



Multimodal Interfaces for Capturing and Transfer of Skill

SKILLS Conference 2011  
Montpellier  
15<sup>th</sup> December 2011

*Emanuele Ruffaldi & ROW Team*



**PERCRO** Perceptual  
Robotics Laboratory

# Rowing Training Challenge

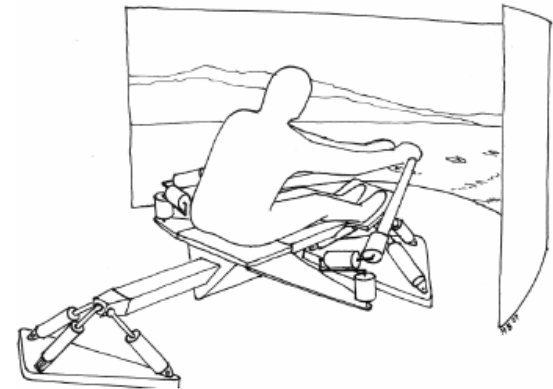
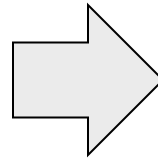
Design and development of a multi-modal Rowing demonstrator with the main purpose of skills transfer for training intermediate-experts rowers



Out-door



In-door

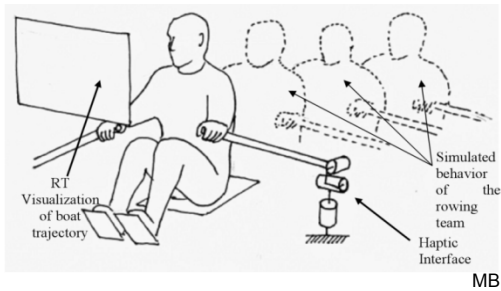


# Research Objectives

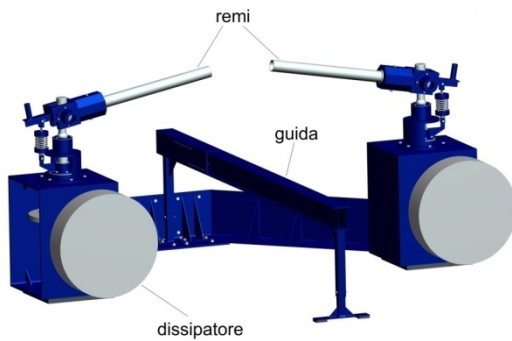
- **Basic Challenges in VE training**
  - Use of multimodal feedback for complex motor task
  - Use of Virtual Humans for training
- **Design and Validate a Rowing training system**
  - Methodology for Design and Evaluation
  - Architectural
  - Support data management
- **Training of Specific Rowing Aspects**
  - Technique
  - Energy Management
  - Coordination
- **Model the Rowing Skill**
  - Real-Time Scoring
  - Integrated with Training

# SPRINT

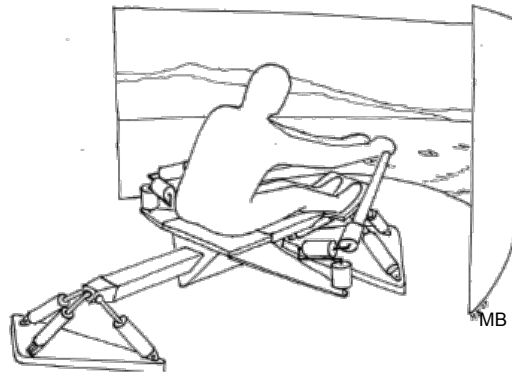
## Skills Professional Rowing IN-door Trainer



Conceptual Idea



Platform Design



Immersive Configuration



Training Configuration



# Phases of the Work

Task  
Analysis

Design

Platform

Experiment

Prototype

Evaluation

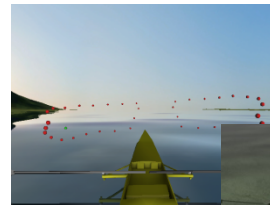
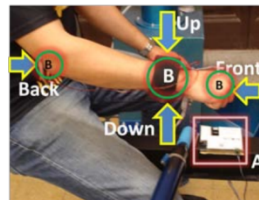
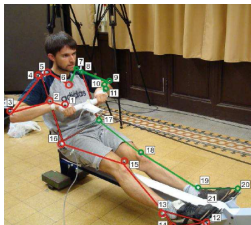
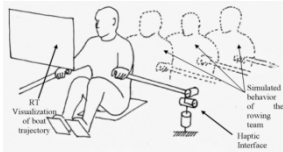
2007

