



INSEP, Institut National du Sport, de l'Expertise et de la Performance Wednesday August 31st, 2011 - PARIS - FRANCE





Real Time Training Model on a WiFi venue. Coach / Athlete Interaction

Josep Escoda IT Manager High Perfomance Center (CAR Sant Cugat) Barcelona, SPAIN





Multi-Sport Venue - High Performance Training Center of Catalonia (CAR) Sant Cugat

A new technological approach in Sports Facilities

24.000 m2

€ 36 million

Sant Cugat, 2009-2010-2011





Thanks to the efforts of the Governing Bodies





Objective of the Multi-Sport Venue

-To offer coaches and sport technicians a state-of-the-art venue with world reference functionalities and useful technology.







Training in High Performance demand a high quality personalized process

Multi-Sport Venue Principles:

- Balance Health vs Performance
- Modularity
- Integration
- Non Invasíve
- Instant Feedback
- Control
- Quality Ecology





Multi-Sport Venue Principles:

- Balance Health vs Performance Performance in focus Health is the way

- Modularity

Grow on your needs with commitment

- Integration

Simplify complexity. Unify the process

- Non Invasíve

Respect the freedom of sport

- Instant Feedback

Return the relevant info to help improvement





Multi-Sport Venue Principles:

- Control

Where you are where you go

- Quality

Consistency bring back the good results

- Ecology

Environment is a common concern





Multi-Sport Venue Technology Requirements

- TTU Training Units
 - Coach / Athlete / Sport Facilty / Tech Equipment Differs between specific events
- TTU Training Units Caracteritzation
 - Technologically adapted sport equipment Information Systems based on IP

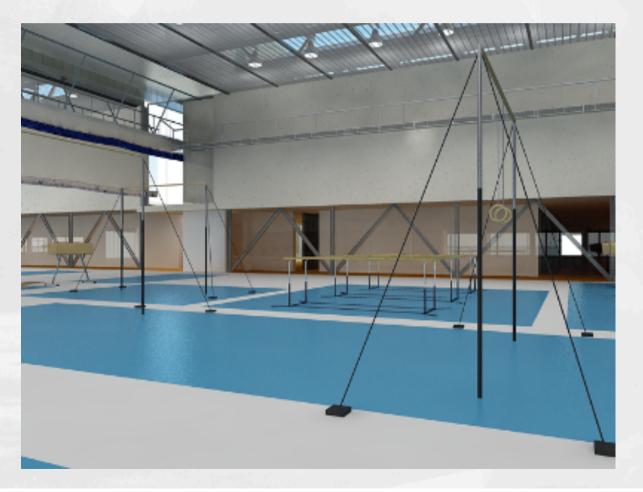
 - Continuos multidimensional recording
 - Permanent Biofeedback
 - Wireless based
 - (Gathering / Display / Control)

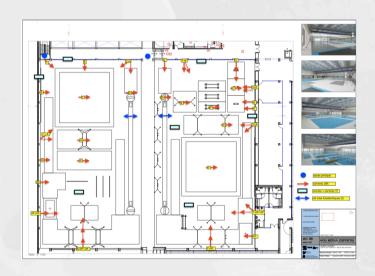




New Tools on Design

- Interactive Visualitzation on 3D to help on objects location



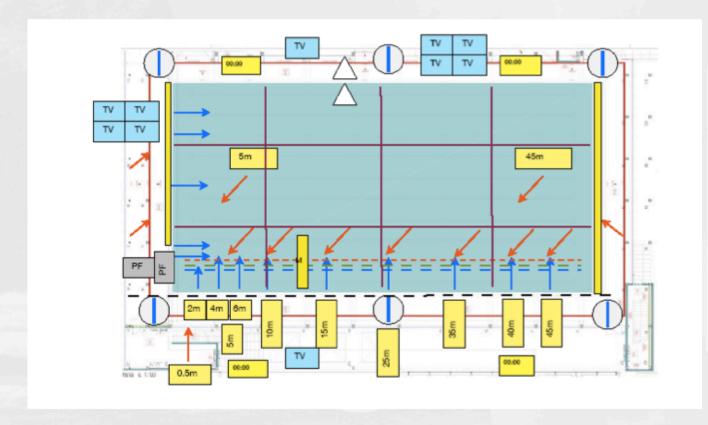


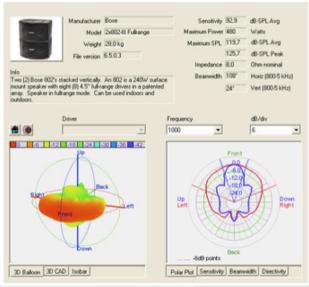
To setup 200 HD Cams and Videowalls and discuss with coaches



