

# Fit Video Gaming



**Team Akatsuki**

BY-

- Ravi Ranjan
- Insha Kanue



# Problem

- Video Gaming causing obesity
- Close to no physical activity at all
- Obesity leads to Heart diseases, High BP, Diabetes, Osteoarthritis

# Articles regarding the effect of gaming on health

PMC  
US National Library of Medicine  
National Institutes of Health

PMC

Advanced Journal list

**COVID-19 is an emerging, rapidly evolving situation.**  
[Public health information \(CDC\)](#) | [Research information \(NIH\)](#) | [SARS-CoV-2 data \(NCBI\)](#) | [Prevention and treatment information \(HHS\)](#)

Journal List > HHS Author Manuscripts > PMC4128935

**HHS Public Access**  
Author manuscript  
Peer-reviewed and accepted for publication  
[About author manuscripts](#) [Submit a manuscript](#)

[New Dir Child Adolesc Dev](#). Author manuscript; available in PMC 2014 Aug 11. PMID: PMC4128935  
Published in final edited form as:  
[New Dir Child Adolesc Dev](#). 2013 Spring; 2013(139): 51–57. NIHMSID: NIHMS610466  
doi: [10.1002/cad.20031](#) PMID: [23483693](#)

**Electronic Gaming and the Obesity Crisis**

Formats:  
Article | PubR

Share  
Facebook

Save items  
Add to Fav

Similar article

Grow by WebMD

PREGNANCY ▾ BABY ▾

Parenting ▸ News

## Video Games, TV Double Childhood Obesity Risk

Children Who Play Video Games, Watch TV More Likely to Be Obese

By Jennifer Warner

FROM THE WEBMD ARCHIVES ⓘ

July 2, 2004 – Every hour children play video games or watch television may double their risk of **obesity**, a new study suggests.

It's not the first study to link **childhood obesity** with time spent in front of the television or playing video games, but researchers say this study offers new

Harvard Health Publishing  
HARVARD MEDICAL SCHOOL  
*Trusted advice for a healthier life*

Pay My Bill »

HEART HEALTH	MIND & MOOD	PAIN	STAYING HEALTHY	CANCER	DISEASES & CONDITIONS
--------------	-------------	------	-----------------	--------	-----------------------

Home » [Harvard Health Blog](#) » The health effects of too much gaming - Harvard Health Blog

## The health effects of too much gaming

POSTED DECEMBER 22, 2020, 10:30 AM

 **Peter Grinspoon, MD**  
Contributor

It is estimated that 164 million Americans — half of our population — play video games, also known as