2008

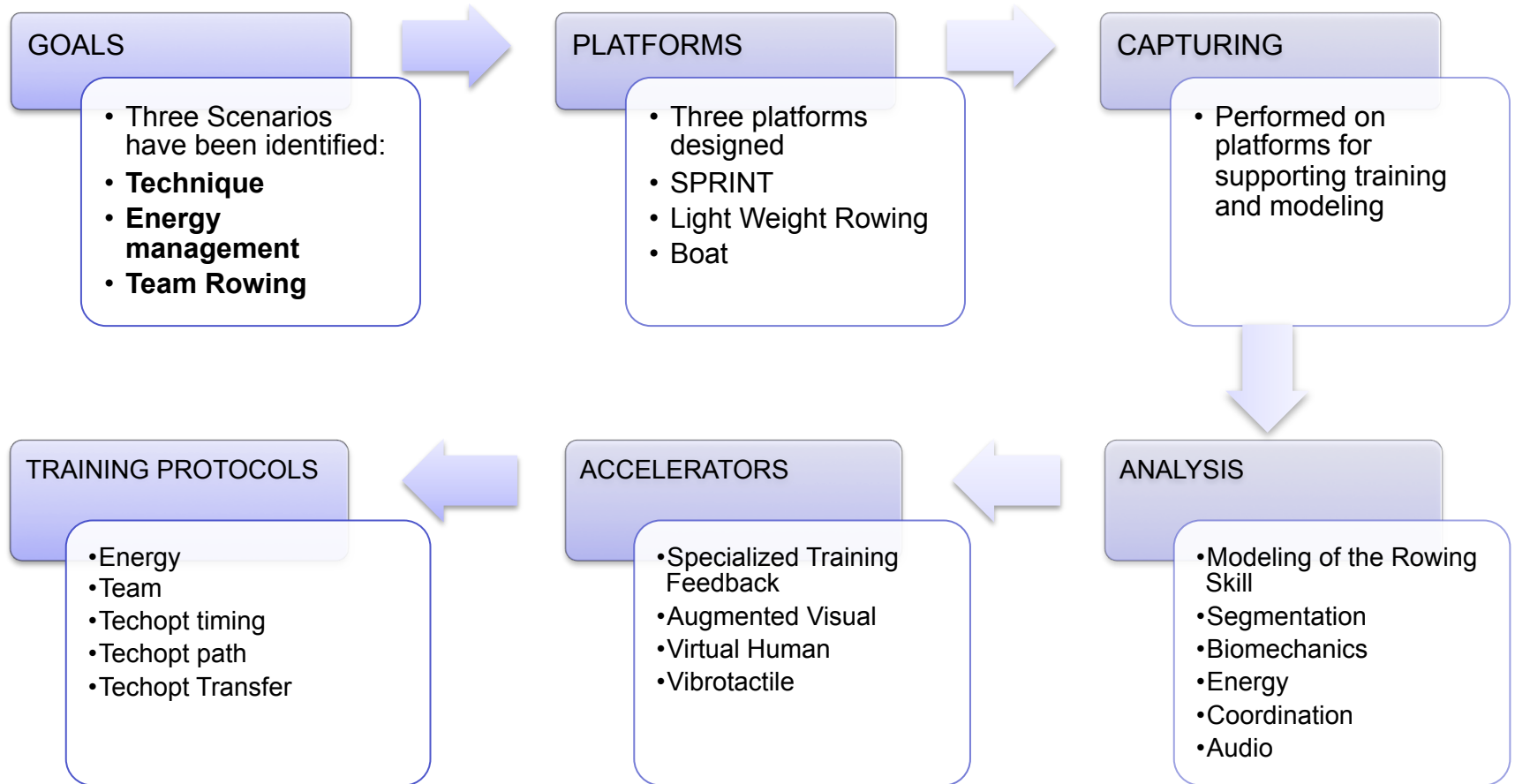
2009

2010

2011



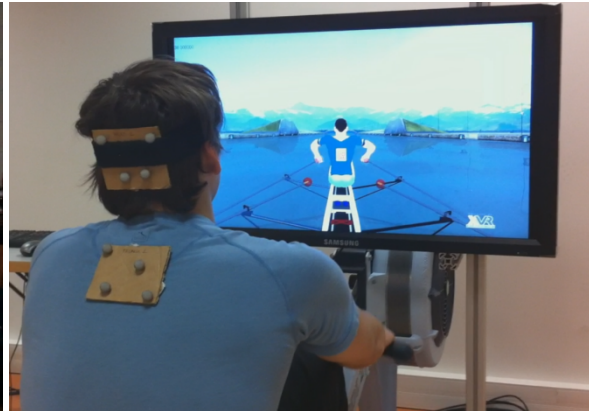
# Methodology



# Platforms



SPRINT



LWR



Boat

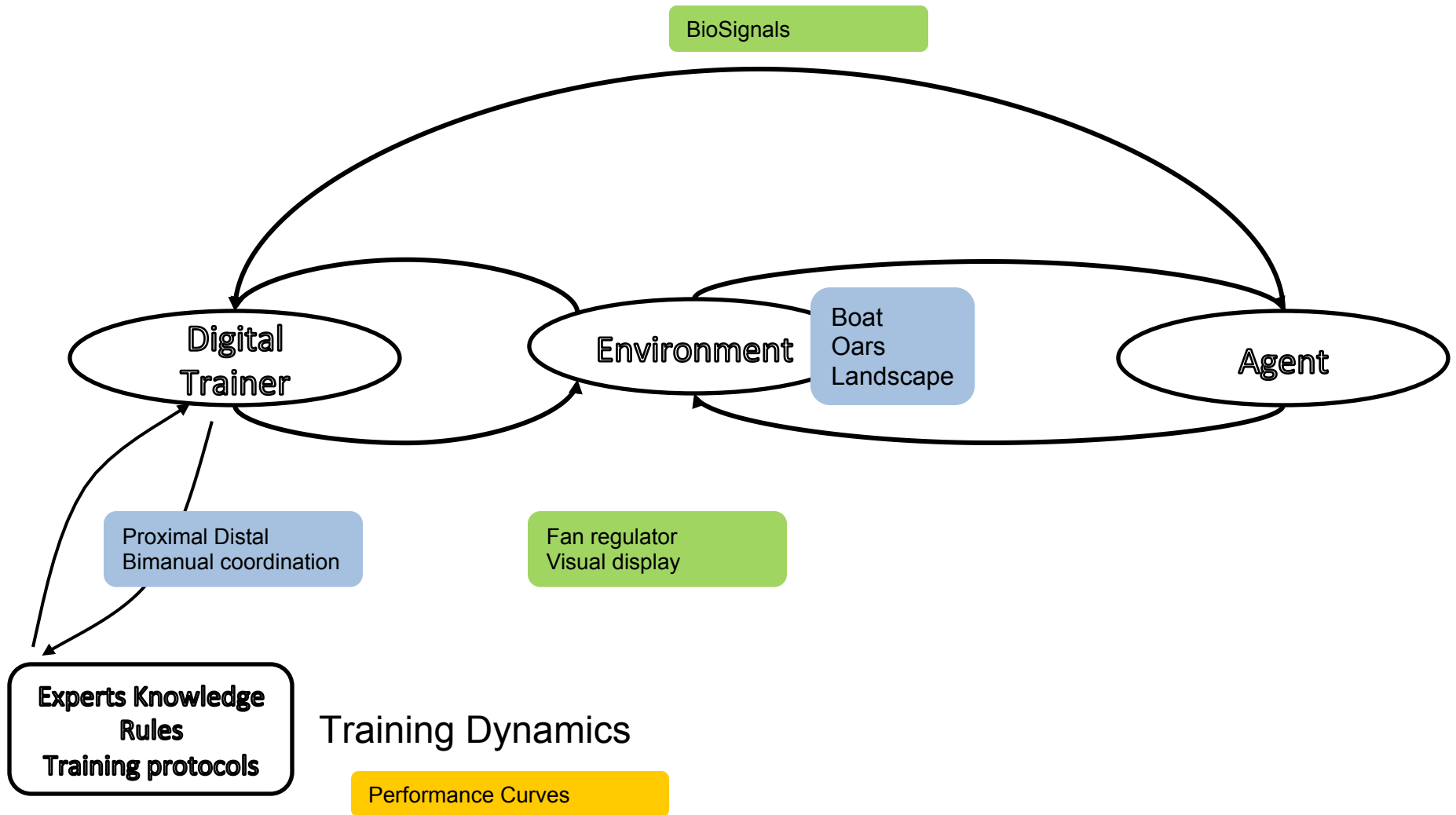
# Design Requirements

- **Objectives**
  - Focus on Training, not Simulation
  - Training based Design Decisions
  - *Provide feedback on postures and movements*
  - *Provide feedback on specific sub-goals*
- **Kinematics**
  - same movement of outdoor rowing
- **Dynamics**
  - water **resistance** and **entrance**
- **Training Features**
  - Scull or Sweep with same Device