New Tools in Digital Audio - Quality of Communications

- Electroacoustic analysis of the facility by BOSE

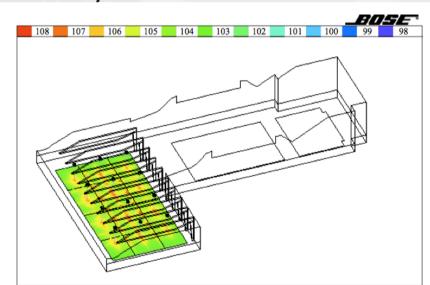




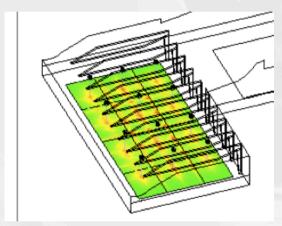


New Tools in Digital Audio

- Electroacoustic analysis of the facility by BOSE



Underwater sound is the most challenging



Multichannel audio Under IP Based on Surround technologies



INTEGRATED CONTROL MANAGEMENT

- Energetic Expenditure

CONTROL

A NEW ERA OF - Management Time

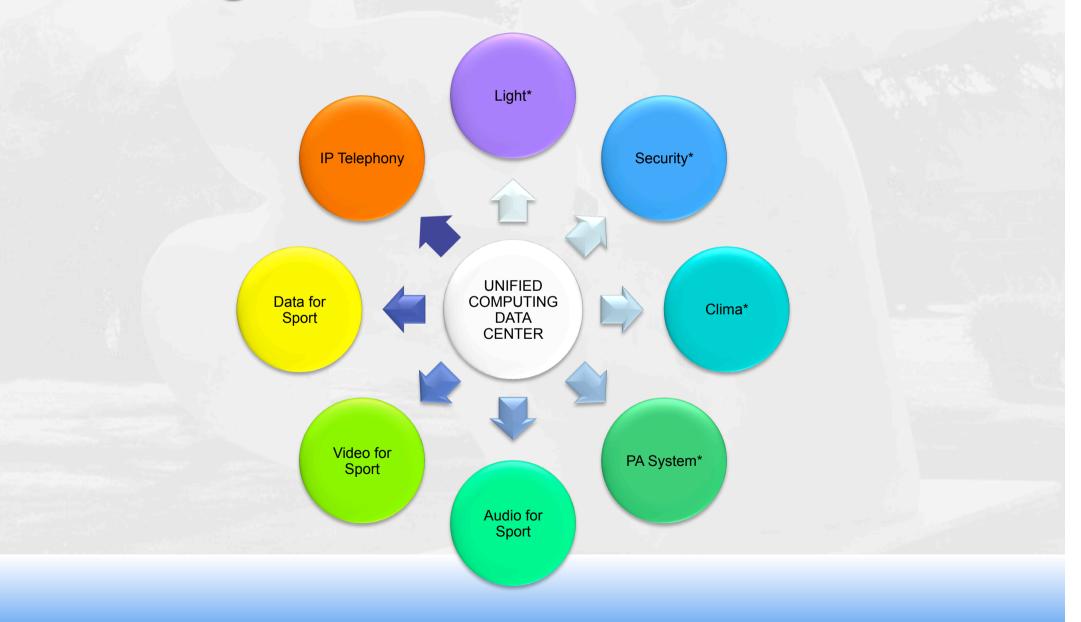
+ Time for ATHLETES

+ Performance



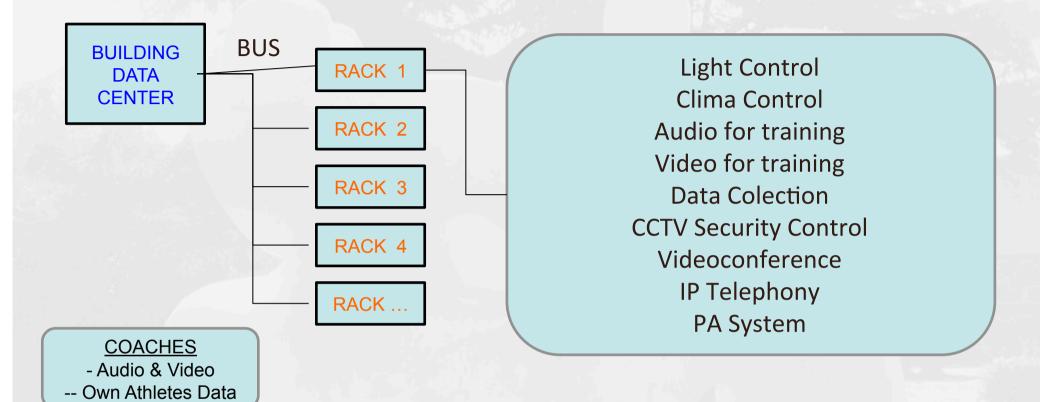


Integration under IP Standards





Areas / Services / Access



ATHLETES

- -Music Selection
- Own Personal data

SCIENCE STAFF - A/V/D Control

MAINTENENCE

- Light Control
- Clima Control

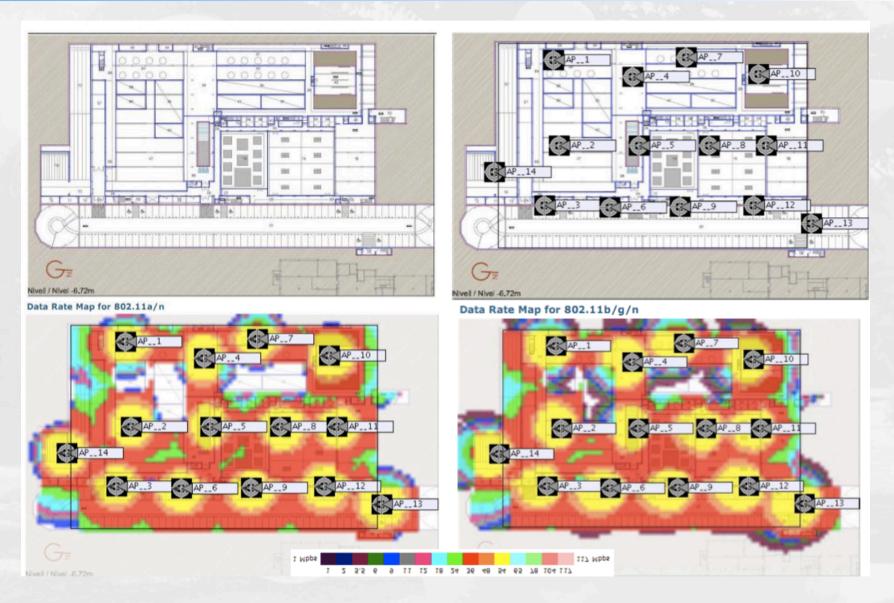
SECURITY

- CCTV Control
- Control Access

BOARD - Overall Control



100% Wifi Coverage



Data + Voice + RFID



Wireless Swimming stopwaching







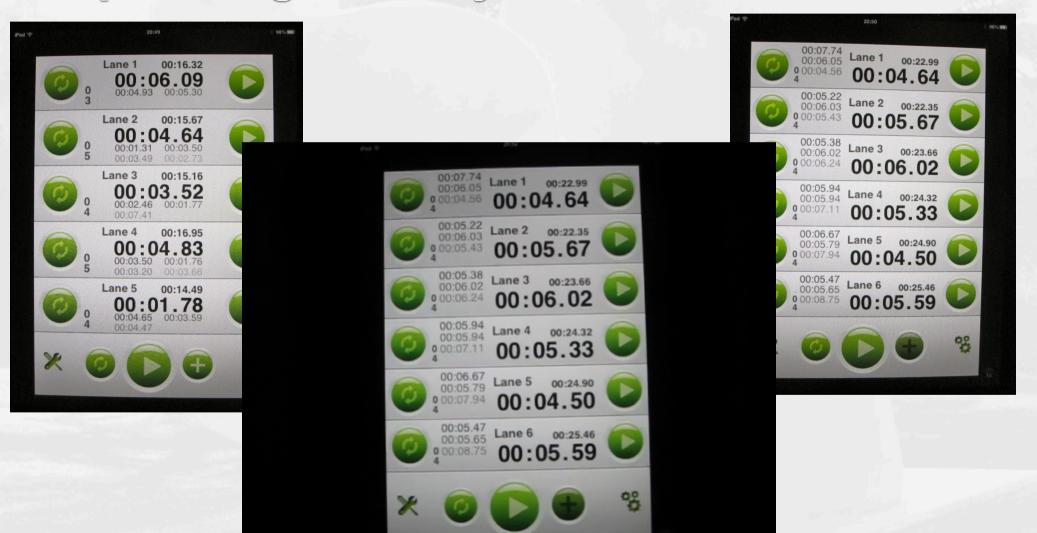
Wireless Swimming stopwaching







