

the Ultimate  
Frisbee

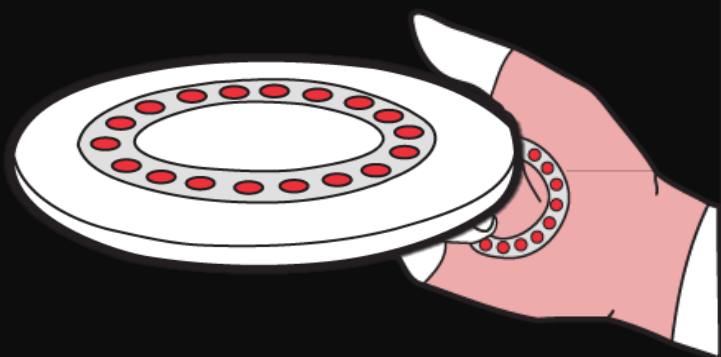
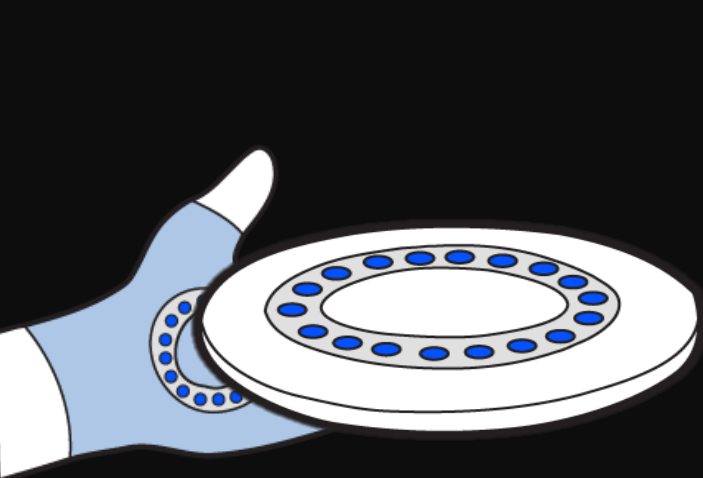
Silver A\*



## Difficulty seeing:


- \* Teammates
- \* Frisbee
- \* Turnovers

why\*



what\*

# Challenges:

- \* Proximity detection 
- \* Placement of electronic parts
- \* Size & Moment of Inertia

how\*

# Implementation:

- \* RFID Technology
- \* Arduino controlled

how\*





\* **4.9 million** players

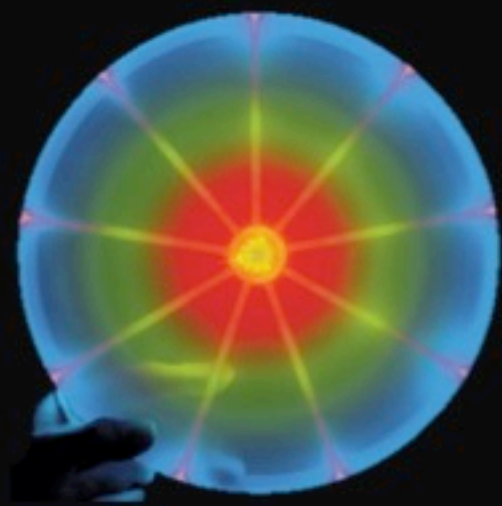
\* **31%** between 18 & 24

\* **700** Collegiate Teams

who\*



Aerobie Skylighter: \$13



Flashflight 185g: \$20

who else\*

\*game play

\*user experience

\*smaller sensors

\*aerodynamics

**what now\***