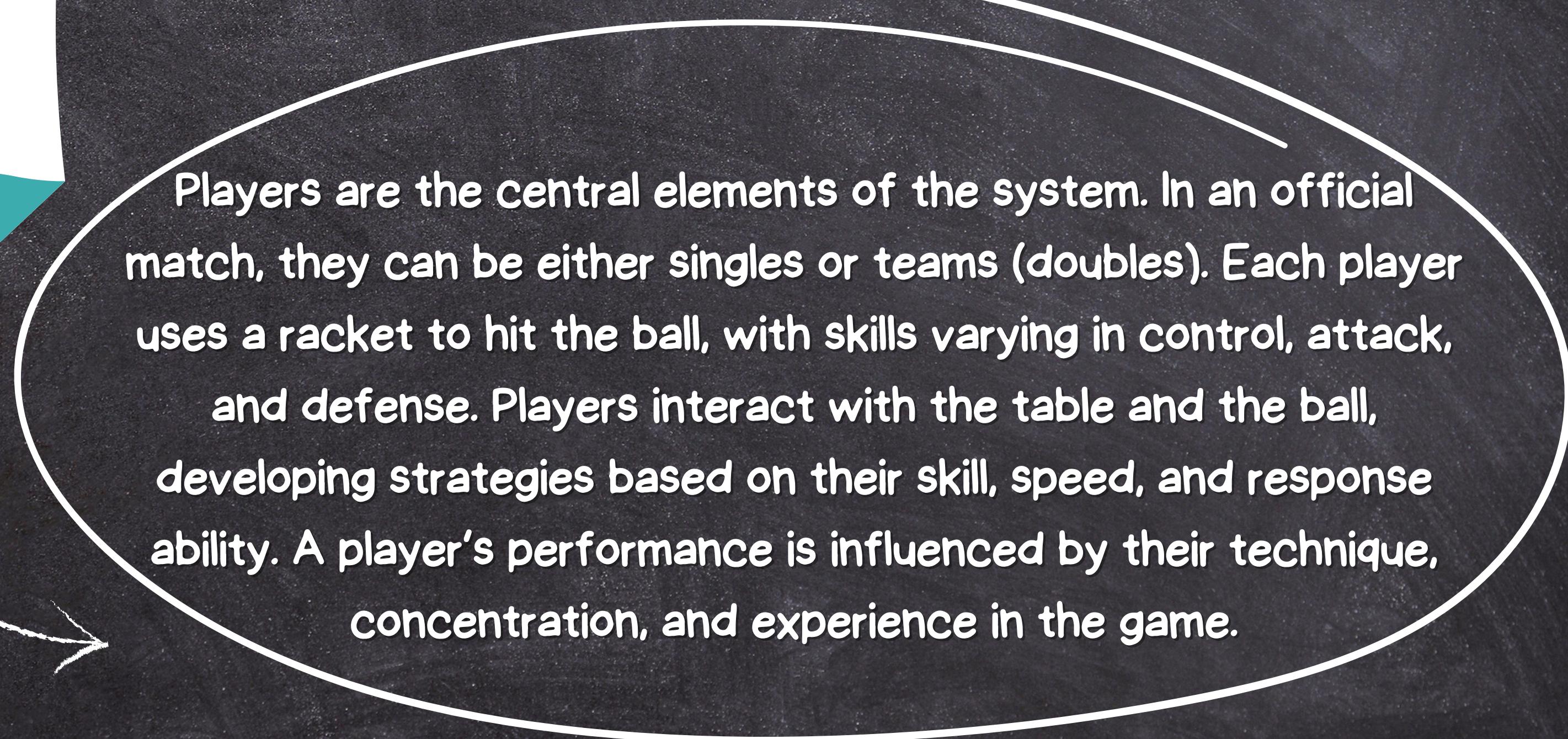
The table is the area where the game takes place. It must meet specific dimensions according to ITTF regulations: 2.74 meters long, 1.525 meters wide, and 76 cm high. The table is fundamental as it defines the playing space, and the rules are based on interactions with it. The table influences players' strategies and skills, as the bounce of the ball and space distribution affect the game's pace and style.

THE PING PONG BALL:

The ball used is lightweight, with a diameter of 40 mm and a weight of 2.7 grams. It is typically made of plastic and must have a uniform bounce when hitting the table. The material and characteristics of the ball affect its speed and the types of spins players can apply, which directly impacts game development. The quality and consistency of the ball are key for fair play.