# Our Solution

We won't stop the user from playing the games

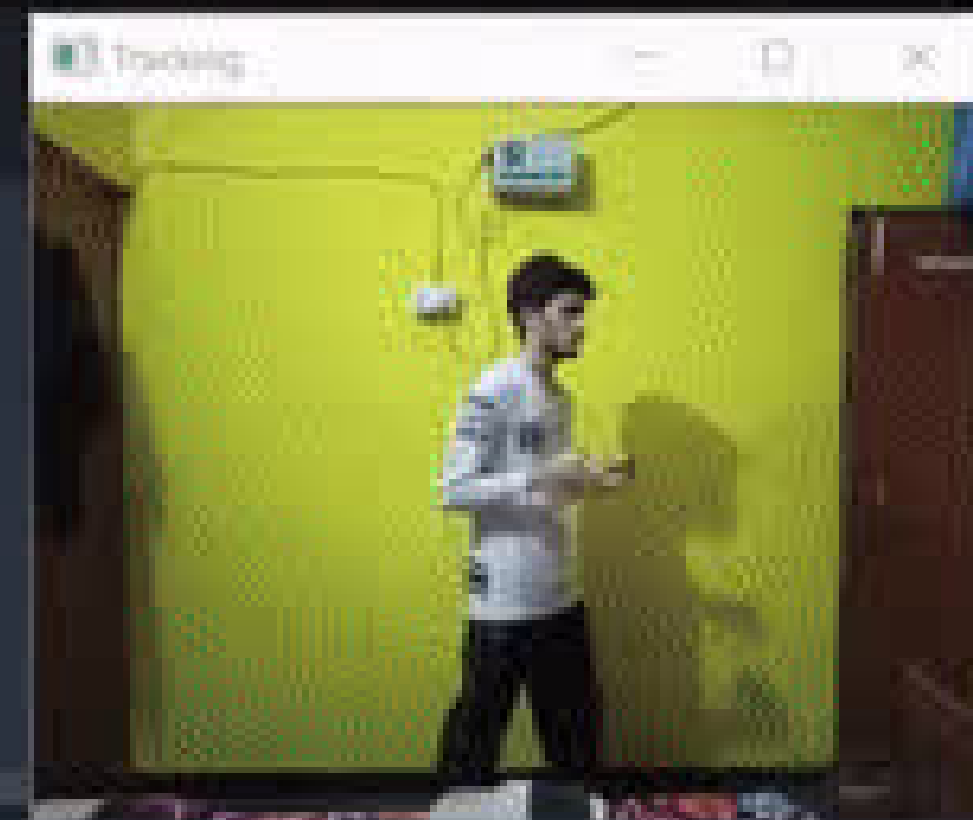
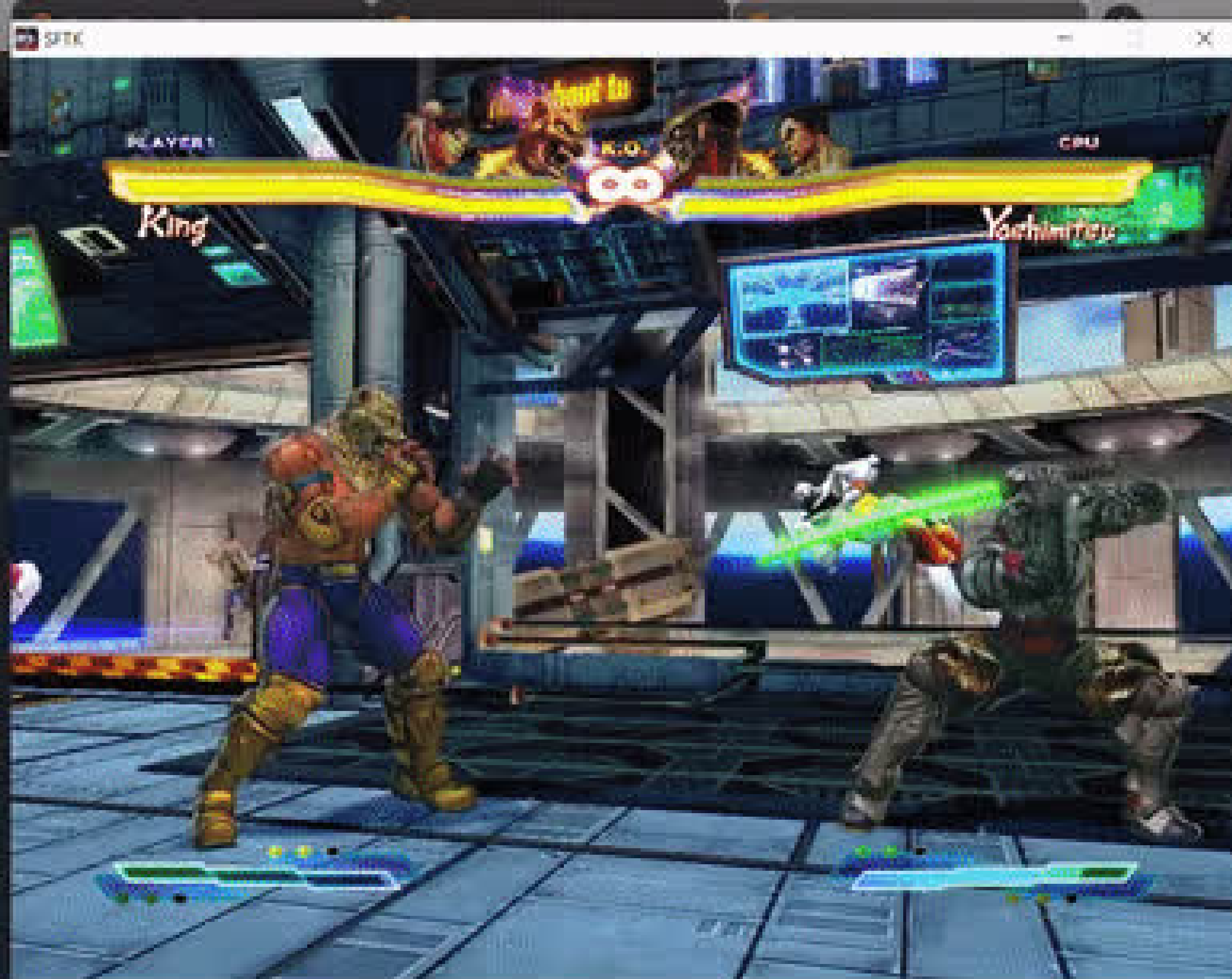
We will just add physical movements for the user to play the games.

Using the camera we'll predict moves through ML and implement it in the game so that the user doesn't sit idle.



