Sports Support System
Augmented Ball Game for Filling Gap between Player Skill Levels

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Introduction

Augmenting by visualization

Design and Implementation Result

Choosing soccer as one of the ball game
- the ability to pass a ball is one of most important skills
- requiring imagination of the game progress and place management

→ Our approach aims to fill the gap between player skill levels by visualizing trajectory and velocity of a ball and users.

Experiment and Results

Experiment for clarifying the effectiveness of the system
- passed a ball changing conditions
- recorded reaction time

→ The system improved reaction time by 88 ms on average.

Conclusion

The experiment results shows
- Sports Support System contributes to reaction time improvements and helps cognition of what player should do next.
- Interactive visualization in sports could help players to fill gap of their skills.