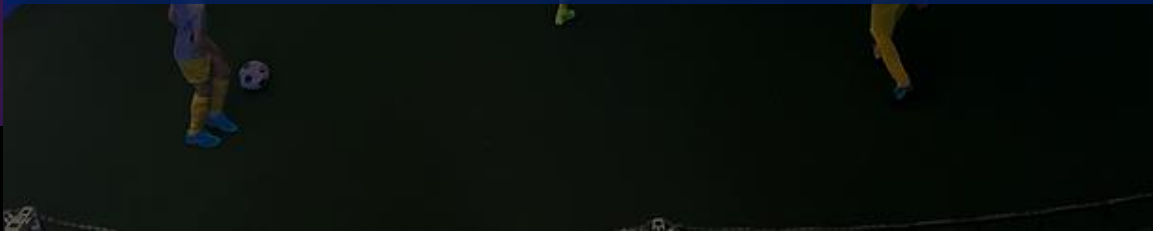




# SOCCKER BOT 360



**DAY TRIP - DIGITAL TRAINING METHODOLOGY IN SPORTS**  
**PEDAGOGICAL CONCEPT FOR SCHOOL PHYSICAL EDUCATION**



**GENERAL**

**SOC CER BOT 360 AS AN INNOVATIVE TOOL FOR SCHOOL SPORTS**

# SoccerBot360

Software-based 360-degree world that combines e-sports with physical activity

**SOCCER  
BOT360**

The ultimate 360° training experience for sports groups of all kinds

# SoccerBot360 – Multidisciplinary Sports Approach

Wide ranging sport offerings for different requirements

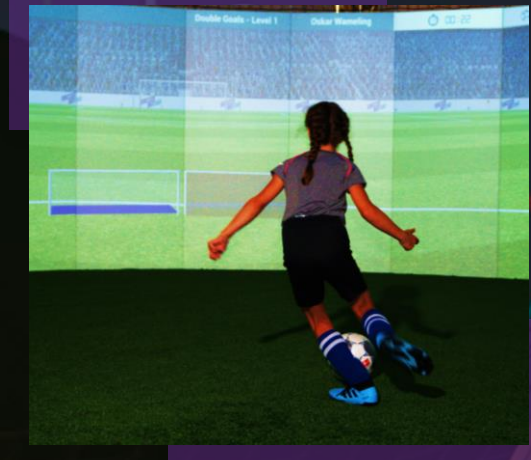
# SOCCER BOT360



**SINGLE GAMES**

**TEAM GAMES**

**COMPETITIVE GAMES**



**THROWING SPORTS**

(HANDBALL, BASKETBALL & MORE)

**FOOTBALL & FUTSAL**

The SoccerBot360 allows for a versatile approach to sports. The innovative system offers suitable training options for various ball sports such as football, futsal, basketball, handball or field hockey. In single or multiplayer mode.



# SoccerBot360

Wide ranging sport offerings for different requirements

SOCCKER  
BOT 360

Innovative and data-driven sports and learning environment

High fun and motivation factor for athletes of all ages

Promoting inclusion through game modes that can be customized to different performance levels

Playfully improve cognitive and motor skills

# Playfully developing body and brain

SoccerBot360 trains and improves various key motor and cognitive skills

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BOT360**

## DECISION MAKING

The ability to make the best possible choice between at least two options for action. Decisions are based on facts, experience, and instincts.

## PRE ORIENTACION

The ability to constantly keep an eye on all relevant areas of the playing field and the course of the game to anticipate possible plays.

## WORKING MEMORY

The ability to retain information in the short term and to link it. It allows for the processing of a limited amount of relevant information for current actions and decisions in sports.

## ACOUSTIC PERCEPTION

The ability to perceive or produce auditory stimuli of any kind in a differentiated manner. This enables orientation in space even without visual control.

## COGNITIVE FLEXIBILITY

The ability to quickly adapt to changing demands, to view problems from different perspectives and switch between them, as well as to empathize with others..

## ANTICIPATION

The ability to mentally anticipate a future sequence of movements.

