



PEE WEE FOOTBALL

PRIMARY CONCUSSION PREVENTION

Fall Semester » 2015

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PROPER FIT CAP



PROPER FIT CAP



**INCLUDES:
A HEADPIECE WORN
UNDER HELMET.**

WORN AT ALL TIMES

**THIS CAP WILL HAVE SENSORS THAT CAN DETECT
WHEN THE AIR POCKETS ARE BLOWN
UP TO PROPER SIZE.**

**THERE WILL BE AN APP THAT CAN CONNECT
WITH THE SENSORS TO INFORM COACHES,
PARENTS, ETC. HOW MUCH PRESSURE
HAS BEEN APPLIED.**



BEFORE THE PROPER FIT CAP

Currently, helmets are fitted by an air pump and padding system, but relies on non-exact methods of adjustment and is subjective to the users' preference.



INTERIOR OF HELMET

THE PROPER FIT CAP

A sensor detection system would evaluate the proper fit of pad-to-head fit with app verification.



A black and white photograph of a football game. A player in a white jersey and helmet is being tackled by several players in dark jerseys and helmets. The action is taking place on a football field. A large green diagonal overlay covers the left side of the image. The text 'HELMET' is written in white, bold, sans-serif capital letters on a black rectangular background in the upper left.

HELMET

RETRO FIT

HELMET RETRO-FIT



**INCLUDES:
ATTACHABLE PLASTIC OR
GEL CRUMPLE ZONES.**

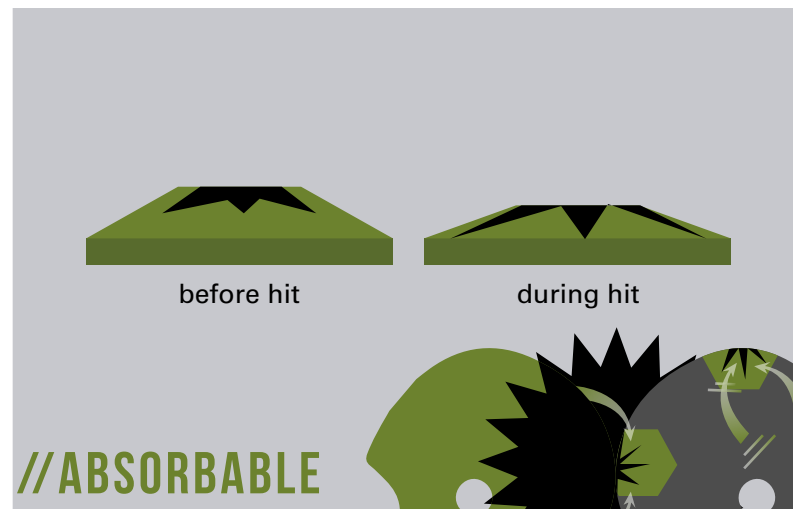
WORN AT ALL TIMES.

