

> Co-innovation project @
Experience Briefing Center
France

#CrackTheGame



BearingPoint®

Connected Table Tennis

Provide insight to help players and coaches analyze performance and optimize strategy with innovative technology

ANALYSE PLAYER'S PERFORMANCES



Analysis of player's shots (strength, position...)



Analysis of the ball's trajectory, speed, impacts...



Creation of a personalized dashboard



OPTIMISE PLAYER'S TRAINING SESSIONS



Specifics and adapted training programs



Graphical interface



Games as trainings

PLAYER'S IDENTIFICATION AND CONTESTS ORGANISATION



Player's identification



Automatic scoring

A team for a project

A collective initiative

BearingPoint[®]



**Together, let's imagine the table of the future.
A connected table at the service of the player.**



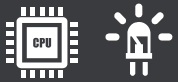
Help players improve their game



Graphical
Interface
Body
language

SCP

SAP Cloud Platform



Sensors and
connected objects



Design Thinking

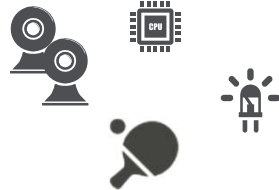
SAP Leonardo

INNOVATIVE TECHNOLOGIES

Player's identification
and player's data recovery

Data processing

Display information via
graphical interface on table
and tablet



DESIGN THINKING – A COLLECTIVE CREATIVE PROCESS

Define stage: **Exploring the customer journey** and its interactions with **the different stakeholders**

Ideate stage : **Finding and converging ideas** using the **creative strength** of the group members



Prototype and test stages :
Build a **prototype** and get **feedback** from users about their experience interacting



Data analysis
Data processing

Image analysis

Video recording

Players game

Existing architecture



How does it work?

Data analysis
Data processing

Image analysis

Video recording

Players game



Data analysis
Data
processing

Image analysis

Video recording

Players game

New architecture to be implemented



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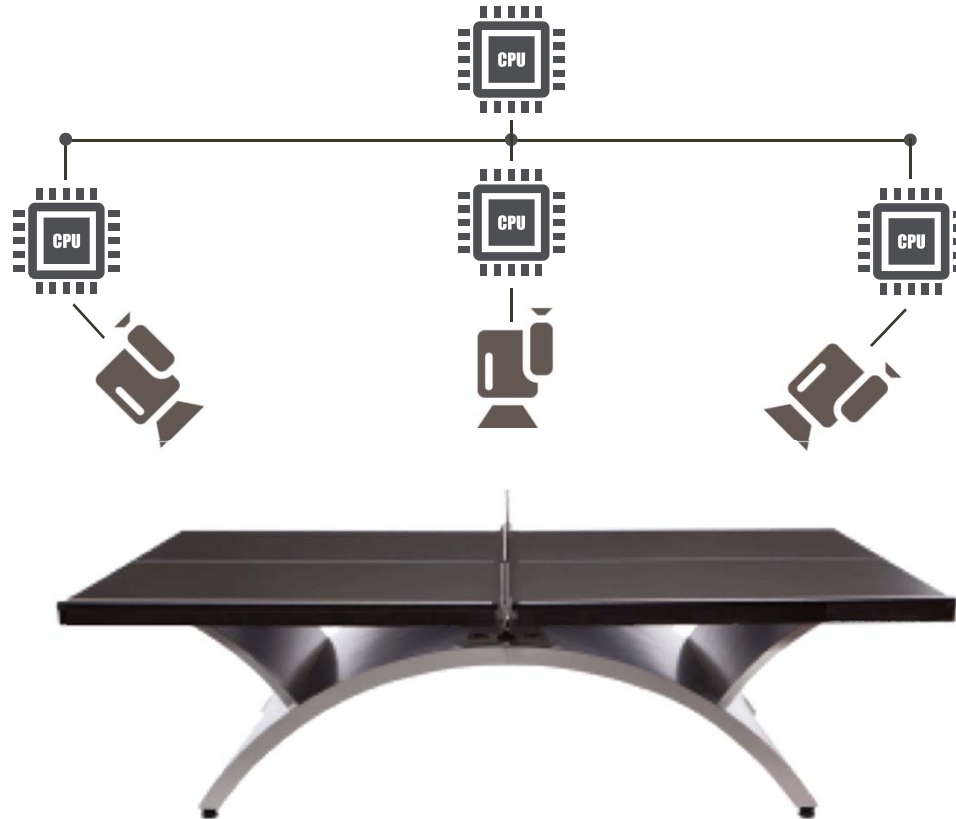
How does it work?

Data analysis
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Data analysis
Data
processing

Image analysis

Video recording

Players game

How to do it?



Data analysis
Data processing

Image analysis

Video recording

Players game

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Agile method

3 themes

Reconstruction

Real time calculation

Display

6 user stories

US1: camera calibration

US2: frame synchro

US3: calculation of the projected location

US4: ball position calculation (3D)

US5: parallelize the calculation

US6: display the result



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