## INHIBITION

The ability to control impulsive or automated behavior and suppress it in favor of a situation-appropriate response.

## REACTION

The ability to initiate a motor action in response to a specific signal or an unpredictable event.

## BALL MASTERY

The ability for differentiated, purposeful processing of sensory information in ball handling.

## PASS PRECISION

The ability to pass the piece of play equipment to a teammate with the necessary precision and speed appropriate to the situation.

## DRIBBLING

The ability to control the ball with the foot, hand, or racket, considering sport-specific rules, while in motion.

**We help athletes make faster and better decisions**

**GENERAL**

**INNOVATIVE OFFER FOR THE FRAMEWORK CURRICULUM OF PHYSICAL EDUCATION**

# SoccerBot360

Systematically using the connection between learning and movement

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BOT360

Cognitive learning doesn't work with the mind alone



# Why SoccerBot360 in school sports?

SoccerBot360 - Paving the way for holistic competence development through school sports

**SOCCER  
BOT360**

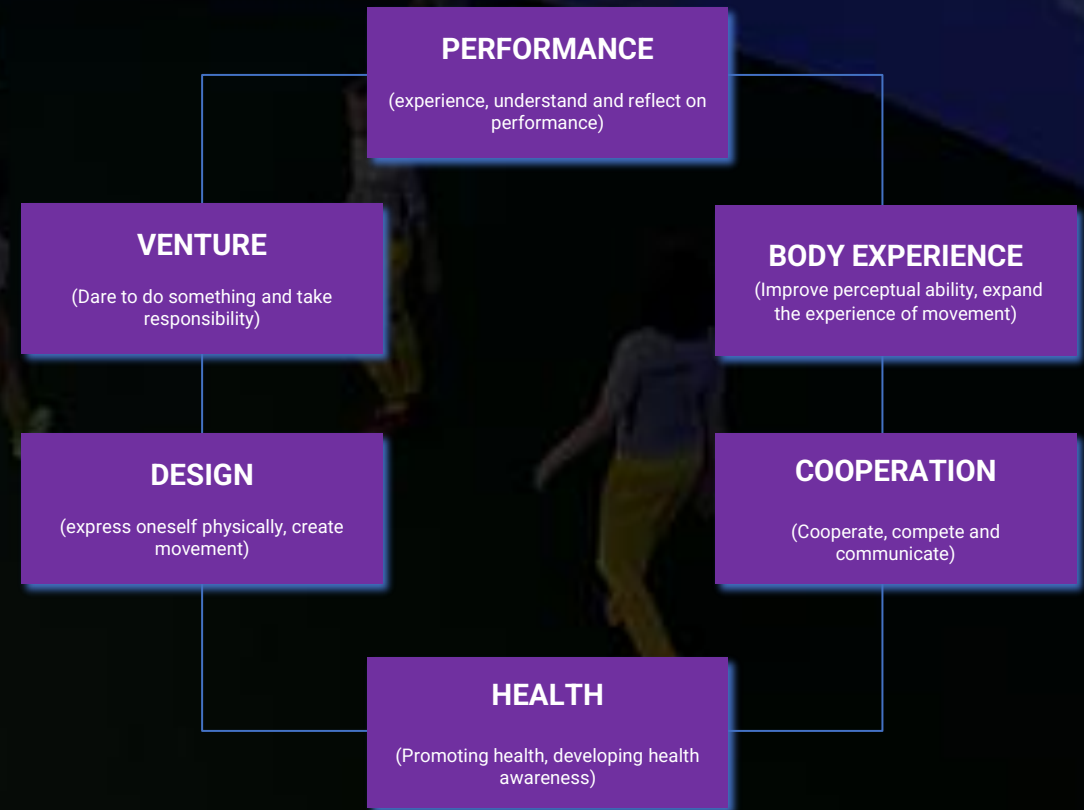
The integrative use of SoccerBot360 in school sports supports a comprehensive innovative learning environment that promotes the development of multi-faceted action skills in sport (*and beyond*) and encourages students to actively participate in sport and exercise culture.