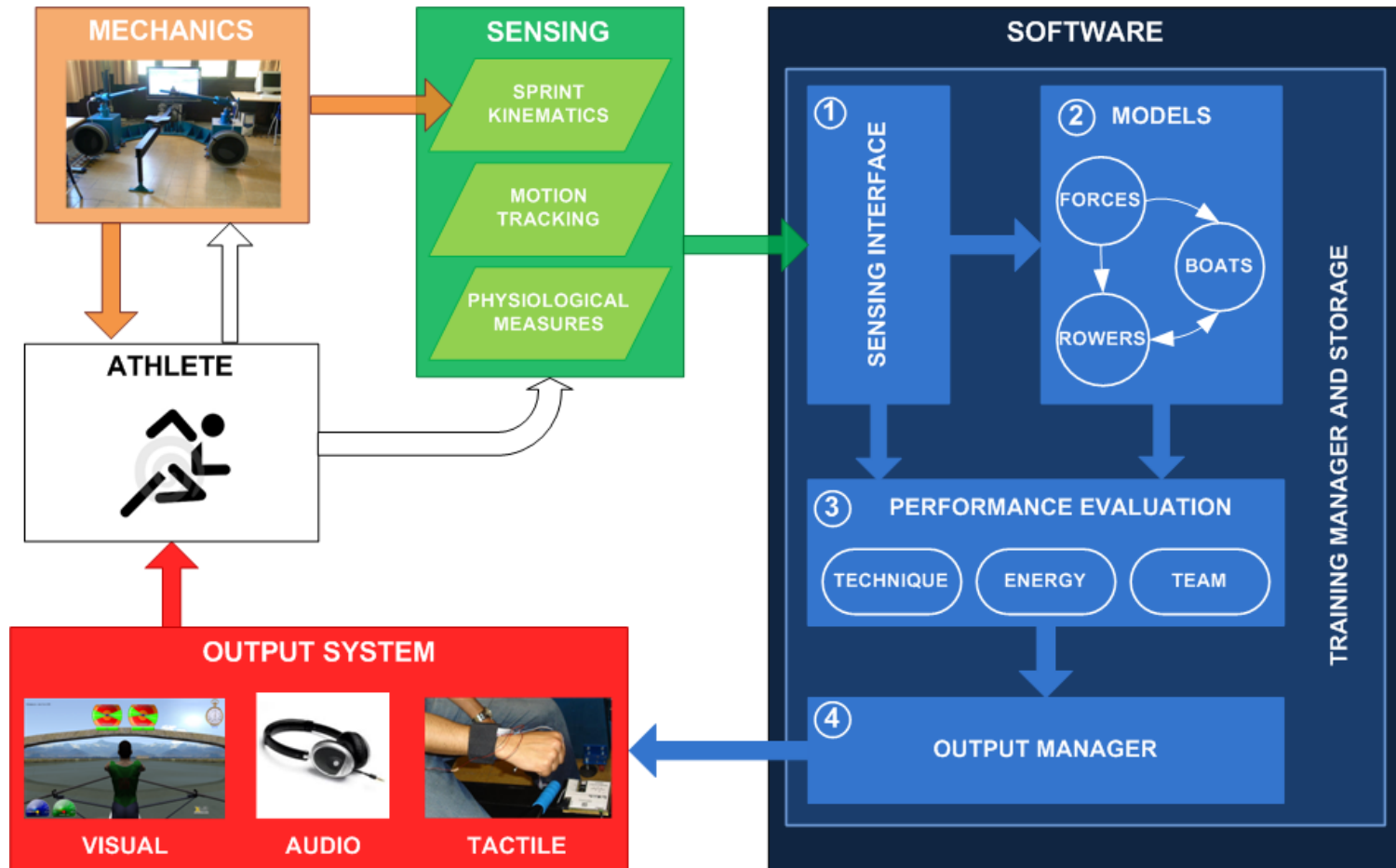
# Design Method

- **Design Information**
  - From Manuals
  - From Coaches
  - From Expert Captured data
- **Validations and Refinements**
  - Experts (Questionnaire)
  - Training with Novices
  - Training with Intermediate

