

Augmented rehabilitation and coaching systems

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Pushing the boundaries of biomechanics and sports science also means embracing artificial intelligence (AI) to advance and augment ways in which sport is coached, played, promoted, broadcasted and commercialised. Technologies capable of capturing human motion enable the advancement of research and can create strategic differences in elite sport, which is reflected by their increasing presence in the growing market of sports gadgets, exergames, and rehabilitation technologies. Data-driven machine-learning AI approaches have the potential to provide insights from data, find patterns in specific contexts, generate knowledge, validate expert's common-sense rules, and offload support decisions and automate cognitive activities.