**THE ATTACHABLE CRUMPLE ZONES WILL
BEND IN ORDER TO DISPERSE FORCE
AMONGST A WIDE AREA.**

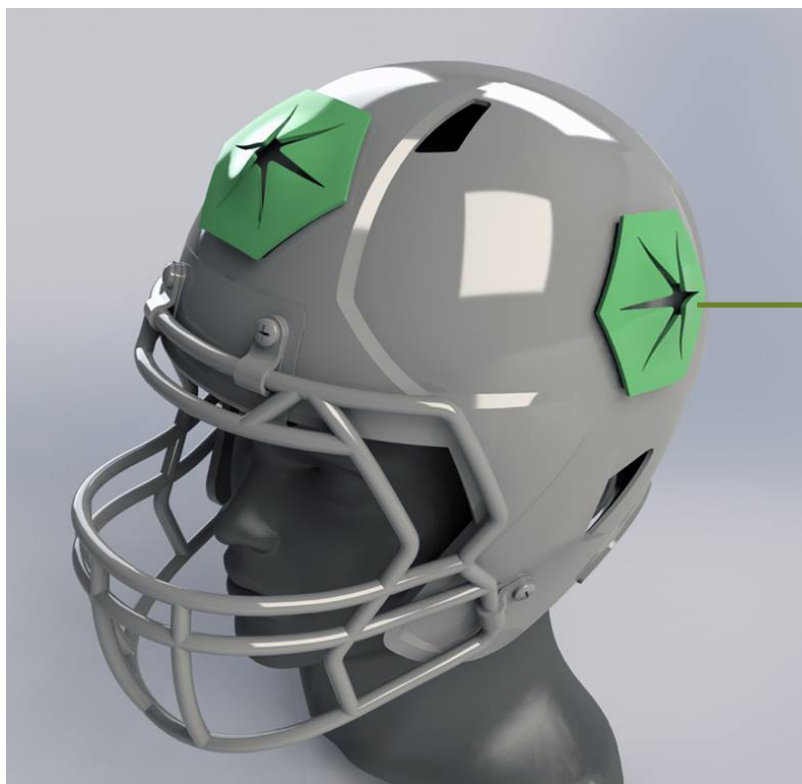


HELMET RETRO-FIT

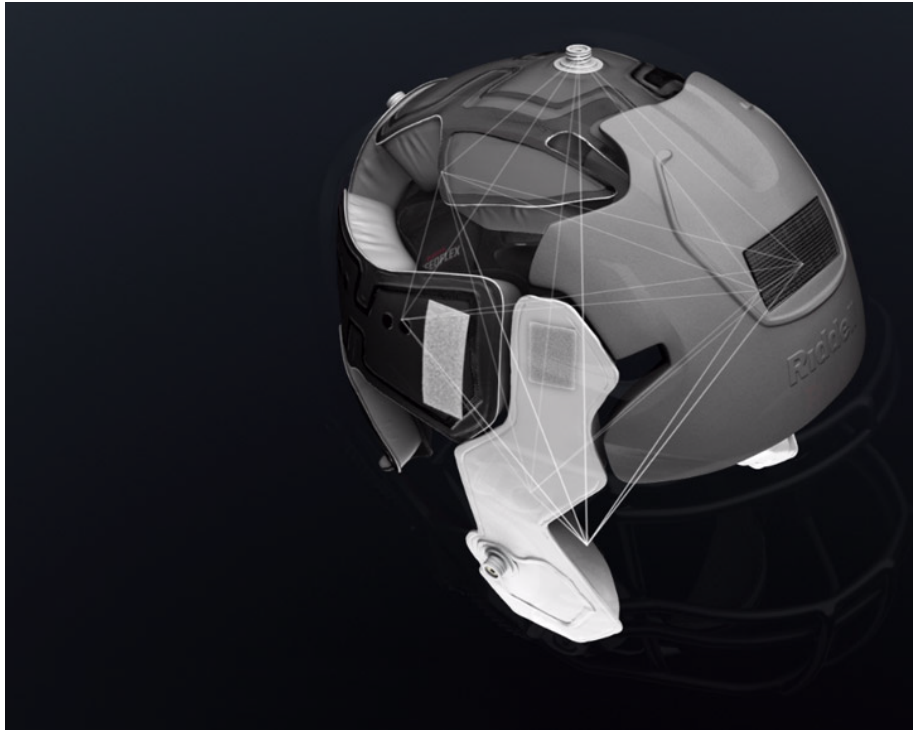
HOW IT'S BENEFICIAL



HOW IT WORKS



HELMET RETRO-FIT



RIDDELL SPEEDFLEX ADDS CRUSH ZONE TO ABSORB ENERGY FROM DIRECT IMPACTS.



PROS: ABSORBS SOME OF THE FORCE OF DIRECT IMPACTS

CONS: ONLY PROTECTS PLAYERS IN ONE KEY AREA OF IMPACT

THINK OF



12:30 PM
Lunch

Farm Table tomorrow

JFK



SFO

Virgin Airlines
Flight 23
10:31 AM
On Time

tomorrow

GOOGLE GLASS PROJECTS IMAGES OUT IN
YOUR 3D VISUAL SPACE USING A PRISM.