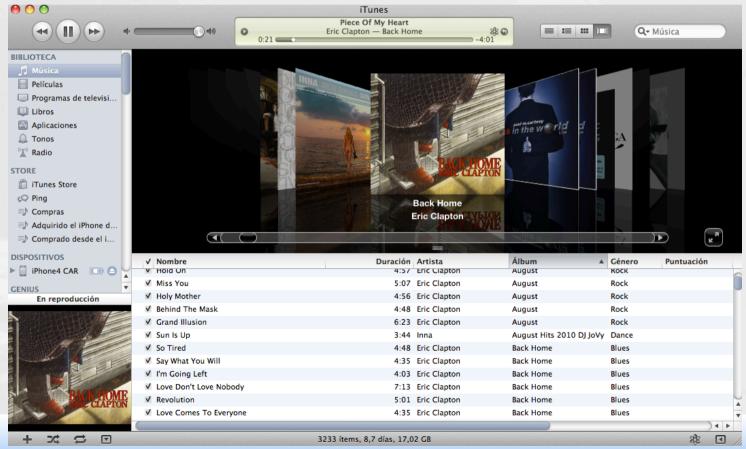
Stopwaching on the fly for coaches





iTunes Library Music on demand

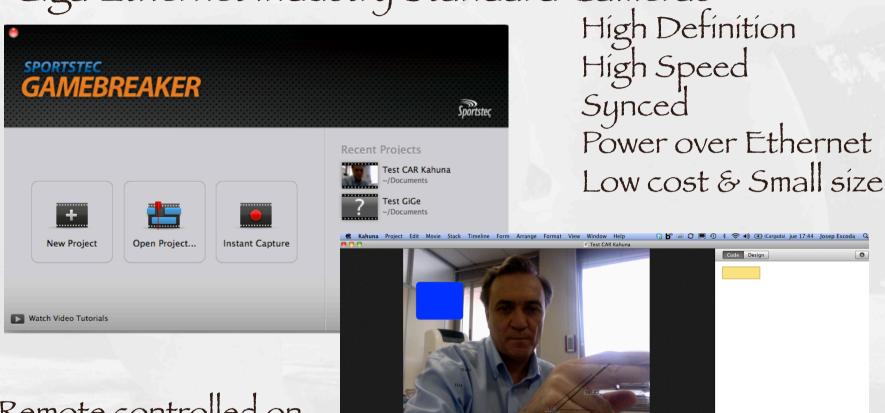




Coaches and athletes select their preferences under requirements of the training session and privileges



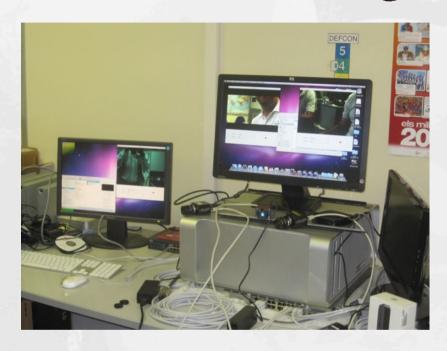
Last version of Software Analysis supporting GiGe Giga Ethernet Industry Standard Cameras



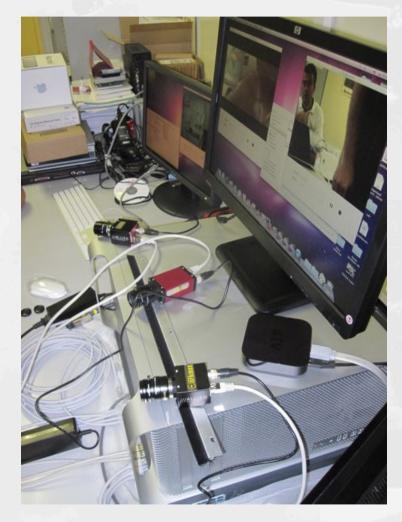
Remote controlled on iPhones or iPads



Pilot test with GiGe Giga ethernet Cameras



Lab testing pushing Network capacity at 1G and 10G









European Commission Grant Project





EXPERIMEDIA PROJECT



Project Number ¹ 287966 Project Acronym ² EXPERIMEDIA	Project Number ¹	287966	Project Acronym ²	EXPERIMEDIA
---	-----------------------------	--------	------------------------------	-------------

One form per project				
General information				
Project title ³	EXPERiments in live soci	EXPERiments in live social and networked MEDIA experiences		
Starting date 4	01/09/2011	01/09/2011		
Duration in months 5	36	36		
Call (part) identifier 6	FP7-ICT-2011-7	FP7-ICT-2011-7		
Free keywords ^a		FIRE testbed facilities, social and networked media experiments, large scale user trials, smart venues, live events, social networks, conent product and delivery, 3D internet, augmented reality		



European Commission Grant Project





EXPERIMEDIA PROJECT



Offering collective and participative experiences to real-world and online communities is at the heart of the Future Media Internet (FMI) and will form an essential part of entertainment, collaborative working, education, product and service innovation and advertising. Communities include 100's of professionals, 10s of thousands at live public events and millions online. Current FIRE testbeds fail to meet needs of FMI researchers in terms of testbed resources, let alone support such experimentation in the real-world where insights into the behaviour of Future Internet systems are closer to reality. Extensive research into testbeds is needed to support the R&D of large-scale social and networked media systems as well as to understand and manage complex communities and ecosystems.

