Networked Exercise Game for Preventing ACL Injuries

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Project Overview



- Analyze student athlete survey data.
- Develop the first networked game: Paddle.
- Validate the game movements for Paddle.

Objectives



- Revious Work
- **⊗** Survey Data
- Read Paddle Game
- Ruture Goals
- **Questions**

Previous Work



Two previous exercise games: Happy Tiger and Simon.

Student survey data collected from high school athletes.

Student Survey Data

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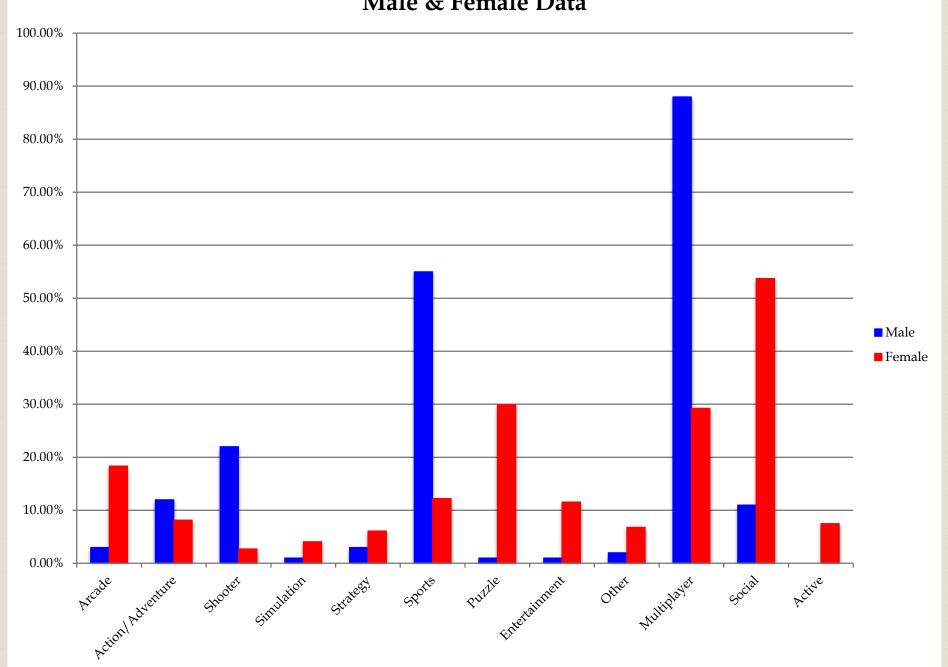
- Student survey data was analyzed to determine, categorically, the types of games that students like to play.
- This information can be used to produce a game that is appealing the the target audience of high school athletes.

Student Survey Paper



- This type of information could not be found in current literature and could be useful for future research.
- Analyzed survey data and looked for trends.

Male & Female Data



Paddle Game

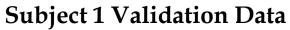


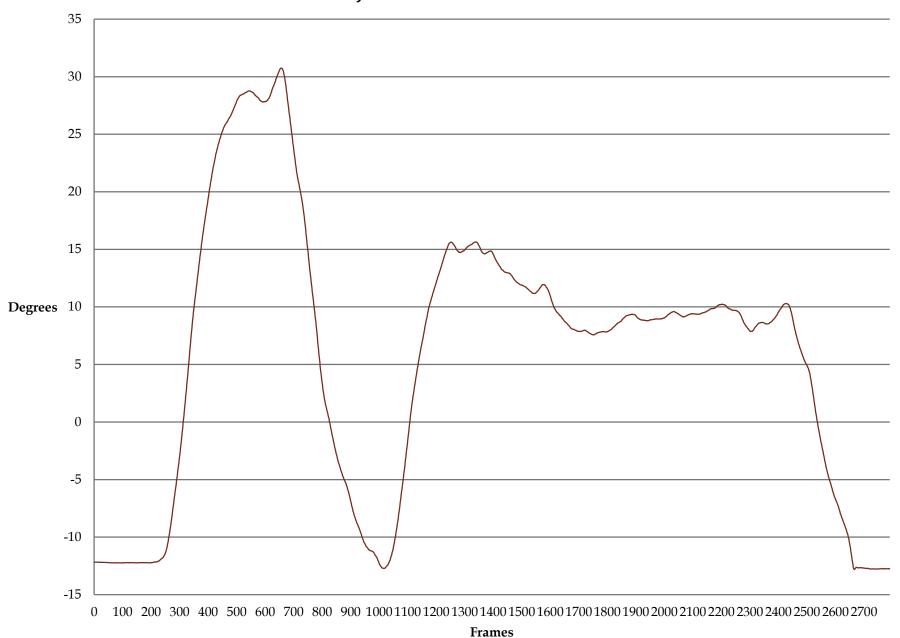
- Rirst networked exercise game, Paddle.
- Two player game that has players controlling paddles that bounce a ball back and forth in an arena. Players gain points by getting the ball past the other player's paddle.
- Game is controlled by leg lifts and has mobile versions for Android and iOS as well as a MS Kinect version.

Movement Validation

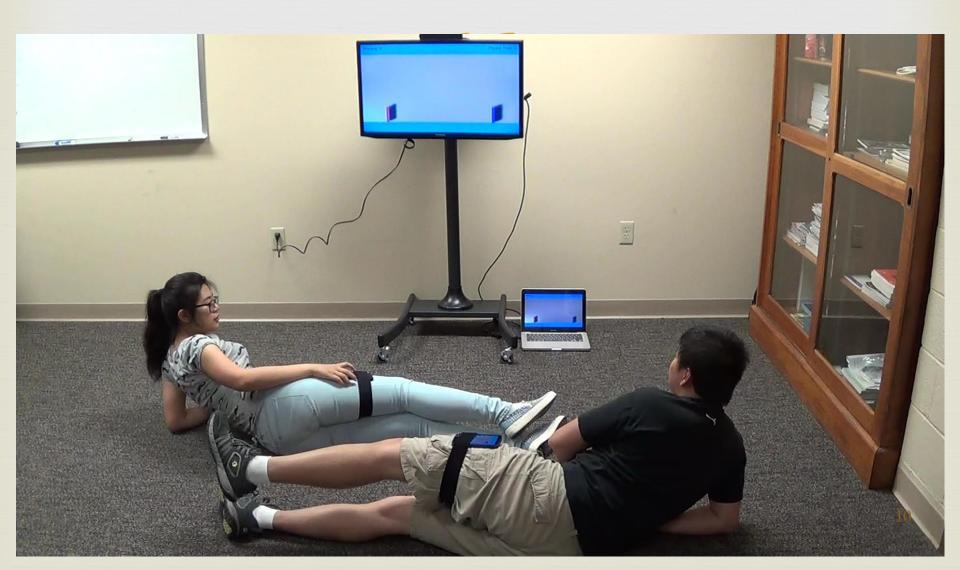


- Three subjects were instructed to move the paddle around the arena, moving it to the top of the arena at least once.
- Two subjects had data within the desired range, one did not. This could be due to vague instruction.
- Further validation would be helpful and should involve more subjects.





Game Demonstration



Future Goals



- Add a virtual agent to the Paddle game to allow for single-player use.
- Finish survey data paper and begin work on exercise game paper.

Questions?

