



Automated Foosball Tracking

In this project, our goal is to develop an advanced visual tracking system for foosball. Ideally, we aspire to create a sophisticated system capable of autonomously detecting the game's state, allowing replays, and more. We seek highly motivated students with prior experience in constructing such visual tracking systems or with experience in similar projects.

The exact scope and setup of the system is not yet fixed and is up for discussion; we are looking for motivated students who are excited to work on automated tracking of soccer games.

Requirements: Programming skills (Python, C/C++, ...) and knowledge of visual computing / machine learning. Prior experience on working with hands on projects, i.e. tracking systems either visually or through other sensors. 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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