

Ryanne Milligan
CAI 1001C Spring 2025

## THE PROBLEM

01 INJURY RISKS

Knee, shoulder, and ankle injuries are common in the sport of volleyball

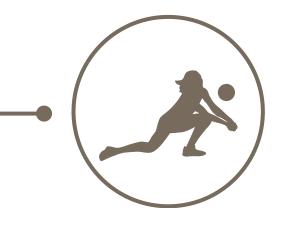
02 PERFORMANCE GAPS

Athletes lack real-time feedback to optimize techniques.

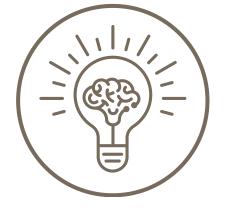
03 LIMITED AI SOLUTIONS

Current training lacks Al insights for biomechanics and strategy.

## THE SOLUTION







### **MOTION ANALYSIS**

Al driven anaylsis for improved form and efficiency.

### INJURY PREDICTION

Predicts risk based on movement patterns and fatigue

### SMART TRAINING PLANS

Personalized taining
plans tailored to
individual needs based
on the injury
prediction/motion
analysis reports

## HOW IT WORKS

### Computer Vision

Tracks every players movement and form.

01

## Machine Learning Algorithms

Analyzes motion/impact and predicts injury risks.

02

### Wearable Integration

Smart, wearable knee, shoulder, and ankle sleeves and sensors for impact and movement monitoring.

03

### Al Coaching Assistant

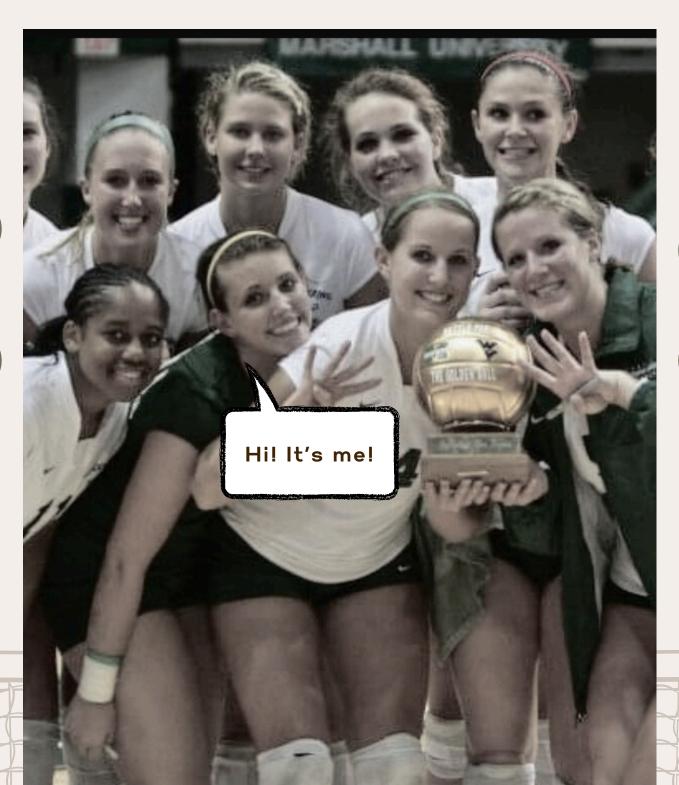
Provides on the spot training recommendations that coaching and implement immediately.

04

### TARGET MARKET

Youth Volleyball Clubs

Collegiate Teams >



> Professional Teams

Recreational Players

## BUSINESS MODEL





### **Subscription Plans**

Teams and Individuals can pay for Al-driven insights. All data can then be reviewed on the VolliQ App



### **One-Time Purchases**

Hardware purchases. Wearables, cameras and sesnors.



### Licensing Model

Partnering with volleyball organizations.

## MARKET POTENTIAL



#3 is me!

### 8 MILLION!!!!!

There are over 8,000,000 volleyball players.

### RISING DEMAND

Rising demand for AI and innovative sports tech.

### **GLOBAL REACH**

Volleyball is a global sport. Virtually endless partnerships opportunities with NCAA, clubs, and pro leagues.

### NEXT STEPS + INVESTMENT ASK

FUNDING GOAL	\$500k	For development, testing, and market launch	Needed stat.
PILOT PROGRAM	Partner with top program in the NCAA for early testing.	i.e. Penn State, Pitt, Stanford.	Within 6 months of funding.
APP & WEARABLE PROTO TYPE	Development of core technology	Ankle, shoulder, and knee sleeves + VOLLiQ ap.	Within 3 months of funding.
MARKETING AND PARTNERSHIPS	Engage coaches, clubs, and athletes.	Influencers who are volleyball players.	Within 9 months of funding.

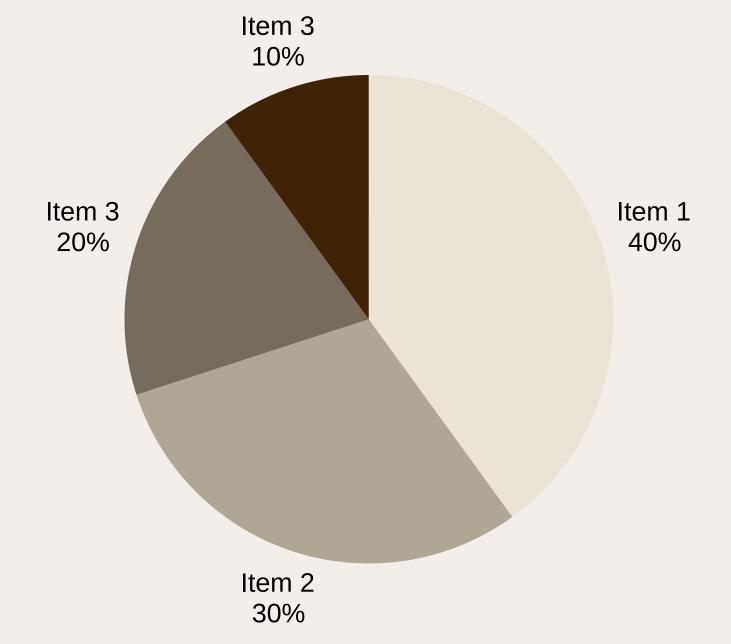
# USE OF FUNDS

Product Development 40%

Marketing and Sales 30%

Team Buildout 20%

Beta(Pilot) Testing 10%



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Al Innovators Capstone Project



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