# Subject-specific pedagogical perspectives in sport

SoccerBot360 - Paving the way for holistic competence development through school sports

**SOCCKER  
BOT360**

With SoccerBot360, learning content can be tailored to the traditional pedagogical perspectives of *performance, body experience, cooperation, health, design and venture* to support a holistic educational approach in physical education.



# Approaches to Pedagogical Integration in Physical Education

SoccerBot360 - Paving the way for holistic competence development through school sports

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## PERFORMANCE

Performance in SoccerBot360 can be measured precisely and immediate feedback can be given. This helps students develop a better understanding of their own abilities and progress. It also promotes the understanding of cause and effect in relation to technical, tactical, and physical aspects of their performance.

## BODY EXPERIENCE

Through varied game modes and realistic simulations, the SoccerBot360 offers a wide range of possibilities for body experience. Students learn to master their body and mental cognitions under various conditions and to refine their own motor skills.

## COOPERATION

Promote collaboration and social learning through team games and cooperative challenges that need to be solved together as a team. This not only strengthens the ability to work in a team, but also social interaction among students.

## HEALTH

The use of the SoccerBot360 in physical education intuitively motivates students to exercise and thus promotes the health of the students.

## DESIGN

Creative design of the training through individually adaptable games and activities. This encourages students to develop and implement their own game ideas and problem-solving approaches, promotes creativity and innovation.

## VENTURE

Team and competition game modes with constantly changing tasks and levels of difficulty present students with new challenges and promote the overcoming of fears and the willingness to try new things. This contributes to the development of self-confidence and resilience.

# Innovative and motivating learning environment

SoccerBot360 - Paving the way for holistic competence development through school sports

# SOCCER BOT360

In the focus of physical education is the development of an overarching sports and movement-related competence. The use of SoccerBot360 in school sports effectively contributes to the development of subject-related skills in sports.

Adapted to the respective age-specific requirements and difficulty levels, the SoccerBot360 allows students, regardless of their individual requirements, to:

- *Improve cognitive and motor skills and abilities in an innovative, motivating, technology-enabled environment.*
- *Be able to reflect and assess sports and exercise-related actions through feedback from the system.*
- *Cooperate in group activities and practice fair behaviors in sports.*



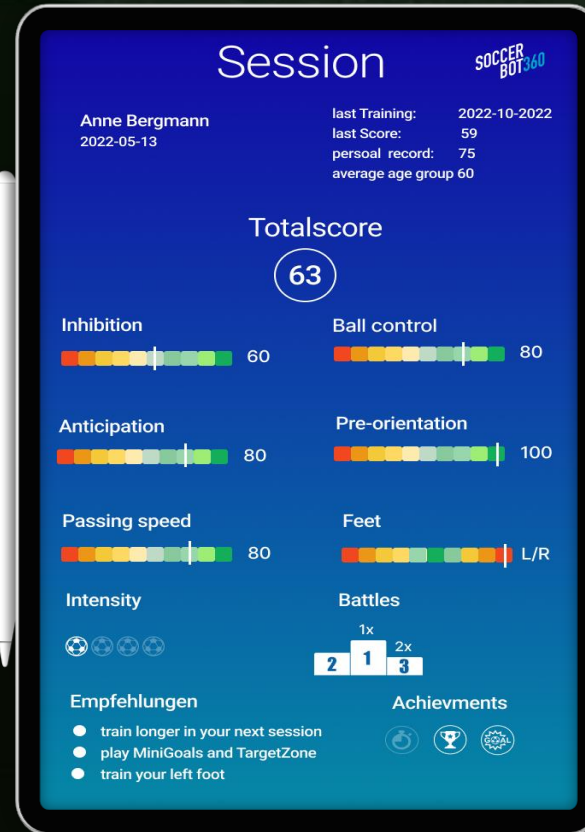
# Automated digital performance analysis

SoccerBot360 - Paving the way for holistic competence development through school sports

# SOCCER BOT360

Digital performance analysis with the help of automatically generated "session cards" helps students to identify areas for improvement and improve their skills in a targeted manner.

Through the AI-driven, objective collection and evaluation of performance data, teachers receive a solid basis for individual performance assessment of students.



