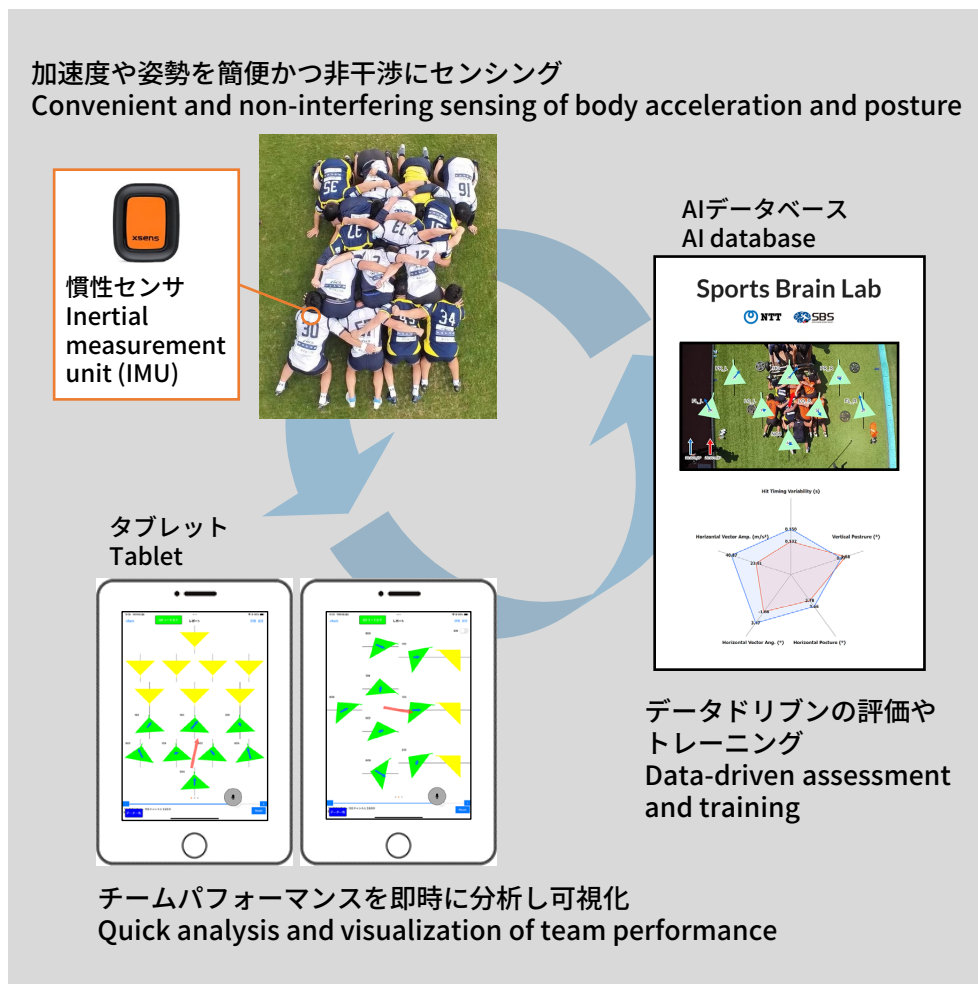# IOWN INTEGRAL

Enhancement of rugby scrumming using the Internet of Things (IoT)

Visualizing team performance with wearable sensing technology for utilization in daily training

Customer Experience Value Creation

加速度や姿勢を簡便かつ非干渉にセンシング
Convenient and non-interfering sensing of body acceleration and posture

慣性センサ
Inertial measurement unit (IMU)

AIデータベース
AI database

Sports Brain Lab

データドリブンの評価や トレーニング
Data-driven assessment and training

タブレット
Tablet

チームパフォーマンスを即時に分析し可視化
Quick analysis and visualization of team performance

///Technical Issue

Conventional assessments of team performance are based frequently on the subjective experience and rarely on the objective evaluation of behavioral data.

///Research Goal

Our research provides data-driven team sports management methods that enable multiple assessments of the characteristics and the suitable combinations of players.

---Technology

Our technology consists of synchronous control of multiple wearable sensors using a mobile tablet and quick visualization of group performance from obtained individual sensor data.

---Novelty

Most wearable sensing devices aim to assess the performance of an individual. Our wearable system provides immediate feedback on individual as well as group performances.

---Applicable Business

Sports
Data-driven enhancement and management of team performance
Tentative period of technology provision: 2027/1Q