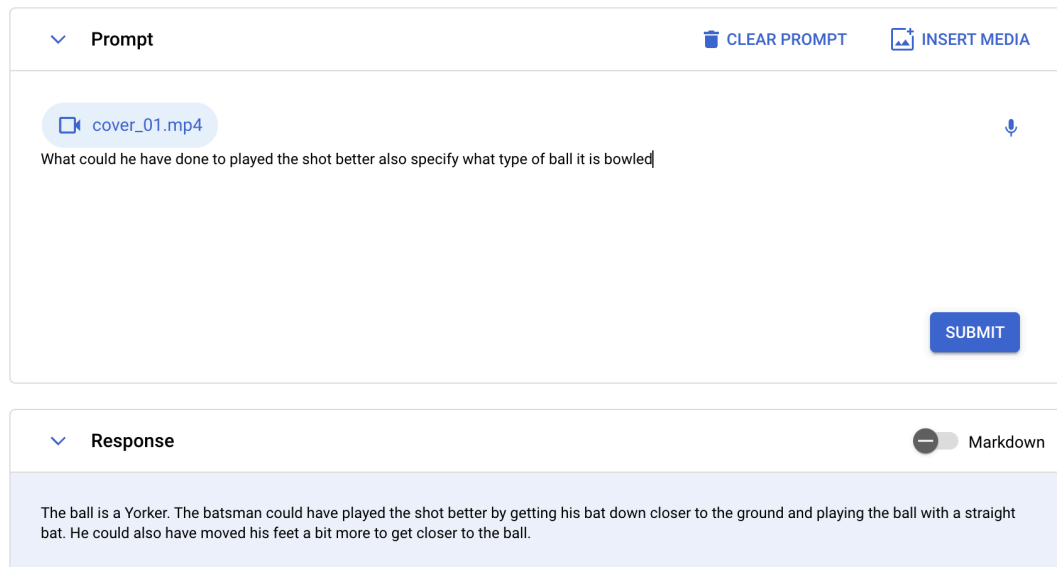


Presentation Feedback



Dr Khaver Zia pointed out that the app provides no recommendations and feedback to the user. The project should provide valuable insights and feedback to the user.

ShotSense is mainly designed to give players a central hub which provides them with visualizations and insights into their play styles using shot type prediction, pose tracking with player segmentation and ball tracking. However feedback from Dr. Khaver provides a new dynamic and a future direction for the project. There are numerous ways for providing feedback to the user to provide a form of coaching to the player.

We have decided to add a feature that will give feedback based on the video that is uploaded for everyball. Utilizing multimodal such as google gemini pro vision we can create helpful recommendations for a player playing cricket shots. This will give information such as bat placement, ball type, and recommendations for hitting a better shot and improving their skill



▼ Prompt CLEAR PROMPT INSERT MEDIA

 cover_01.mp4 

What could he have done to played the shot better also specify what type of ball it is bowled

SUBMIT

▼ Response Markdown

The ball is a Yorker. The batsman could have played the shot better by getting his bat down closer to the ground and playing the ball with a straight bat. He could also have moved his feet a bit more to get closer to the ball.

For our FYP-II, we aim to look into and potentially implement the following things:

- Visualization Features
 - Pose Tracking
 - Ball Tracking
 - Player Segmentation
- Coaching Features
 - Analytics
 - Most type of shots played
 - Balls Hit vs Missed Accuracy
 - Feedback from multimodals such as gemini for each ball

This is a tentative list subject to change in FYP-II. The capabilities of multimodal models in this scenario is still unknown so extensive research and experimentation will decide the course of the project.