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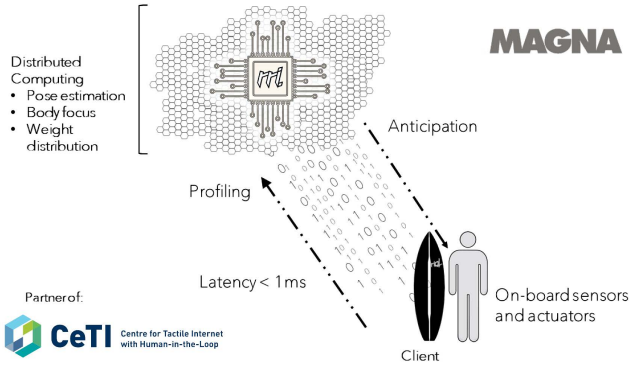
A motion profiling skateboard for human in the loop computing



This demo shows a human in the loop computing use-case for sports. Embedded sensors in a ultraleightweight composite skateboard gather various kinds of data. Speed, orientation weight distribution and boardflex are combined with an additional external videostream. The processing then takes place on a remote server where pose estimation and motion profiling is conducted. This dataset then is the base for further motion anticipation and actuator command calculation. For data transmission either bluetooth or Meshmerize are used as air interface.

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