

FACULTY OF SPORTS SCIENCE AND RECREATION

COURSE: SR243-BACHELOR OF SPORTS SCIENCE

ENT 600: TECHNOLOGY ENTREPRENEURSHIP

GROUP ASSIGNMENT

TITLE:

"VB BRACELET"

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COMPANY'S LOGO



ANABYTE ENTERPRISE [VB BRACELET]

CHAPTER 1

1.0 PRODUCT DESCRIPTION

1.1 THE BODY OF BUSINESS BLUEPRINT

1.1.1 Introduction

The team is developing the VB bracelet which stands for Volleyball Bracelet. VB bracelet is a training bracelet that uses an sensors to measure the speed, elbow and wrist arc angle of a volleyball player's spiking skill. The bracelet save the data and provide feedback to enable the player to improve his/her spiking performance. Moreover, the VB bracelet can interfere with other player and rank the player's performance.

-1.2 PRODUCT DESCRIPTION

1.2.1 Background

 VB Bracelet is a smart bracelet with an application for training and entertainment.

1.2.2 Purpose of development

- To improve player skills and techniques.
- To enable a player to obtain ranking for his for his performance and compare with other players
- To enable the athlete to get feedback and improve spiking technique in volleyball sports

1.2.3 Product concept

➤ A product that allows volleyball players to improve their skills and technique in spiking during training sessions. It is a smart bracelet that consists of an application that can give feedback and coaching plan to players to improve their technique on spiking skills. Tips of the skill will appear on the screen to encourage the development of muscle memory in real time (text and audio where available) during training sessions.

1.2.4 Unique features

- Smart sensors that can detect the and measure the speed, elbow and wrist arc angle of volleyball players spiking skill
- ii. Light weight and easy to carry
- iii. Water proof
- iv. Artificial intelligence devise that customizes instruction through tone of voice, data and competitive information
- v. Coaching plan that shows your spiking technique is improving over time and generate tips based on long-term information.

1.2.5 Functions

- It can help player to improve spiking skill in volleyball
- It can use to measure the player technique in speed, elbow and wrist arc and the consistency of the skill
- It can customizes instruction through tone of voice, data and competitive information
- Tips of the skill appear to encourage the development of muscle memory in real time (text and audio where available)

1.3 PICTURE DESCRIPTION