EXPERIMEDIA will develop and operate a unique facility that offers researchers what they need for large-scale FMI experiments. Testbed technologies will include user generated and high quality content management and delivery, a 3D Internet platform and tools for 3D reconstruction from live events, aug-mented reality platform, tools for integration of social networks, access technologies and a range of net-work connectivity options. Testbed management services will provision, control and monitor resources by SLAs offering QoS guarantees.

Experiments will be conducted in the real-world at testbeds offering live events and real-world communi-ties to accelerate the adoption of the FMI. Testbeds include Schladming Ski Resort, Multi-Sport High Performance Center of Catalonia, Foundation for the Hellenic World and 3D Innovation Living Lab. Ex-periments will explore new forms of social interaction and rich media experiences considering the de-mands of online and real-world communities. The variety of testbeds will ensure generality of our ap-proach. A Competence Centre will promote sustainable access to venues for FMI experiments and en-gagement with the wider community.

VIDEO CONFERENCE APLICATIONS

REMOTE TRAINING REAL TIME INTERACTION











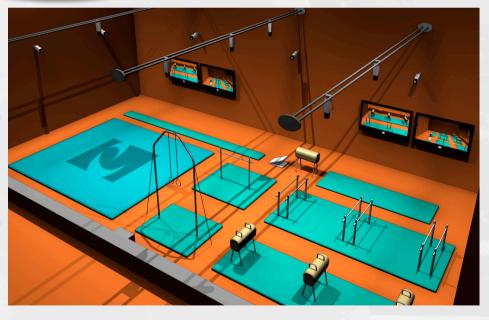
REAL TIME CONTROL AND REMOTE TRAINING











WELCOME TO THE FUTURE OF SPORT TRAINING

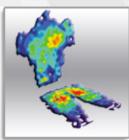


Innovation Concepts under IP Environment









RFiD - Capture
Cam IP HD HS
IP Sensors
MXF Encapsulation



ale ale





High Density
Storage
XML for Sport





Post processing any location thru Internet



Most recent views of the facility



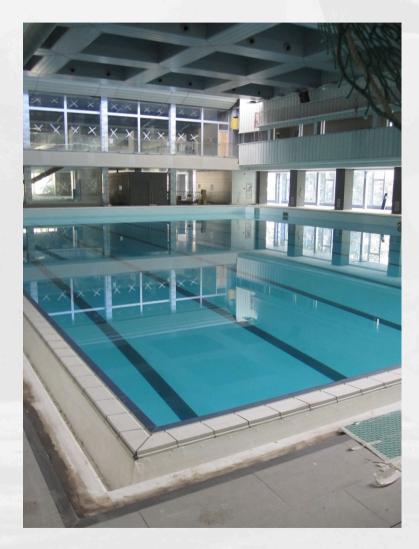


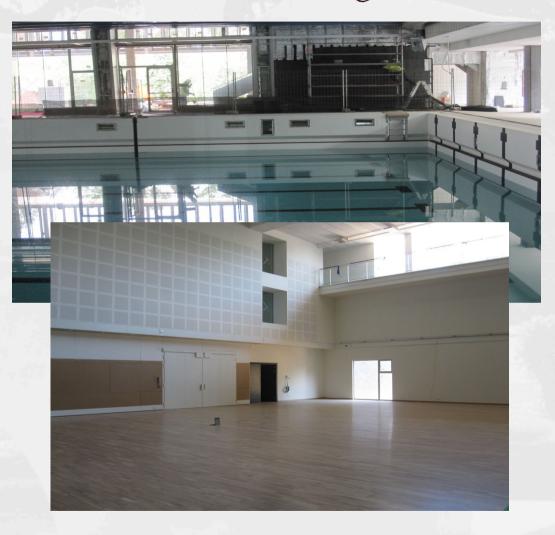






Most recent views of the facility







Technology at service for training





Thank you for your time

Josep Escoda
IT Manager
High Perfomance Training Center (CAR)
Av. Alcalde Barnils 3-5
08174 Sant Cugat del Valles
Barcelona, SPAIN
jescoda.car.edu