# Information Processing Model

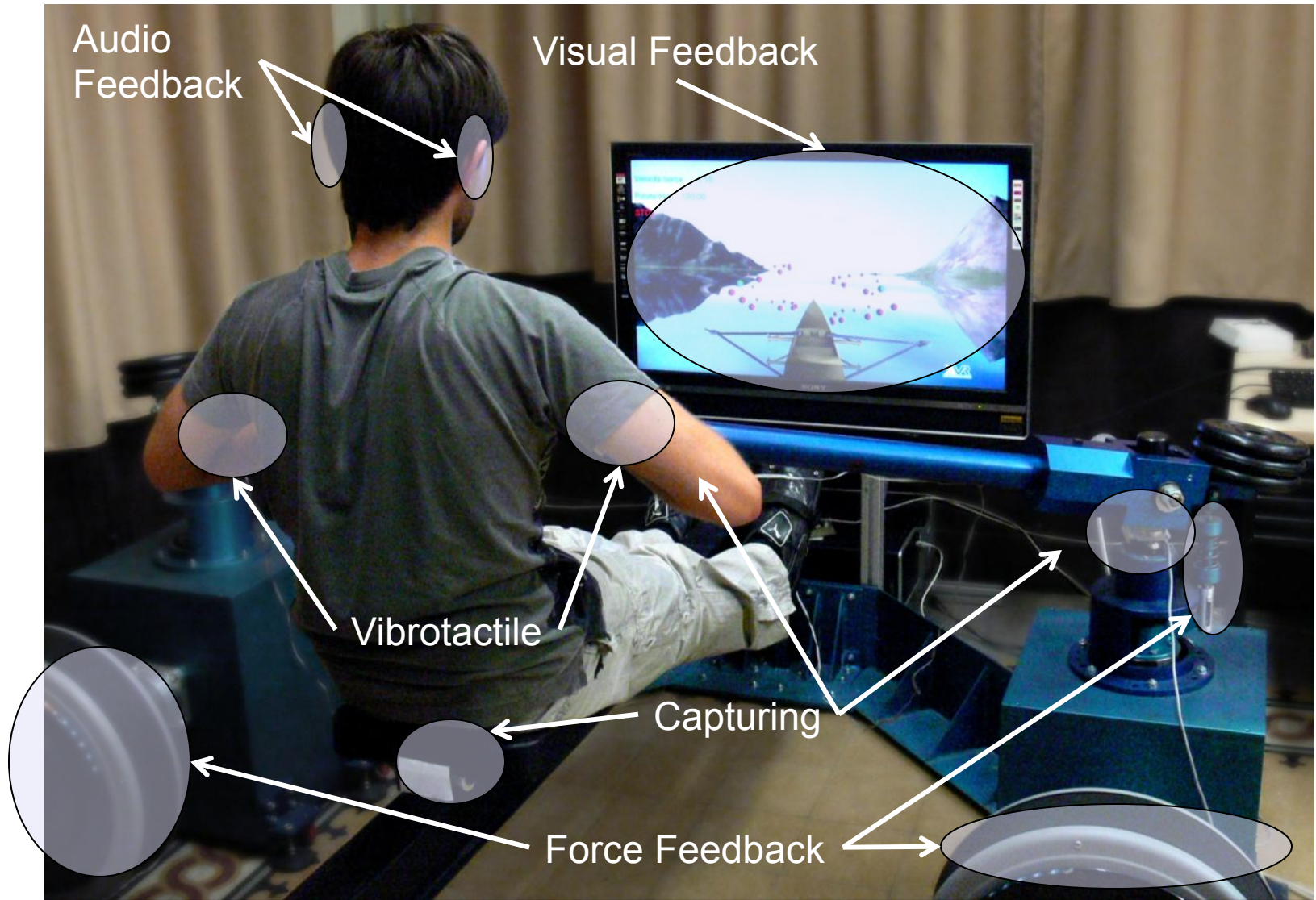


# Interaction Principle

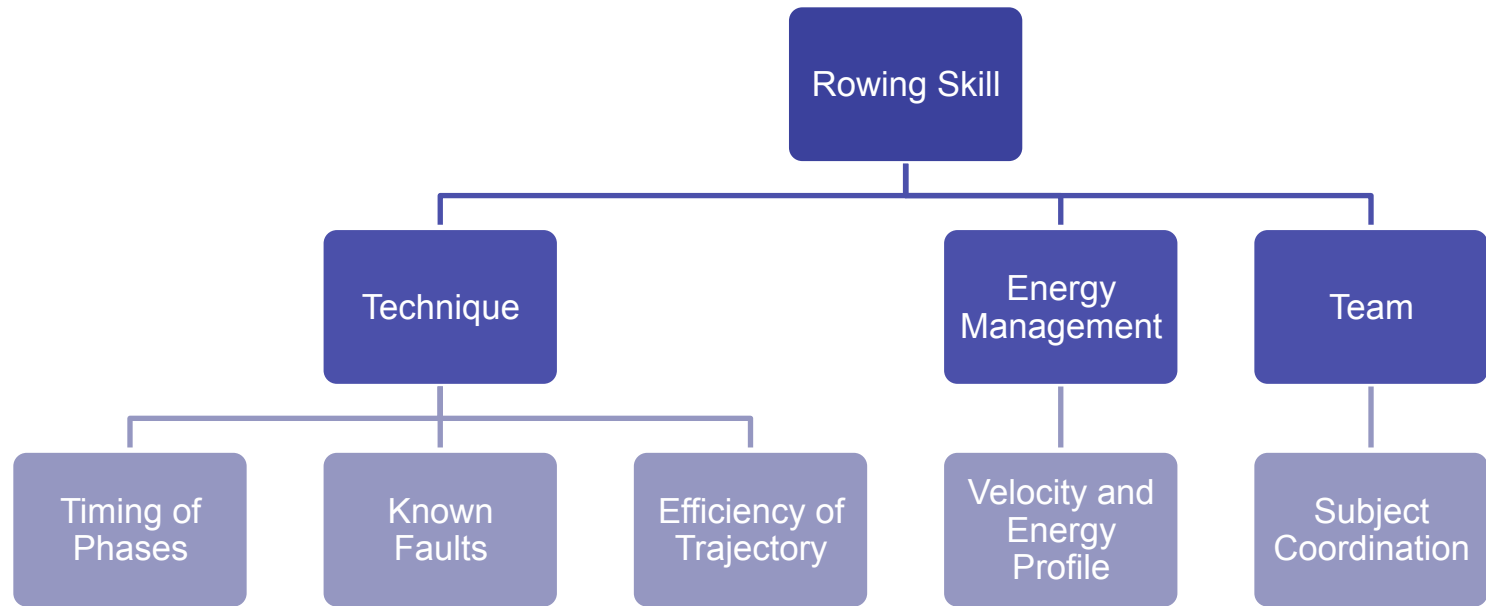




# SPRINT Experience



# Rowing Skill



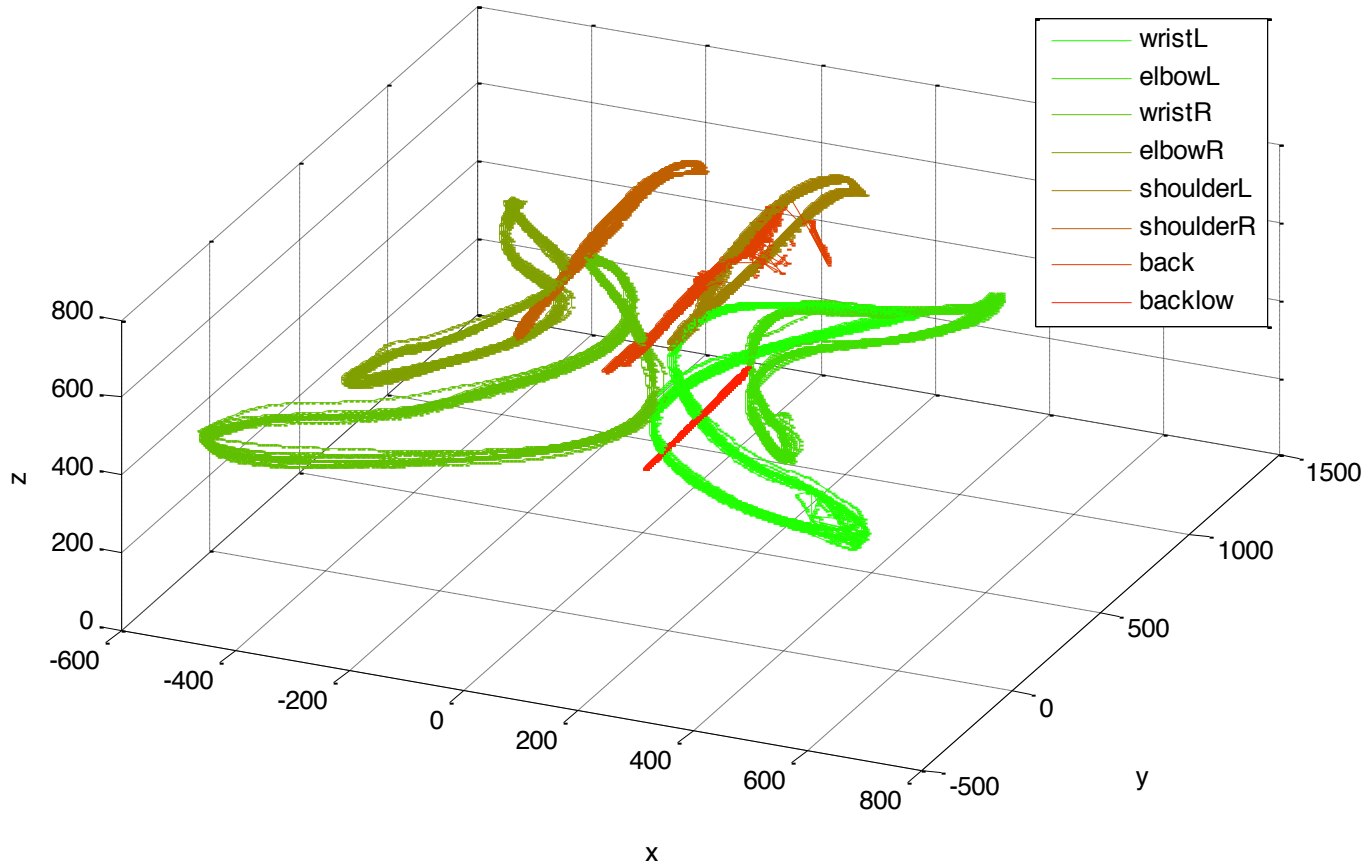
Technique
<ul style="list-style-type: none"><li>•Control flexibility and attention management</li><li>•Procedural skills</li><li>•Coping strategies</li><li>•Bi-manual coordination</li><li>•Balance and posture control</li><li>•Perception-by-touch</li></ul>