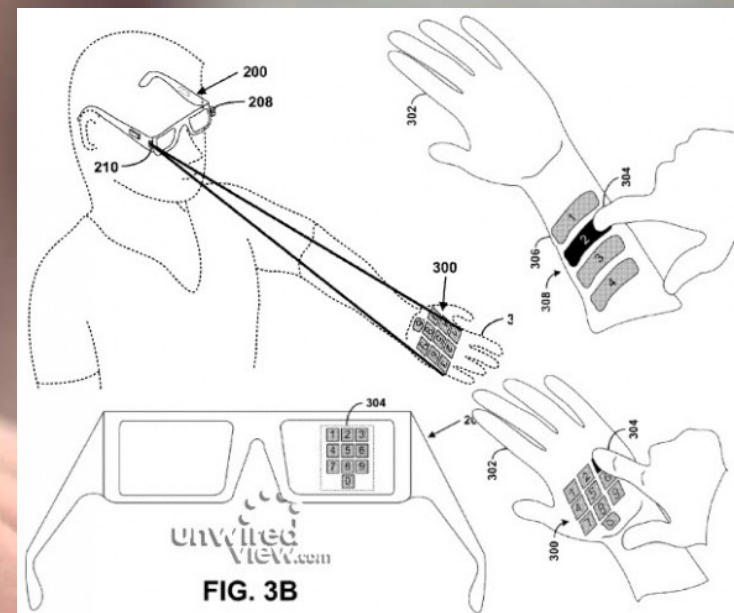


FIG. 3B

BLIND SPOT DETECTION



BLIND SPOT DETECTION VISOR/SENSOR



**INCLUDES:
ATTACHABLE SENSOR AT BACK
OF HELMET AND AN ATTACHABLE
VISOR WITH SENSORS.**

**THE SENSORS WILL PICK UP OPPOSING
TEAM FROM BEHIND, A SPLIT SECOND
BEFORE THE HIT.**

**THE LIGHTS THAT ARE LOCATED ON THE
VISOR WILL LIGHT UP TO GIVE THE
PLAYER A VISUAL STIMULUS CAUSING AN
IMMEDIATE INSTINCUAL REACTION.**



BLIND SPOT DETECTION VISOR/SENSOR

Back sensor

DETECTS MOTION

of opposing team
from behind



Front lights

WARN THE PLAYER

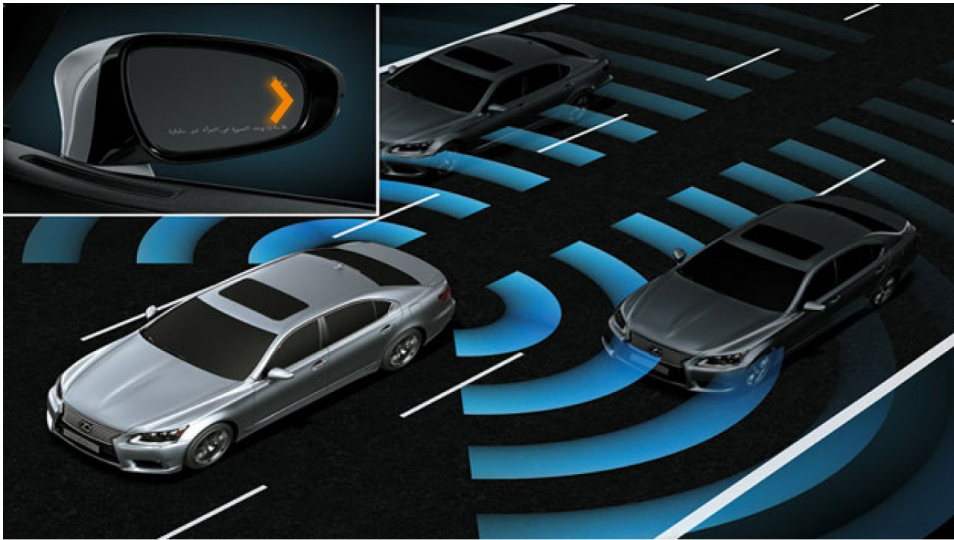
directly before a hit
causing an
instinctual reaction
of tensing up



happens just milliseconds before a hit causing an instinctual reaction rather than a planned reaction to avoid competitive advantage.

THINK OF

BLIND SPOT DETECTION SYSTEMS ON VEHICLES



OTHER POSSIBLE STIMULI

could use hearing or vibration instead of light
as a stimuli

A black and white photograph of a football game. A player in a white jersey is running with the ball, being tackled by players in dark jerseys. The scene is captured in motion, with a green diagonal overlay on the left side. The text "PERIPHERAL TRAINING GLASSES" is overlaid in white on a black background.