**GENERAL**

**CONTRIBUTION TO INTERDISCIPLINARY COMPETENCE DEVELOPMENT**

# Interdisciplinary Learning Content

SoccerBot360 - Paving the way for holistic competence development through school sports

**SOCCER  
BOT360**

SoccerBot360 as an innovative platform to strengthen interdisciplinary skills and prepare students for the challenges of a digitalized and media-driven society.



# Contribution to Media Literacy

SoccerBot360 - Paving the way for holistic competence development through school sports

# SOCCER BOT360

SoccerBot360 offers comprehensive support for promoting interdisciplinary learning content, particularly in the field of media education. SoccerBot360 enables students to:

Engage in practical examinations of digital technologies,

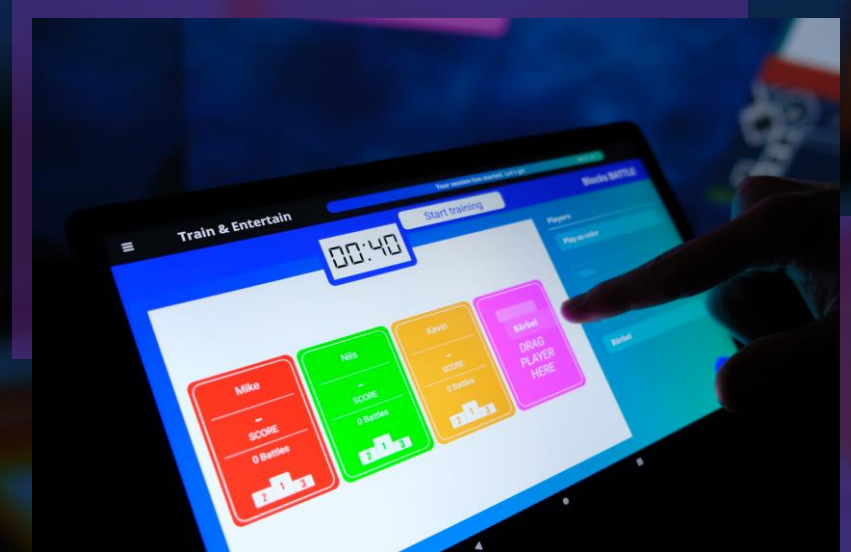
Support critical reflection on media,

Enhance the development of media literacy.

By using digital and interactive technologies (e.g. tablets), analyzing game statistics and using feedback tools, students learn how to use digital media critically and creatively.

They will develop skills in the field of information gathering, analysis and presentation and understand the impact of media technology on sport and exercise.

Specifically, SoccerBot360 can contribute to media education in school sports by actively involving students in the use and reflection of digital technologies.





**PRACTICAL EXPERIENCE**  
**ITINERARY OF A SCHOOL SPORTS DAY TRIP**

# Framework Parameters

SoccerBot360 as a USP in a digital training environment

It is assumed that the school sports training will take place at a SoccerBot360 venue with a total area of approximately 800-1300 square meters.

In addition to the SoccerBot360, there should be at least a small sided playing pitch for 4 v 4 matches, ideally another innovative technology such as LÜ Interactive and/or SpeedCourt, as well as a selection of fitness equipment in a separate area.

The school group should be supervised by up to 2 operational on-site contact persons (coaches) so that teachers can fulfil their overarching duty of supervision.

**Circuit Training Approach**

**Operational and content-related support of 2x on-site contact persons**

**Throwing and football programs for different age groups**

**Training time (Net): 120 min.**

**Max. number of students: 24 (divided into 3x groups)**

# SOCCER BOT360



# Circuit training approach for up to 24 students

Students rotate between up to four stations as part of the sports program

# SOCCER BOT360

## Station 1 - SoccerBot360

Innovative software-based 360-degree virtual world, used for team- and competition-oriented game modes to improve cognitive, technical and motor skills in a playful way.

Operational support by coach 1



## Station 2 - Small sided pitch

Playing field for team games (4 v 4), ball technique exercises, goal-kicking or goal-throwing exercises.