Energy
<ul style="list-style-type: none"><li>•Control flexibility and attention management</li><li>•Coping strategies</li><li>•Perception-by-touch</li></ul>

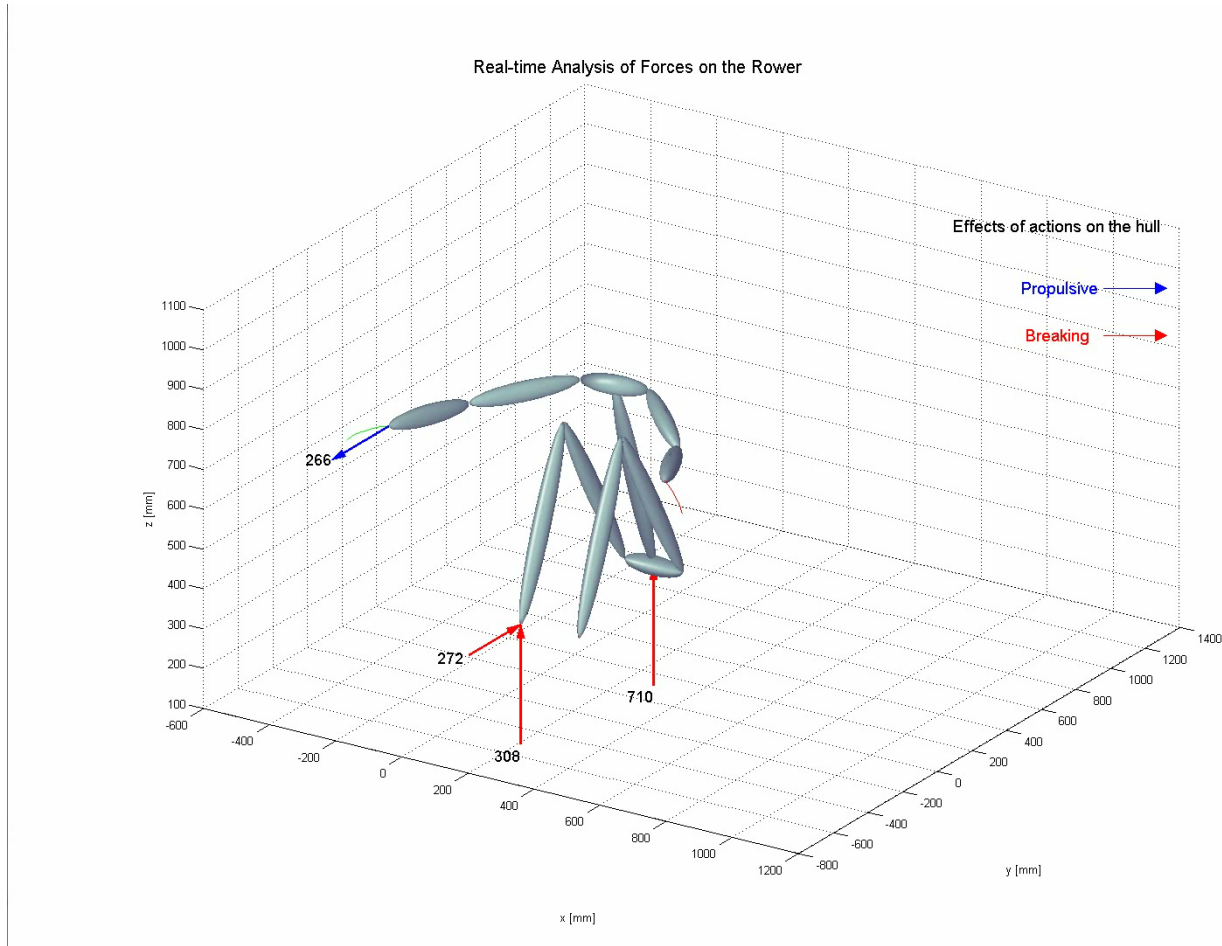
Team
<ul style="list-style-type: none"><li>•Control flexibility and attention management</li><li>•Procedural skills</li><li>•Coping strategies</li><li>•Balance and posture control</li><li>•Perception-by-touch</li></ul>

