



Automated Foosball Commentary

Our primary goal is to develop a high-quality tracking system for foosball. The project will focus on leveraging the existing camera system on the foosball table to implement precise ball tracking, identify which player took each shot, detect goals, calculate shooting speed, measure ball air time, and recognize blocks or defensive moves. These statistics are the core of the system and will serve as the foundation for future applications.

Once the tracking system is complete, we will implement a quick and rudimentary integration of a large language model (LLM) and text-to-speech for automated commentating. This "quick and dirty" implementation will showcase the potential for generating dynamic, real-time commentary based on the collected statistics.

Requirements: Strong Python programming skills, a solid understanding of visual computing and machine learning, and practical experience with tracking systems are essential. Proficiency in computer vision and familiarity with integrating large language models (LLMs) are highly desirable.

We will have weekly meetings to address questions together, discuss progress, and think about future ideas.

Contact

In a few short sentences, please tell us why you are interested in the project and about your coding and background (i.e., your own projects or courses).

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