SportRule 2022
A visual interface to program sport rules implemented in a wearable system

Project Description:

We develop a system of wearable sensors and a visual programing interface that allows players to program sport rules to be played with the wearable equipment. We need to improve the interpreter of basic “sport-rules” and combinations of them to ease the programing of the system depending on the available sensors. We also want to develop a set of game analytics and visualizations.

Project Type: Engineering

Duties/Activities: Develop Python and javascript code of the visual programing interface to improve the interpreter of the sport rules. Add basic game analytics like play-back and field occupancy heatmap. Test in lab conditions.

Required Skills: Python, Blockly, javascript, html
Preferred Intern Academic Level: BSc (y4)
Learning Opportunities: Learn about visualization and user interfaces. Learn about Arduino and wearable systems. Learn about block programing interfaces.

Expected Team Size: 1 or 2

Mentors:
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