These aspects have been modeled and integrated in real-time capture and analysis in Simulink

# Biomechanical Modeling



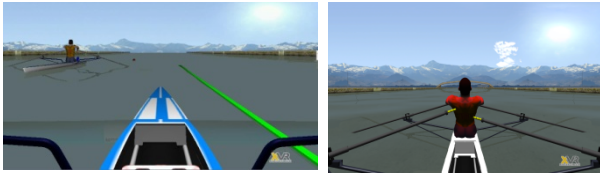
# Biomechanical Modeling



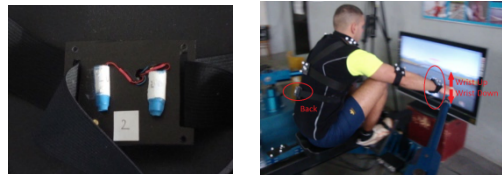
See related poster

# Training Accelerators

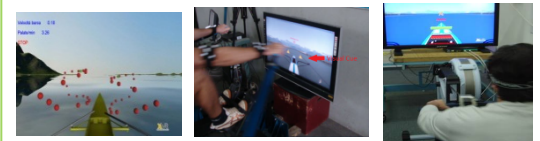
## Virtual Human



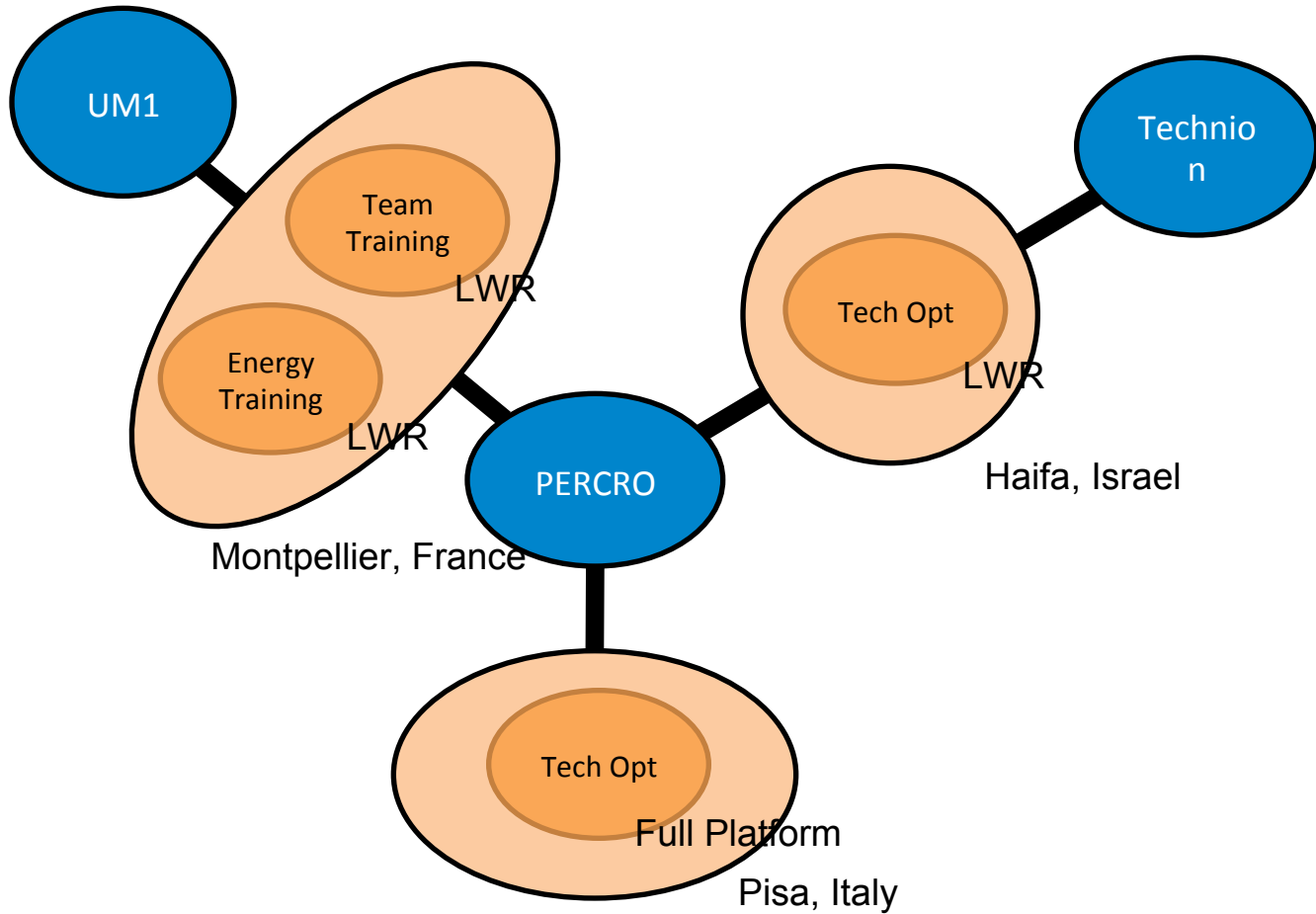
## Localized Vibrotactile



## Augmented Visual



# Evaluations



	Energy Management	Team Coordination	Timing in Technique Optimization	Trajectory in Technique Optimization	Faults in Technique Optimization (FINAL)
Location	UM1	UM1	PERCRO	TECHNION	PERCRO
Platform	LWR	LWR	SPRINT	LWR	SPRINT
Assessment	LWR Concept2	LWR Concept2	SPRINT	LWR	SPRINT Boat
Partners	UM1 PERCRO	UM1 PERCRO	PERCRO, TECHNION	TECHNION, PERCRO	PERCRO
Accelerators	Virtual Human Behavior	Virtual Human Enhanced	Audio and Vibrotactile	Visual and Haptic AirFlow	Visual and Vibrotactile
Population	Novices (15)	Novices (20)	Novices (8)	Novices	Intermediate (10)



