FOOTBOT
a robotic training system for soccer players

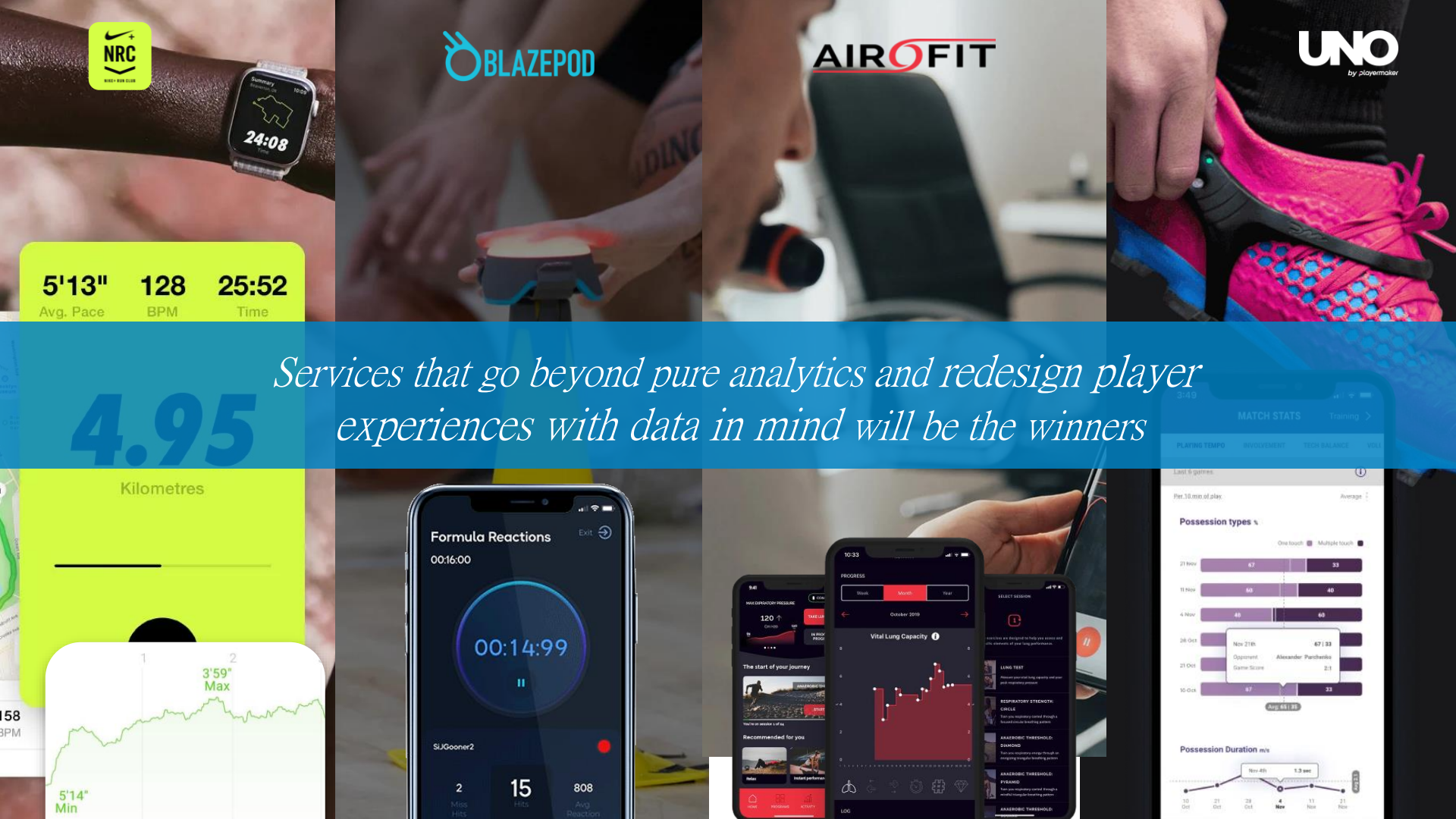
We designed robotic training system for football skills perfection driven by data and AI

footbot.eu

Technical specification

promo

AI



Services that go beyond pure analytics and redesign player experiences with data in mind will be the winners

Market trends

Big Data

IoT

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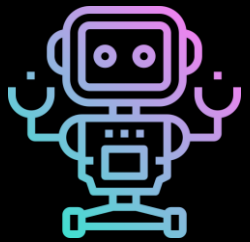
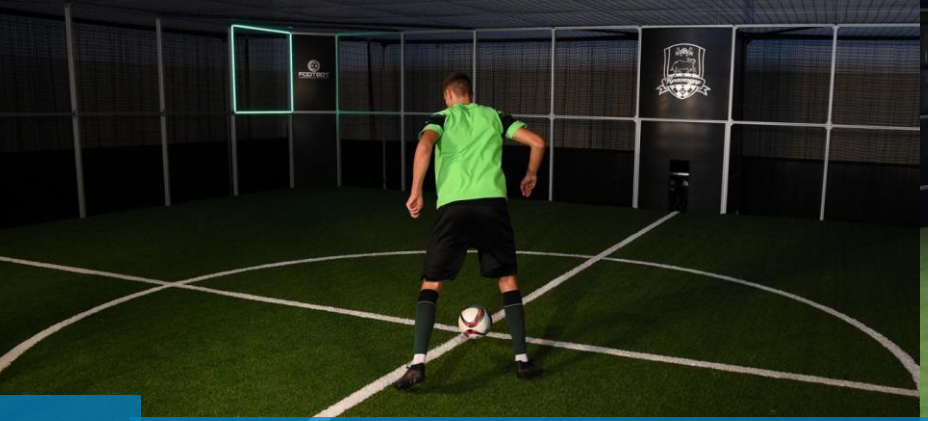