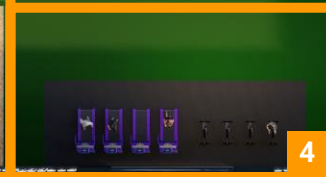
Operational support by teacher 1

## Station 3 - SpeedCourt / LÜ Interaktiv

SpeedCourt: Innovative measuring and training system without a ball to improve various cognitive and motor skills.

LÜ: Extensive interactive projections and an immersive light and sound system that enables innovative games and learning experiences.

Operational support by coach 2



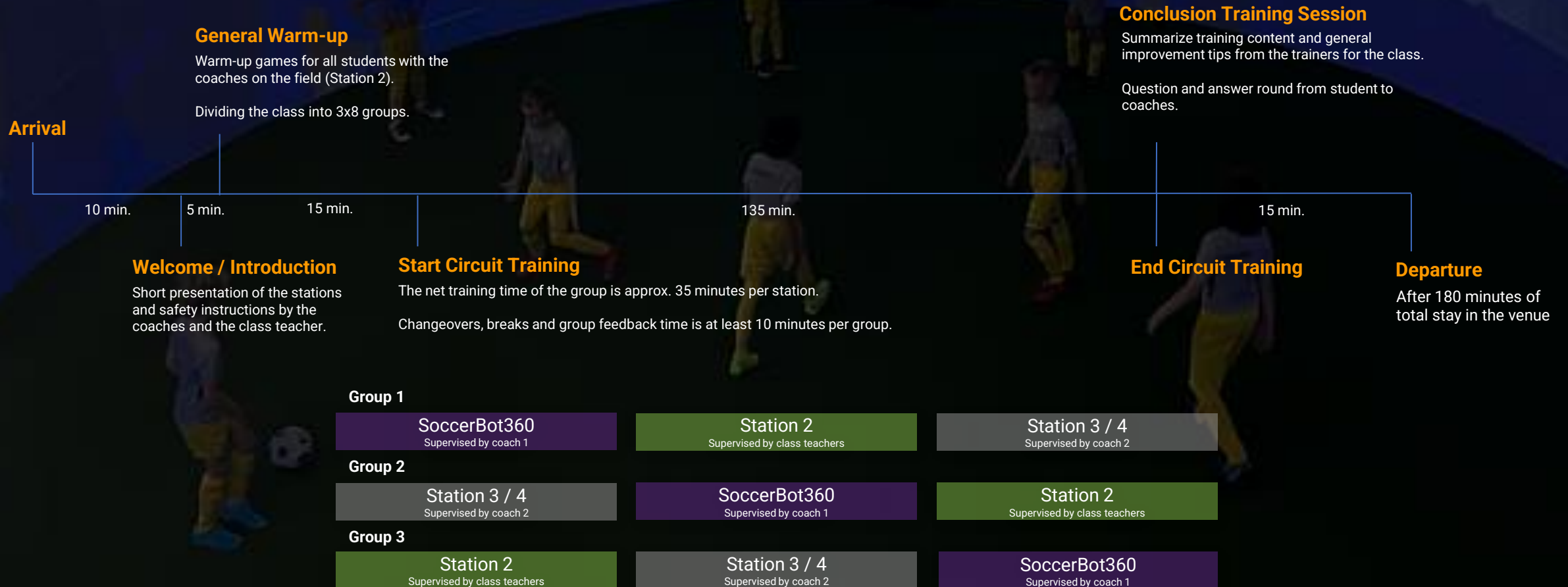
## Station 4 – Fitness Area

Basic fitness area to build/promote coordination, flexibility and general physical well-being with or without training equipment.

Operational support by teacher 2

# Example of an operational schedule with 3 training stations **SOCCER BOT 360**

Up to 120 minutes (net) training time for school class



\* Up to two trained and operationally responsible coaches are provided by the facility operator for the duration of the physical education lessons.

# Sports for all Ages

For all age groups, fun and motor movements are in the foreground

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BOT 360**

The age grouping in school sports takes into account the different developmental stages of the students and thus enables age-specific, customized support.

