



INFORMATICS INSTITUTE OF TECHNOLOGY

In Collaboration with

UNIVERSITY OF WESTMINSTER (UOW)

BEng (Hons) in Software Engineering

Final year Project 2017/2018

Final Report
For

Cricket Pose Trainer

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Abstract

Cricket is one major game that is being played or practiced by many people nowadays. There are many factors that contribute for a player to perform well in cricket. As like many other games Cricket also have many rules and regulations. Most of them are mainly related to the posture of the player. Each player should follow the correct rules applied to each posture.

Maintaining correct posture helps in various ways. It improves the performance of the player and make the outcome more affective. Not only that when posture is practiced properly players can prevent unwanted injuries.

Players can themselves practice on postures in order to correct them. The aim of this project is to give a solution to that problem using an automated mobile application that is capable of giving the user instructions about the posture's correctness comparing it with the domain experts feedbacks.

Reason for choosing this topic is the increase in demand for cricket and amount practicing it. Increase in using the mobile phones and mobile applications is the key factor to go with mobile app. Also this may get its attention among the beginners in cricket practicing.

Key Words: Machine Learning, Mapping. OpenCV, TensorFlow