

A circular graphic on the left side of the slide. It features two crossed orange softball bats with white outlines, set against a maroon diamond shape. Below the bats is a white softball with red stitching, also with a maroon outline. The entire graphic is set within an orange circle.

SLOW-PITCH SOFTBALL CAMERA:

PROBLEMS AND USERS

SDMAY25-11

OUR PROJECT



- We are creating a tracker for slow-pitch softball pitches.
- The device will need to track the height of the ball and determine where it falls between a certain height range.
 - Typically 6-10 ft.
- If the ball is not in that range, it will give an audio cue that the pitch was illegal.
- This will help assist umpires call illegal pitches and improve the flow of the game by reducing the number of disagreements on rulings.



PROBLEM STATEMENT

Slowpitch softball players are have issues with the consistency of illegal pitch calls.

This inconsistency cause mistakes in their swings because the call was too late, or arguing with the umpire because the call was debatable.





CONSIDERING OUR USERS

To maximize our projects user-compatibility, what features **must** we include, **should** include, and **not** include based on user needs and preferences?



WHO ARE OUR USERS?



Players practicing or playing recreational slow-pitch softball.

Umpires officiating recreational slow-pitch softball.



OUR USERS' NEEDS

PLAYERS

- Fast Response Time

UMPIRES

- Accurate Readings
- Audible Signals
- Adaptability for different fields
- Long battery life

OUR USERS' WANTS

PLAYERS

- View pitch videos
- View pitch statistics
- More readings
 - Speed
 - Spin
 - Trajectory map

UMPIRES

- Affordability
- Portability
- Simple setup
- Tested as a reliable officary tool
- Device protection for in-game use

OUR USERS' NO-NOS

PLAYERS

- Exclusivity for in-game use

UMPIRES

- Interrupting "Illegal" calls on hits
- Physical components interfering with gameplay



CONCLUSIONS

- Both users and referees want to preserve the integrity of the game. An accurate, non-intrusive, responsive model is needed for easy gameplay.
- Referees desire an easy setup and long battery life for officiating multiple games
- Players would like an opportunity to view past pitches and their statistics.
- All users would like a cost effective and portable tool.

DESIGN CONSIDERATIONS



YOLOV9

Trained object detection model for accurate results



MOBILE APP

A mobile app allows for an affordability and portability.



C++

Fast computing language to analyze camera video



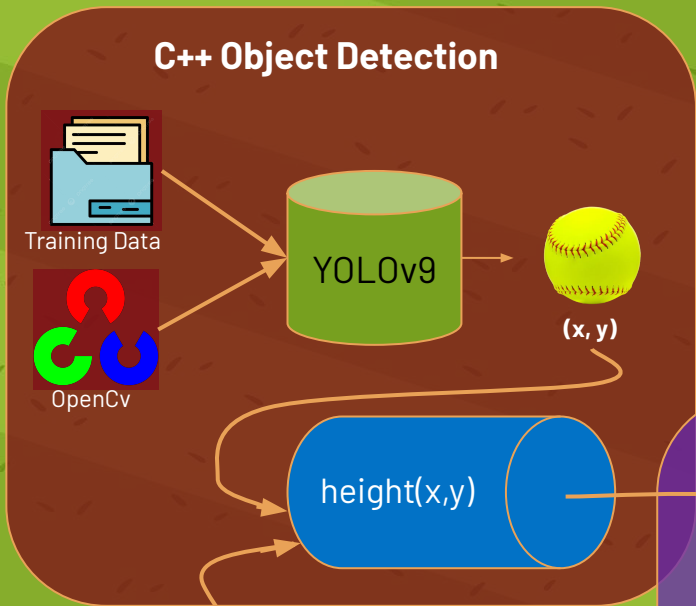
CALIBRATION

A setup calibration allows for adaptability to each field



IN-APP STORAGE

Stored videos can be viewed/exported



OUR CURRENT DESIGN MODEL