PERIPHERAL TRAINING GLASSES

PERIPHERAL VISION TRAINING GLASSES



**INCLUDES:
GLASSES AND GLOVES
EQUIPPED WITH SENSORS.**

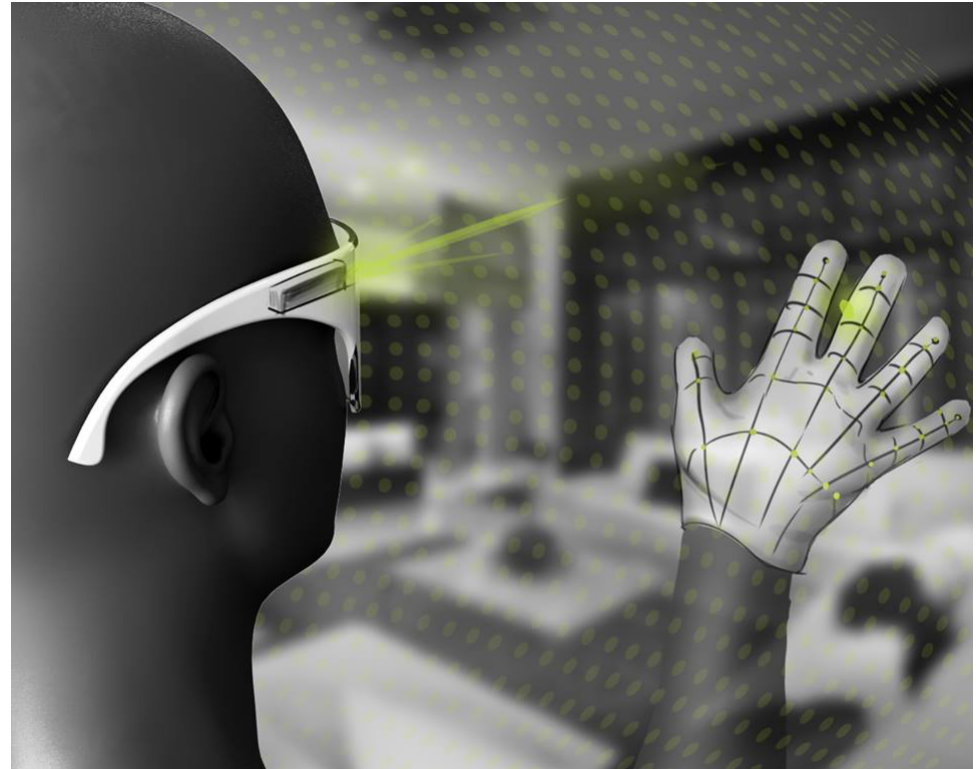
WORN AT PRACTICE.

**GLASSES WILL HAVE LIGHT THAT WOULD REST
ABOVE THE BROWS. THESE LIGHTS WOULD
PROJECT IN DIFFERENT DIRECTIONS TO WORK
PERIPHERAL VISION.**

**GLOVES ARE WORN TO BREAK THE LASER TO
RECOGNIZE THE LIGHT.**



PERIPHERAL VISION TRAINING GLASSES



PERIPHERAL VISION TRAINING GLASSES

FRONT VIEW



INSPIRATION

Dynavision D2™



FOR EXAMPLE

<http://products.dynavisioninternational.com/products/d2>

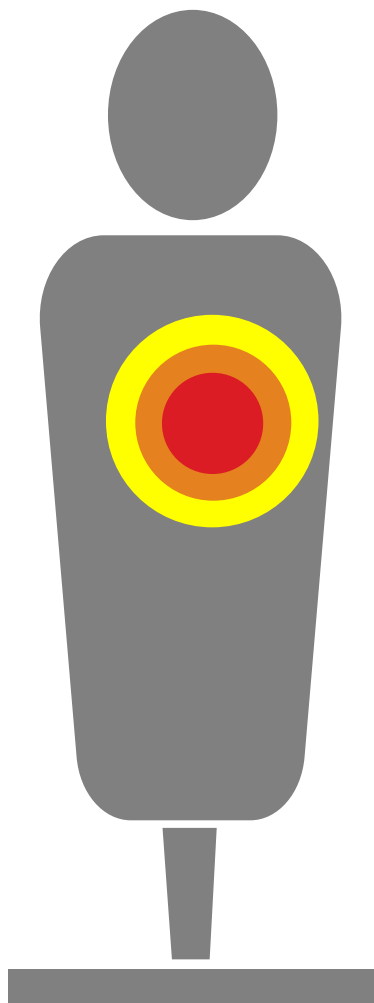
BACK VIEW



COMBINE TWO IDEAS?