# Transfer

- **Research Question:** how it is possible to correct specific subject errors in intermediate rowers in a short timeframe?
- **Proposed Approach:** leverage previous results on multimodal technique training. Extend them with real-time error recognition

# Methodology

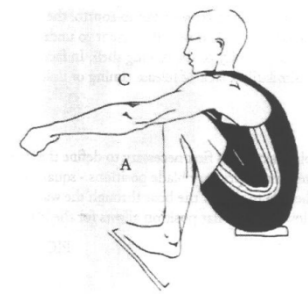
The approach pursued is based on a combination of Expert Data acquisition and Knowledge from Coach and Manuals

- 1) Manuals provide well known errors
- 2) Ask experts to perform correct behavior and known errors
- 3) Process everything using Machine Learning

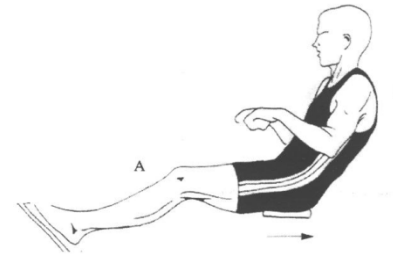
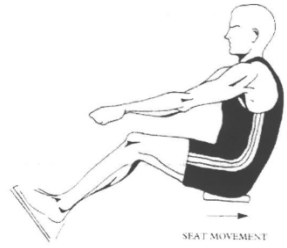
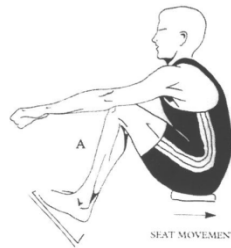
For the purpose of

- Obtaining a way to identify error
- Score Athletes for training

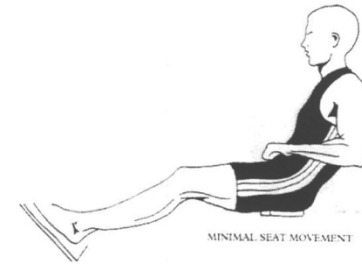
# Sculling Phases



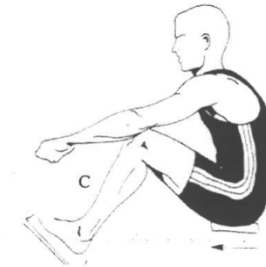
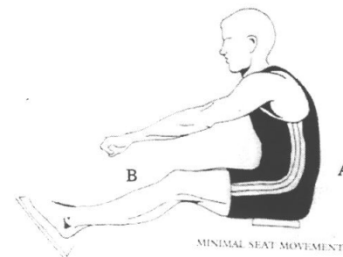
**Catch**  
(Blades enter into the water)