This strategic structuring supports effective educational and sporting development that is precisely tailored to the needs of each age group.

Elementary School | Age Group 6 - 10

Secondary Schools | Age Group 11 - 18

# Training Content – Elementary School Age 6 -10

For all age groups, fun and motor movements are in the foreground

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## Elementary School

Age Groups 6 - 10

### Training Content

#### Basic motor skills

Coordination, ball control/dribbling, shooting, throwing and agility through simple exercises and games.

#### Cognition

Decision-making and problem-solving through simple games and exercises that challenge students and encourage them to find solutions and make decisions under time pressure.

#### Reaction speed / Sense of space

Simple games and exercises that require quick response to changing signals, and activities that promote orientation in space by having students perform movements in different directions and under different conditions.

#### Introduction of basic game strategies

Simple games and exercises that encourage students to plan and implement goals together, automatically learning to develop and apply strategies.

#### Teamwork and social interaction

Playful competitions where children work together in teams to achieve goals, cheer each other on and celebrate successes together.

\*The content, complexity and difficulty levels in the training areas can be individually adapted to the specific needs of the different age groups according to the framework curriculum for sport.

# Training Content – Age Groups 11-18

For all age groups, fun and motor movements are in the foreground

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## Secondary Schools

Age Groups 11 - 18

### Training Content

#### Advanced cognitions

More complex games and exercises that challenge students and encourage them to find solutions and make decisions under time pressure.

#### Extended reaction speed / Sense of space

Advanced games and exercises that require quick response to changing signals, and activities that promote orientation in space by having students perform movements in different directions and under different conditions.

#### Strategic thinking / Team strategies

Improve individual performance in conjunction with team success. The students learn to recognize their own strengths and weaknesses and to use or compensate for them in a team context.

#### Further development of technical/tactical skills

Perfecting technical skills, a deeper understanding of tactical concepts and their application in competitive situations.

#### Social skills

Communication, cooperation and conflict resolution in a team

#### Leadership and communication

Development of personal responsibility, leadership skills and the ability to self-reflect.

\*The content, complexity and difficulty levels in the training areas can be individually adapted to the specific needs of the different age groups according to the framework curriculum for sport.

# Example Training Plan – SoccerBot360 I

Group training plan SoccerBot360 with focus on throwing sports

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## Group: Throwing Sports

4 Students in a group of 8 are playing at the same time.

The groups of 4 first play together as a team and try to score more points compared to the other group of 4 in the respective team game mode.

Afterwards, the students in a group of 4 play several competition modes, in which they compete within the groups.

Modes	Duration	Games	Change	Time per player
Block Teams HANDS	30 sec.	8	after two attempts	2:00 min.
Color Flip Freestyle Teams HANDS	60 sec.	8	after one attempt	4:00 min.
Time Flip Confusion Teams HANDS	60 sec.	8	after one attempt	4:00 min.
Magic Forest Battle HANDS	30 sec.	10	after one attempt	2:30 min.
Moving Targets Battle HANDS	30 sec.	10	after one attempt	2:30 min.
Block Battle HANDS	30 sec.	10	after one attempt	2:30 min.
<b>Playtime per player</b>				<b>17:30 min.</b>
<b>Total playing time without intermission</b>				<b>35:00 min.</b>



# Example Training Plan– SoccerBot360 II

Group training plan SoccerBot360 with a focus on football

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BOT360**

## Group: Football

4 Students in a group of 8 are playing at the same time.

The groups of 4 first play together as a team and try to score more points compared to the other group of 4 in the respective team game mode.

