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| **Teams** | **Introduction** |
| **Taiwan**  **Healthy Plate** | Using an original combination of AI image recognition and AR measurement, Healthy Plate estimates the weight of each dish, then calculates its calories and nutritional content. Dietary analysis, it provides personalized nutrition advice, helping users build sustainable healthy eating habits. |
| **Taiwan**  **EBR** | Simulating real-life inclines and road conditions, EBR makes indoor training as exciting and immersive as actual outdoor riding, offering a new category of indoor cycling experience. |
| **Taiwan**  **3T Tech** | Focusing on table tennis technology, 3T Tech combines sports science research, technical development, and coaching expertise to develop TTOS (Technique and Tactic Observation System), an AI-enabled racket system, and an interactive training platform, building a comprehensive training ecosystem. Their innovations include the TTOS (Technique and Tactic Observation System), an AI-enabled racket system, and an interactive training platform. These tools monitor athlete performance, support tactical planning, and enhance training efficiency, helping players win matches and inspiring greater interest in table tennis in participants. |
| **Taiwan**  **Safe Swim** | Safe Swim uses an AI-powered imaging platform combined with advanced detection and multi-level alert systems to monitor and prevent drowning incidents, assisting lifeguards in real-time monitoring of water conditions, enhancing venue safety. It can be applied to various types of pools and aquatic environments. |
| **Taiwan**  **Spot** | Combining AI and cloud-based databases, Spot automatically generates sports highlight videos in real time, streamlines the cloud production work process, and integrates audio-visual databanks. It provides a comprehensive audio-visual management system for sports events and news media, helping to optimize and automate the video production process for sports coverage. |
| **Taiwan**  **RB** | RB offers an AI data integration platform for professional sports teams, including intelligence gathering, management, and marketing. Aiming to reach over a million users monthly, it seeks to build a dedicated community ecosphere for teams and fans. |
| **Taiwan**  **VITBIO** | VITBIO used AIoT technology to develop the smart insole OmniGmot and the wearable stethoscope 24hStetho. These devices provide real-time sports performance analysis and remote health monitoring, enhancing athletic performance and predicting future health situation and development trends. |
| **US**  **Ironmind.ai** | Based in the United States, Ironmind.ai, combines AI and biosensing wearable devices to provids real-time mental health scoring, personalized recovery tools, and performance recommendations based on Olympic mental health criteria. |
| **US**  **Svexa** | Svexa is a U.S.-based backend AI engine company. Combining proprietary algorithms with existing data from wearable devices and smartwatches, it offers users personalized recommendations for training, injury risk management, and health monitoring. |
| **Australia**  **MyClubtap** | From Australia, MyClubtap empowers grassroots sports clubs, leagues, and tournaments, allowing them to create their own customized Fantasy Sports Leagues based on their players at an affordable cost. This enhances player, league, and fan interaction and participation. |
| **India**  **Spectatr.AI** | **A** team from India, Spectatr.AI uses AI to support the filtering of real-time video clips, automatic tagging, storage, translation, and social media sharing. to simplify media processes and enhances fan participation. |
| **South Korea**  **REMO** | REMO is a team from South Korea. FineFit, uses cameras to provide 3D body posture and motion analysis. Through tablets or an app, it provides posture detection, functional assessment, and health tracking, making it suitable for fitness centers and elderly care. |
| **Switzerland**  **MCL Sports** | The Hovva platform, which uses real-time tracking technology to create physical competitions in a virtual environment, was developed by MCL Sports, Switzerland, Participants are dynamically and instantly represented on the platform, allowing fans to interact with the platform and enjoy an experience similar to actually spectating at the event. |
| **Hong Kong**  **PointFit** | PointFit Technology, from Hong Kong, use their self-developed skin patches to detect sweat and monitor health conditions. When a user’s physiological values approach dangerous levels, the system instantly sends alerts by an app. |
| **Israel**  **OneScrin** | OneScrin is an Israeli team that uses an AI-driven B2B platform, enabling users to obtain biomechanical testing, analysis reports, and training recommendations using a single smartphone. |