**Drive**  
(Leg Drive, Back Swing Arm Draw)

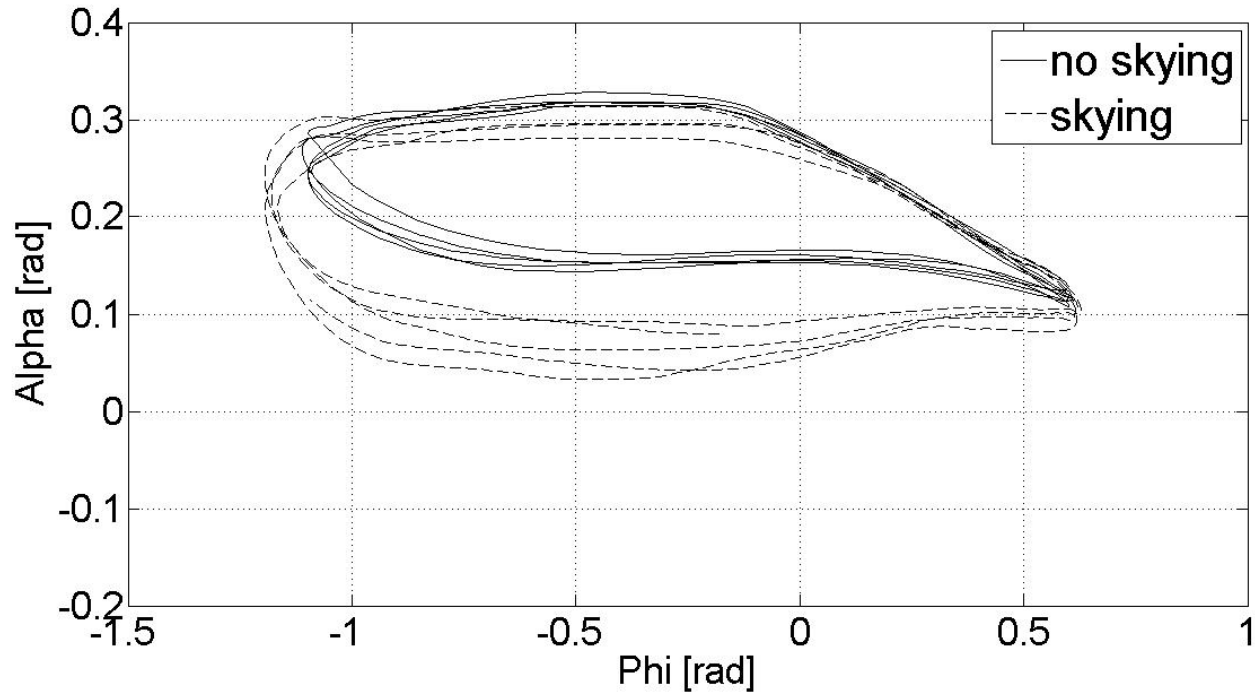


**Release**  
(No Propulsion, Blades out of Water)



**Recovery**

# Skying Error



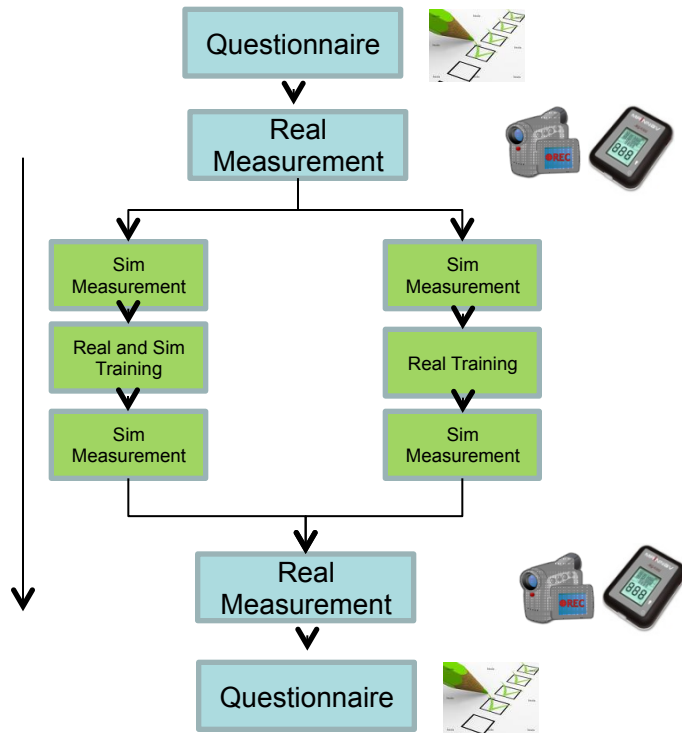
Blades Skying

Blades too high off the water at catch.

1. Handles are lowered before being raised.
2. Outside shoulder too low.

1. Row with oars on top of water.

# Transfer Design



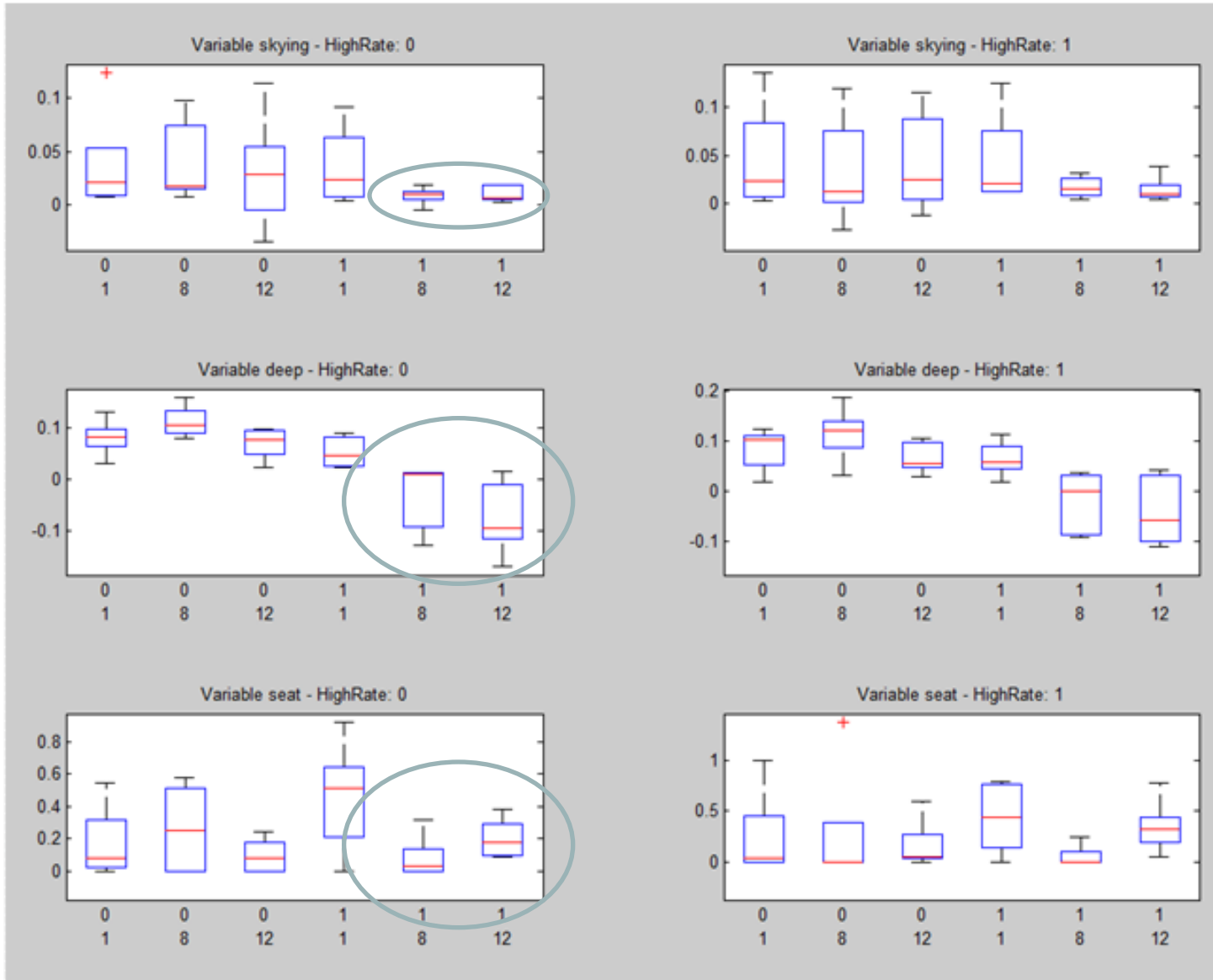
- Record subject on the real boat
- Integrate VE training in real training

# Performance and Feedback

- **Performance:** score based on the real-time recognition of errors
- **Feedback:**
  - Visual feedback in the environment
  
- **Protocol:** 40 days, twice per week
- **Population:** rowers with 5-8 years



# Results on SPRINT





# Contributions

- Methodology for training aspects different aspects of rowing in VE
- The SPRINT research platform for investigating complex motor tasks
- Data acquired in the timeframe (40GB)
- Data management

# Future Directions

- SPRINT
  - Moving toward active Force feedback
  - Integrate Boat performance in training
  - Generative models of Virtual Rower (DMP like)
  - Moving toward Team boat simulation
  - Better usability for Rowing Clubs
- Sports in VE
  - Role of Robotics
  - Embedded Sensing



You are welcome to see and try  
the system in our Booth



# Acknowledgments



PERCRO Perceptual  
Robotics Laboratory



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