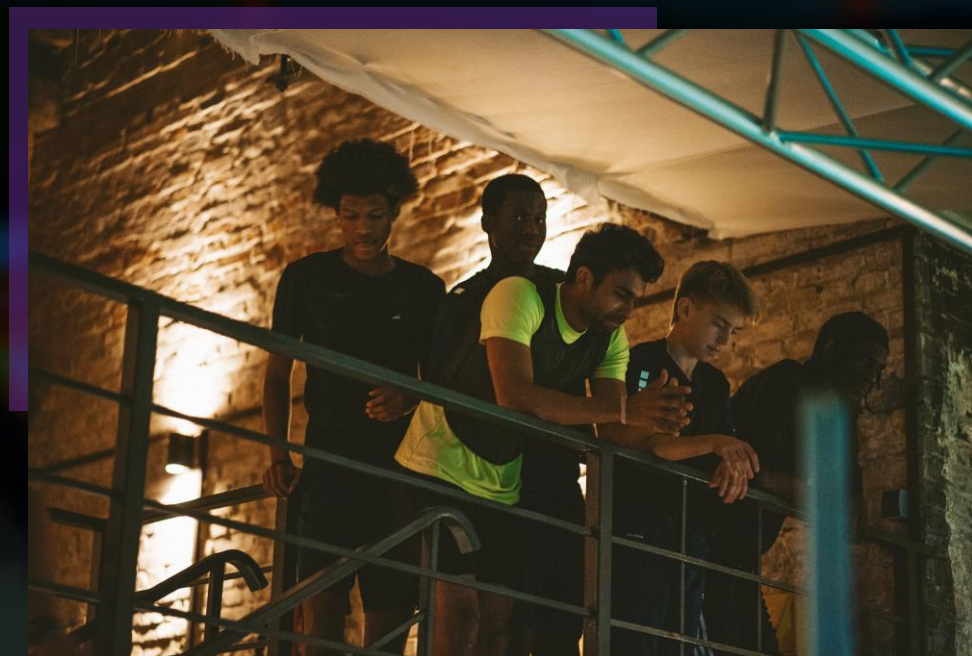
Afterwards, the students in a group of 4 play several competition modes, in which they compete within the groups.

Modes	Duration	Games	Changes	Time per player
Paddles Teams	60 sec.	8	after two attempts	4:00 min.
Color Flip Teams	60 sec.	6	after an attempt	3:00 min.
Color Rings Teams	30 sec.	8	after two attempts	2:00 min.
Magic Forest Battle	30 sec.	8	after two attempts	2:00 min.
Target Zone Battle	30 sec.	8	after two attempts	2:00 min.
Blocks Battle	30 sec.	8	after two attempts	2:00 min.
Mini Goals Battle	30 sec.	10	after one attempt	2:30 min.
<b>Playtime per player</b>				<b>17:30 min.</b>
<b>Total playing time without intermission</b>				<b>35:00 min.</b>

## Potential Pricing Structure

Day Trip - Digital training methodology in sports | School physical education

	Flat rate	Max. number of students	Ø – Price per student
Day Trip	XXX EUR	24	XX EUR



# USP SoccerBot360 for School Physical Education

SoccerBot360 - Paving the way for holistic competence development through school sports

# SOCCER BOT360

## Innovative 360-degree training environment

Promotes cognitive and motor skills through interactive, gamified learning

Strengthens teamwork, inclusion, and strategic thinking

Teaching with digital touchpoints, prepares students for a technology-driven future

## Data-based learning and assessment

AI-driven, objective collection of performance data

Enables and encourages student self-reflection and assessment

Assists teachers in individual assessment of student performance

## Flexibility & Effort reduction

Age-specific adjustment of intensity and difficulty levels

Versatility through the inclusion of different ball sports such as football, handball or basketball

Intuitive operation and automated assessment reduce the workload for teachers



A screenshot of a performance evaluation screen titled 'Auswertung - Mike'. The screen displays a table with performance metrics for a player named Mike. The table has columns for 'Gesamt', 'Links', 'Rechts', and 'Mein Highscore'. The metrics include 'Punkte', 'Pässe', 'Trefferquote', 'Ballhaltezeit Ø', and 'Speed Ø'. A 'Tutorial' button is visible at the bottom right of the screen.

	Gesamt	Links	Rechts	Mein Highscore
Punkte	6	-	-	6
Pässe	11	14%	86%	11
Trefferquote	54,5%	100,0%	66,7%	54,5%
Ballhaltezeit Ø	1,34 s	0,00 s	1,34 s	1,34 s
Speed Ø	29,8 km/h	22,7 km/h	31,7 km/h	28,8 km/h



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