

The Revolutionary Tennis Wearable

 **SMASH**
KNOW YOUR GAME



The background of the slide is a photograph of a tennis court. A player in a white shirt and shorts is in the middle of a serve on the left side of the frame. A line judge in a dark jacket and white pants is crouching on the left. In the background, several spectators are seated on a bench. The title 'Origin of the idea' is overlaid in white text on the right side of the image.

Origin of the idea

- Tennis has always been a sport loved for its competitiveness. In order to live up to the standards, professional players need constant coaching
- The idea of having a full time coach is rather difficult to afford for the enthusiasts who are not able to take this game as a profession
- To improve the standard of their play, they usually consult to video tutorials and practice but that does not give an analysis of their efforts
- These thoughts brought up the idea of the “Smash Band”; the brain child of Rob Crowder

Implementation of the Idea

Rob Crowder and his team with limited finances took up the job of delivering the goods.

The technicalities, structure and performance of the band were tasks requiring consultancy from the expertise of the game, i.e coaches and tech experts.

After loads of hard work, finally the product came into existence successfully.



Physical, Smart and Connectivity Components



Physical:

The physical component of the band is the material used, which is very light weighted and comfortable for the players.

Smart:

These are freedom sensor array with triaxial accelerometer, gyroscope and magnetometer, not only judging generic features but analysing aspects of the game. E.g spin, power

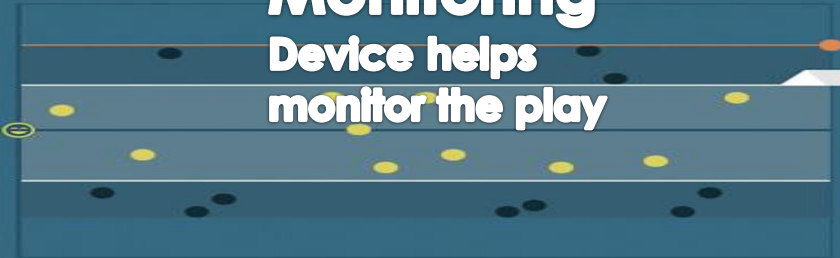
Connectivity:

The data is interpreted by syncing the readings to android app or iOS app via bluetooth or wifi.

< POINT OF IMPACT

TOPSPIN CONSISTENCY

Monitoring
Device helps
monitor the play



80%
YOUR TARGET

50%
CURRENTLY

2 TIPS TO REACH YOUR TARGET

Control your racket head acceleration



Optimizing

One can optimize
the play by the
help of the device

SPIN 1500 rpm



The Smash software and algorithms process all the data. The results are then sent to your phone in a couple of seconds via Bluetooth LE.

Controlling
It also helps
the control of
movement of
players.



Automating
It has an essential
influence in
automating the play

FOREHAND 1
Backswing 75%

FOREHAND 2
Point of impact 62%

FOREHAND 3
Follow through 82%