1400: 138, 73, 841





# Tech Stack

## Hardware Requirements

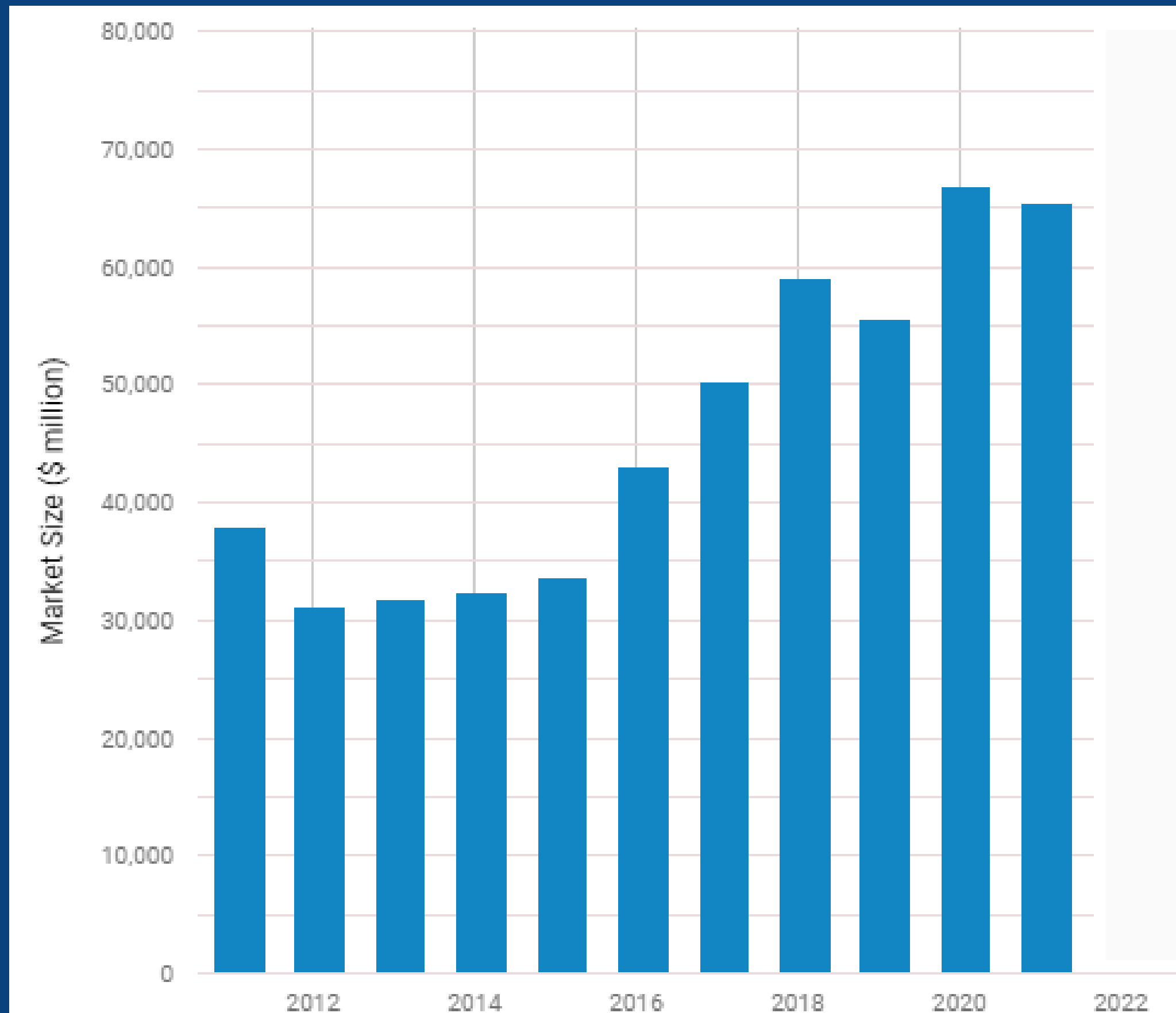
- A decent laptop with a working camera
- Internet Connection for the multiplayer mode
- No need for any VR headset

## Software Requirements

- A 2D Fighting game like Street Fighter and Tekken
- Python
- Python Packages (Open-CV, PyAutoGui, ctypes, imutils )

# Market

Currently, the gaming market in the US is at \$65.5 billion.