HOW IT WORKS



Sensor Detection

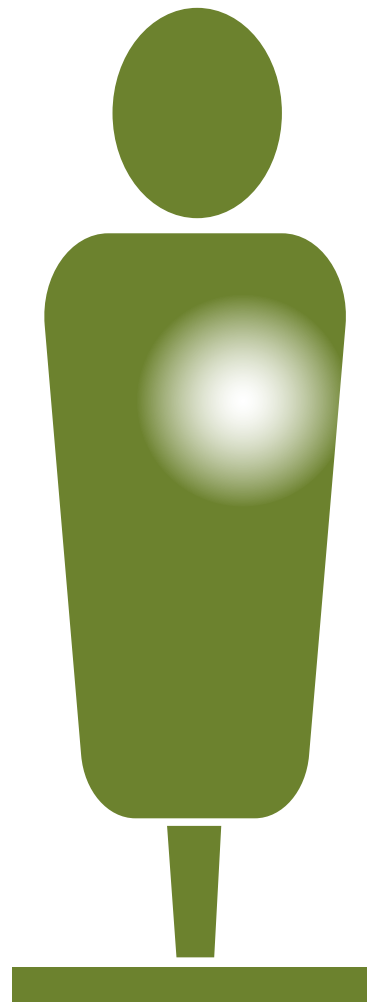
tiny sensors embedded in surface of dummy to record force.

The collection of data from each of the individual force sensors creates a "map" of the hit.

i.e. will show where the majority of the player's force is being directed in a hit.

Pair this data with predetermined data from correct hits to show player what they are doing wrong.

show on screen/smart phone



Color Detection

dummy is created with thin layers of material "sandwiching" a colored gel-like substance.

During a hit, the colored gel will be displaced from the area(s) of contact. The hit will be defined by the negative area with no colored gel.

A player can compare this to correct hits and make judgments on his or her own.

Gel will return to an even distribution after a few seconds due to the force of air pressure inside.



BALANCE/ TRAINING BOARD

BALANCE/TRAINING BOARD

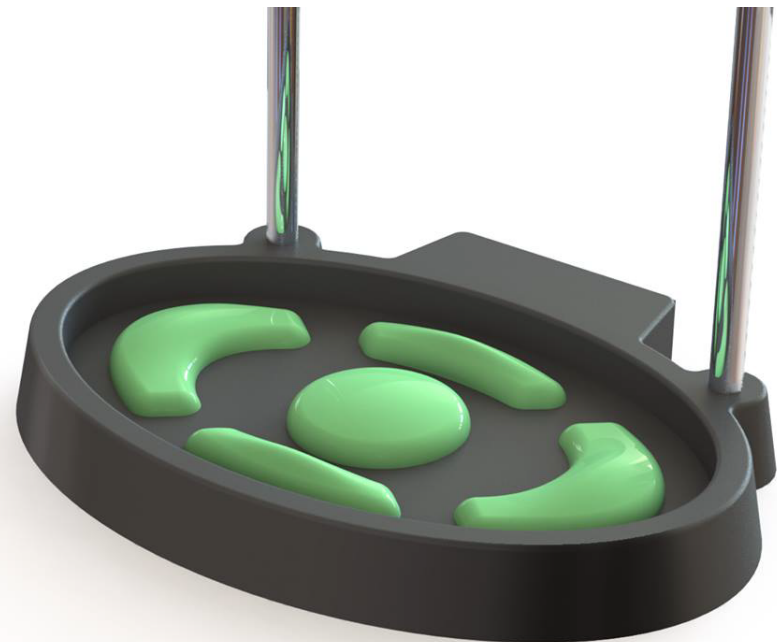


**INCLUDES:
TRAINING BOARD.**

USED AT HOME OR PRACTICE.