Robotics

AI



Fully automatic workouts with only 40 balls enough for continuous training sessions

John Galt
Profile

Search

Log ou

- Installations
- Users
- Matches
- Levels
- Analytics
- Calendar
- Reports

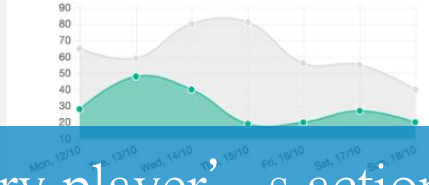
Analytics

Date Range: 12/10/2015 – 18/10/2015

Level	Exactness	Quickness	Progress	Rating
4	78 %	3.45 s	70%	5

8% ↑

Rating в сравнении с: Desmond Kerluke



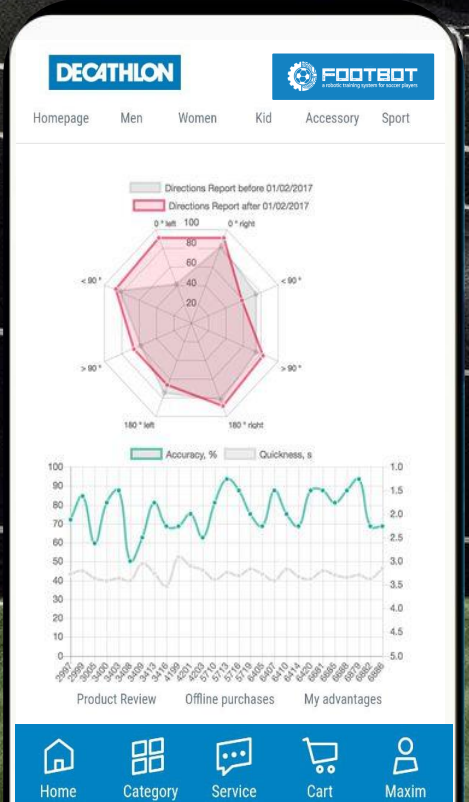
Performance Indicators with: Desmond Kerluke

We collect data about every player’s action

Balls

#	Gun	Target	Speed	Angle	Spin	Result	Time
1	1 Lower Gun	Wall 1 / Target 1 (Lower Target)	51 km/h	0°	0	✔	3.410739 s
2	1 Lower Gun	Wall 1 / Target 2 (Upper Target)	50 km/h	4°	-1	✔	3.553068 s
3	1 Lower Gun	Wall 1 / Target 2 (Upper Target)	49 km/h	10°	2	✔	3.119417 s
4	1 Lower Gun	Wall 1 / Target 2 (Upper Target)	49 km/h	5°	-3	✔	4.107657 s
5	1 Lower Gun	Wall 1 / Target 3 (Lower Target)	51 km/h	9°	1	✔	3.698922 s
6	1 Lower Gun	Wall 1 / Target 2 (Upper Target)	53 km/h	10°	-1	✔	4.347593 s
7	1 Lower Gun	Wall 1 / Target 4 (Upper Target)	53 km/h	3°	1	✔	4.158679 s
8	1 Lower Gun	Wall 1 / Target 2 (Upper Target)	31 km/h	1°	2	✖	3.890587 s
9	1 Lower Gun	Wall 1 / Target 1 (Lower Target)	49 km/h	5°	0	✔	2.574911 s
10	1 Lower Gun	Wall 1 / Target 3 (Lower Target)	51 km/h	3°	2	✔	3.646693 s
11	1 Lower Gun	Wall 1 / Target 3 (Lower Target)	50 km/h	7°	-1	✔	4.101379 s

All training sessions are controllable and available for analysis from any mobile device



Artificial Intelligent system for detecting technical mistakes and reporting key performance indicators

Unique data

TECHNIQUE INDICATORS

Ball is not approaching frontally
Supporting leg is not beside the ball
Upper body is not over the ball
Toes are not pointing in the direction of play
Upper body is not in direction of play
Kicking leg doesn't swing loosely through
And more ….

PERFORMANCE INDICATORS

Number of touches
Time between touches
Kicking leg right/left (%)
Ball control time
Rebound after first touch
Distance covered
Speed of returning to position
And more ….

All this data collecting about every kick of the ball automatically in real-time

Key impact

to offline

turn kids back to playgrounds through new technology

awareness

bring everyone understanding of his path through smart technologies

equality

uncover the key equality among kids, amateurs, pro’ s and improve the prospects of success

accessibility

give everyone easy access to personal football perfection

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Let's spread and make deep sports tech accessible to the many together….