AI in Table Tennis

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Projects and requirements:

Prospective candidates should have a background in Image Processing, Computer Vision and Artificial Intelligence (AI). They should have some skills in applications of imagine processing to live or recorded video footages. Interests in match analysis, elite player and team profiling/ranking and audience experience are welcome.

The aim of the project is to explore various algorithms to rate an elite table tennis player's technical skills based on image/video training data. The project is also to enable competitor analysis and to feed players' skill strength and weakness back to coaching and training. The project is particularly interested in promoting table tennis as an interesting and beneficial sport for all age groups in society, and for policy makers to consider its role in public health, for example, for illness recovery, combating loneliness and dementia.