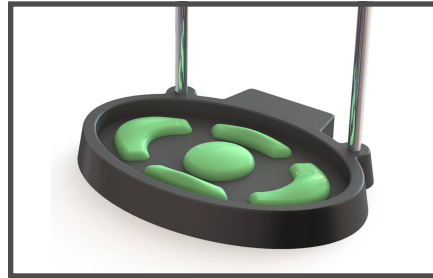
**WORKS ON PROPER TACKLING TECHNIQUE. EACH
PIECE OF THE TRAINING BOARD IS FOR TRAINING
THE FIVE STEPS OF TACKLING.**

**THE PLATFORM IS ADJUSTABLE AS WELL AS
THE BAR FOR HEIGHT AND STANCE.**



BALANCE/TRAINING BOARD

Inside of Board



BREAKDOWN POSITION

BUZZING THE FEET

HIT POSITION

THE SHOOT

RIP



BALANCE/TRAINING BOARD

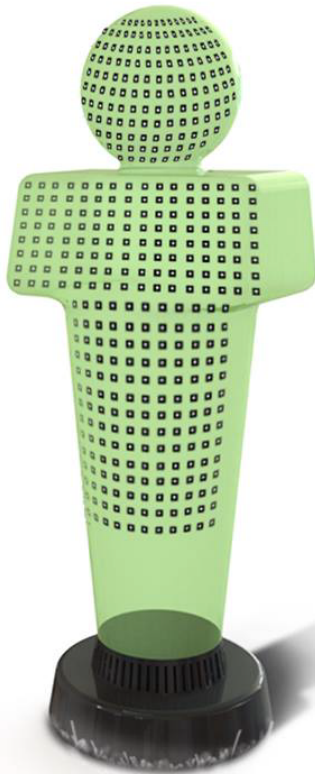


A black and white photograph of a football game. A player in a white jersey is being tackled by several players in dark jerseys. The action is taking place on a grass field. The image is partially covered by a dark green diagonal overlay on the left side. Two black rectangular boxes are superimposed over the image, containing white text.

