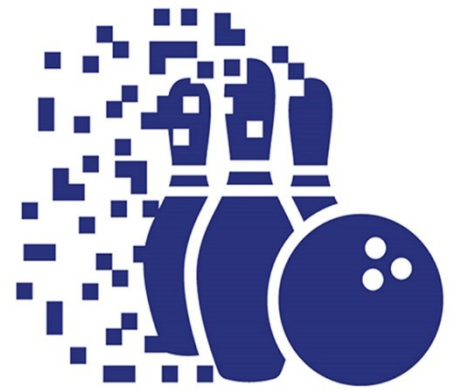


# STAYINBOWLING

## Sensor based Training for Athletes and Youngsters in Bowling



Co-funded by  
the European Union

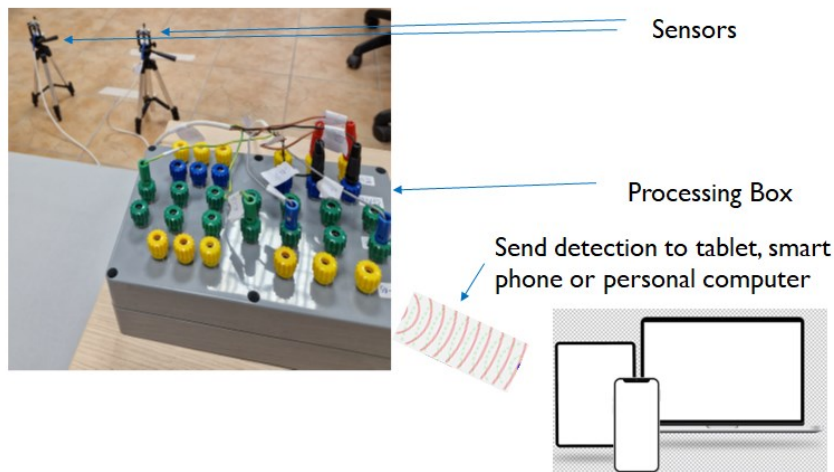


# STAY IN BOWLING

## Internet of Things Toolbox Developed

We are excited to announce the development of two new Android applications as part of the Internet of Things (IoT) toolbox: the Step Tracking and Hand Tracking applications, both designed to enhance athlete performance in bowling. Currently available as .apk files, these apps will soon be available on the Google Play Store. Using advanced sensors and Bluetooth technology, the applications track leg and hand movements, sending real-time data to the STAYinBowling dashboard for analysis.

The **Step Tracking application** utilizes ultrasonic sensors and a microprocessor board to monitor athletes' steps, measuring duration, direction, and total step count. Coaches can view the data on the app and store it in a database for later analysis. The **Hand Tracking app** focuses on hand motion, tracking each throw and providing real-time feedback for athletes. After each session, users can upload data to the STAYinBowling platform, comparing their performance and identifying areas for improvement. Both apps are easy to set up and come with user-friendly guides to ensure optimal use during training sessions. **Stay tuned for their official release on Google Play!**



# Multiplier Sport Event II

Our second Multiplier Sport Event took place in Thessaloniki, building on the success of the first event. The evening kicked off with a presentation of the Erasmus+ STAYinBowling European Program, followed by the introduction of the project participants. Attendees engaged in discussions about the program's goals. The event then transitioned to practical training, where coaches were introduced to the newly developed Internet of Things (IoT) tools, including hand and step tracking applications. After hands-on training and practice with these tools, participants enjoyed a bowling session featuring two non-tap games. The evening concluded with an awards ceremony, honouring the top three performers of the night.



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