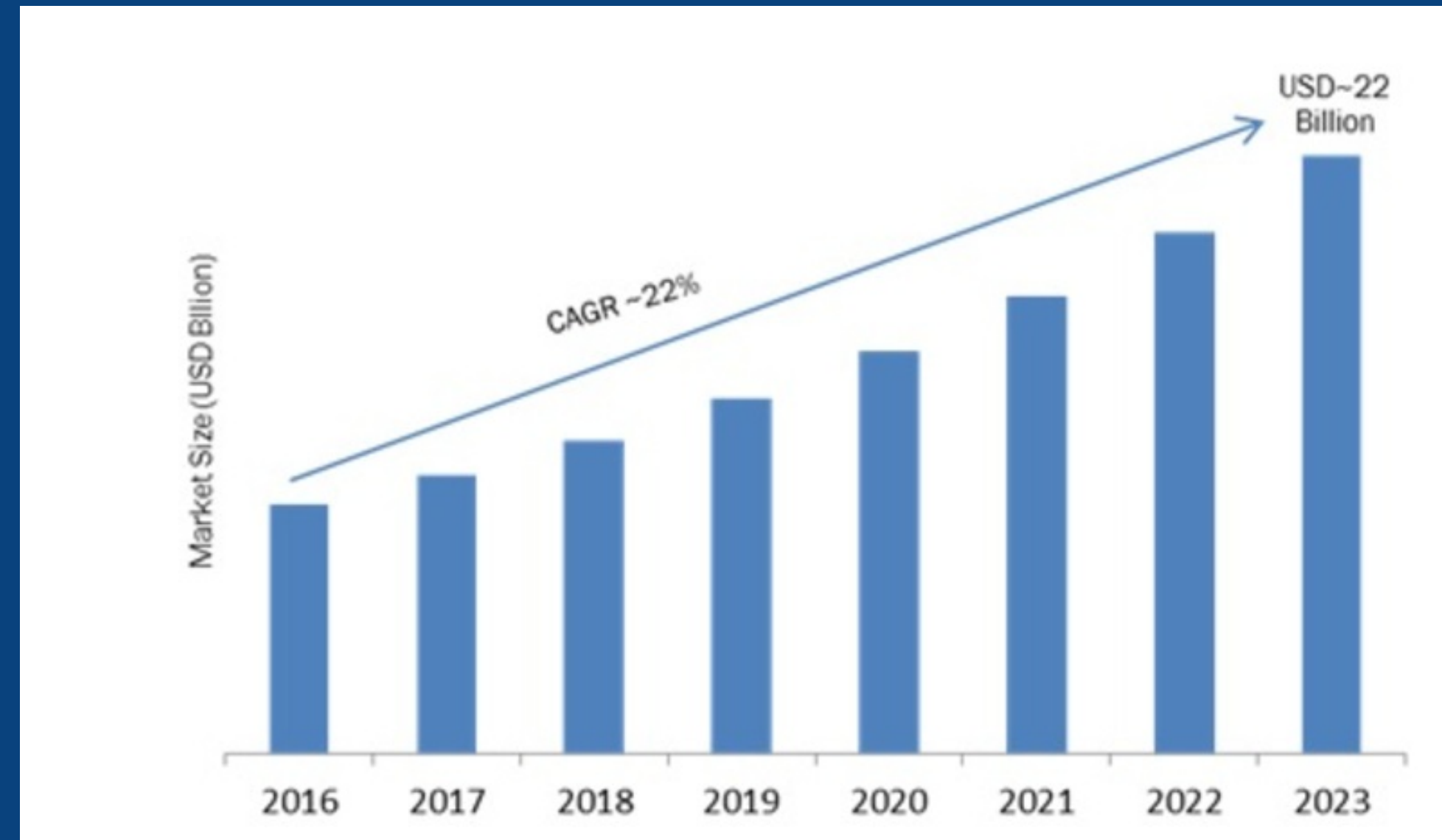


Market Size of the gaming industry in US



The gaming laptop /desktop market is growing by a CAGR of 22% every year.

In 2019, of the overall VR gaming device shipments, 2.8 million units of standalone VR gaming headsets were shipped worldwide.



# Fitness Industry

The global health club market is worth approximately **\$96.7 billion**, with **210,000 clubs** and over **184 million members** worldwide.

1. LA Fitness – \$2.09 billion
2. Life Time Fitness – \$1.75 billion
3. 24 Hour Fitness – \$1.51 billion
4. Anytime Fitness – \$1.73 billion
5. Equinox – \$1.43 billion
6. ClubCorp – \$1.11 billion
7. Virgin Active – \$760m
8. Konami Sports & Fitness – \$609m
9. Planet Fitness – \$527.9m
10. Central Sports – \$489m

# Thank you!



Passionate about building tech startups

Founded byoul.co & Partner at fastbeetle.com

Deep Learning and Machine Learning Speaker.

Founded Guzubit & Buzspeed