TAKE HOME

TACKLING DUMMY

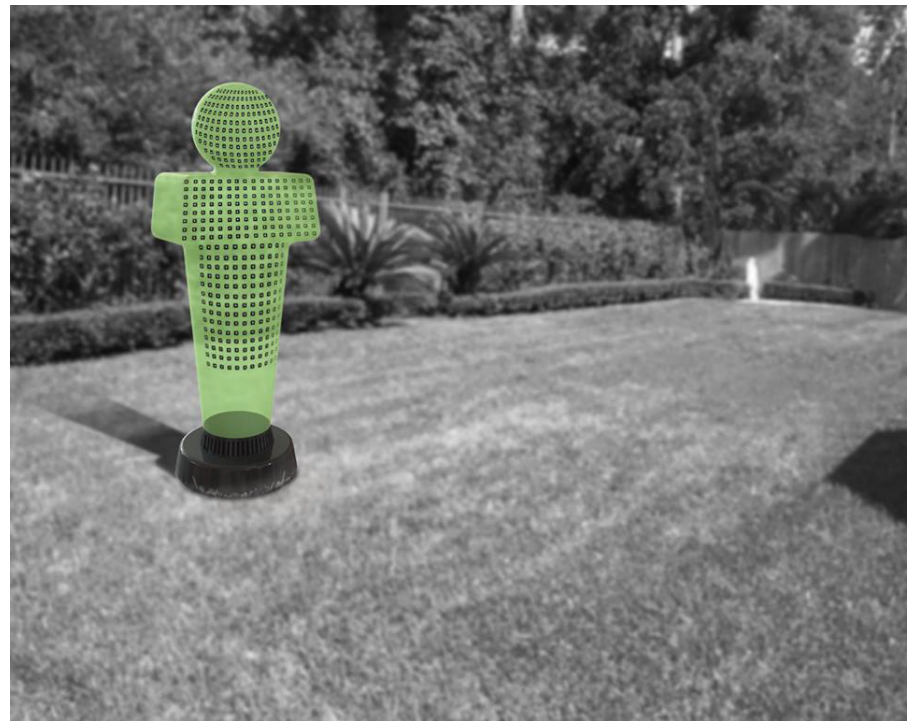
TACKLING TAKE-HOME TRAINING DUMMY



**INCLUDES:
PRACTICE DUMMY**

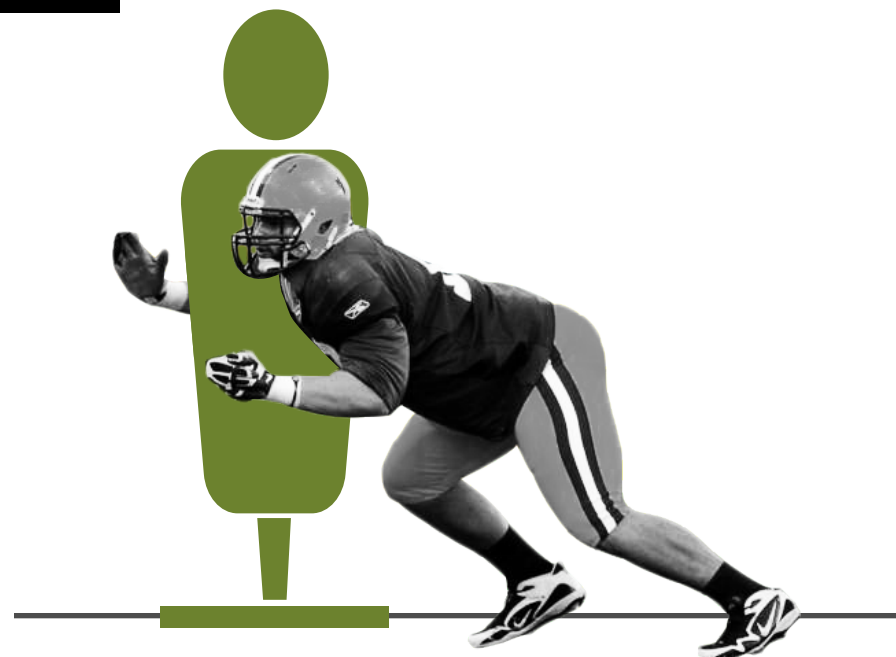
USED AT HOME.

**MEANT TO VISUALLY SHOW PROPER TACKLING
TECHNIQUE BY A SENSOR TO HUMAN CONTACT
OR GEL TO HUMAN CONTACT.**



TACKLING TAKE-HOME TRAINING DUMMY

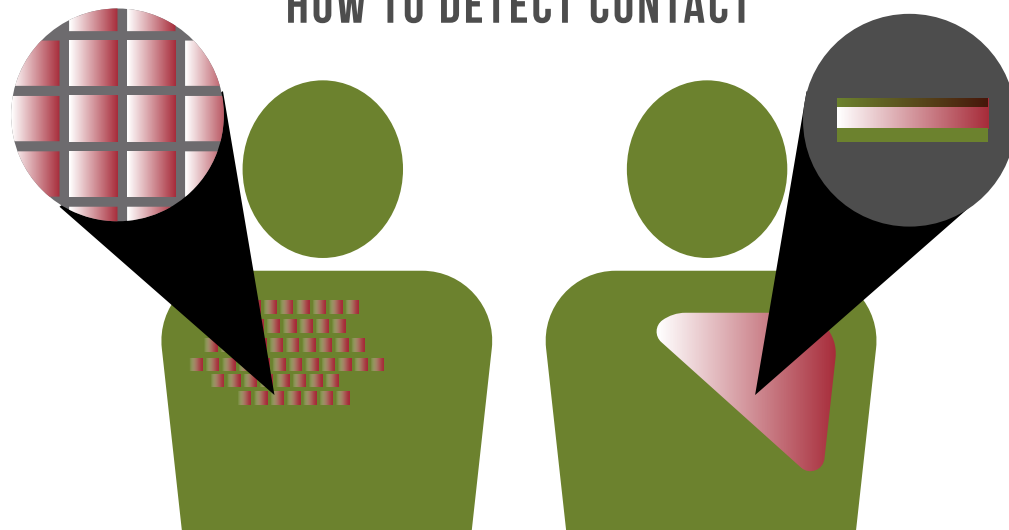
KEEPING YOUR HEAD UP



HEAD-TO-CHEST CONTACT



HOW TO DETECT CONTACT



Sensor Detection