THE PLAYERS:



Players are the central elements of the system. In an official match, they can be either singles or teams (doubles). Each player uses a racket to hit the ball, with skills varying in control, attack, and defense. Players interact with the table and the ball, developing strategies based on their skill, speed, and response ability. A player's performance is influenced by their technique, concentration, and experience in the game.



PLAYER TRAINING:



Training includes specific practice of serves, returns, and spin shots, along with exercises to improve speed and coordination. It is crucial for developing skills like timing, anticipating opponent moves, and generating spins on the ball (such as topspin or backspin). Additionally, mental training plays an important role, as table tennis requires concentration and agility in decision-making.

TRAINING TIME:

The time dedicated to training influences players' performance. A professional player trains several hours a day to perfect their technique and maintain physical condition. Adequate training time also includes breaks and recovery to avoid injuries and fatigue. In the context of the system, training time affects a player's ability to respond to the physical and mental demands during matches.

Referees are responsible for enforcing the rules of the game fairly and ensuring that ITTF regulations are followed. They supervise the match, determine infractions, and ensure that the results are correct.

COACHES

Coaches plan and oversee players' training. They provide tactical advice during matches, analyze opponents' strengths and weaknesses, and help players improve their performance.

SPECTATORS:

Although they do not interact directly in the game's development, spectators are an important element of the system in official competitions. Their presence can influence players' performances, generating additional pressure or motivation.

EQUIPMENT (RACKETS AND SHOES):

The racket is an essential tool for players, and its construction (material, rubber, weight) affects the types of shots that can be performed. Specialized shoes allow players to move agilely on the court, reducing the risk of injuries and improving performance.

SYNERGY

Table tennis exhibits synergy, emerging from the interaction between the player, table, ball, and racket. A well-trained player uses synergy to maximize the benefits of each element. Mastery of the game relies not only on the player's skill but also on how efficiently they reconcile the use of the racket, technique, knowledge of the table, and the ball. Synergy also becomes a feature of doubles teams through the coordination of two players.

HOLISTIC

The holistic perspective of the system treats table tennis as a whole greater than the sum of its parts. According to this concept, table tennis is a dependent system, where each component contributes to the system's energy or dynamics. In other words, a player's performance cannot be evaluated without analyzing the quality of equipment, the table, or the conditions of the playing venue, and the rules stipulated by the ITTF, among others. This approach implies that any game governed by a hierarchy of rules is considered part of the supersystem.

HOMEOSTASIS:

This game requires table tennis to maintain its internal homeostasis for proper execution. This is seen in ITTF rules that promote fairness and in players who must maintain their physical and mental faculties while playing. It is also reflected in how energy and effort are distributed: there is a system in place that ensures players do not become exhausted too early.

BALANCE

Balance throughout the system means that the amount of attack and defense is equal. A player making many attacking moves may lose control to their defending opponent, while merely defending won't allow them to control the game. This balance is also reflected in the table's equipment: the table's dimensions must be uniform, and the rules must allow for fair play. In fact, the unification of conditions is essential for balance: the uniformity of the ball's bounce and the table.

SYSTEM SENSITIVITY:

The system is highly sensitive to small variations. A slight change in the racket angle, the force of the hit, or the ball's bounce can completely alter the course of the game, influencing the player's strategy and the match's outcome. This reflects the butterfly effect, where a small action can have significant consequences.

LIMITS AND RESTRICTIONS:

Overall, the system has well-defined limits and restrictions. In the case of table tennis, restrictions include the table dimensions, the ball's weight, and the approved techniques. These are especially significant as they allow or prohibit specific techniques and tactics. Furthermore, there are direct physical restrictions, namely those arising from the specific table and rackets. Also important is the fact that space is a restriction, and, obviously, the opponents are also.

CONTEXT:

The context in which a match takes place significantly affects players' performance. For example, room conditions (temperature, lighting, spectator noise) influence players' concentration and performance. The context also includes the tournament specifics, players' rankings, and the expectations placed on each match.

ENTROPY

Entropy refers to the level of disorder or unpredictability in the system. In a table tennis match, entropy increases when the pace of the game becomes chaotic, with rapid exchanges and unpredictable effects on the ball. Experienced players can manage and reduce entropy by controlling the game's speed and anticipating opponents' movements, thereby imposing their strategy.

THANKS !!

