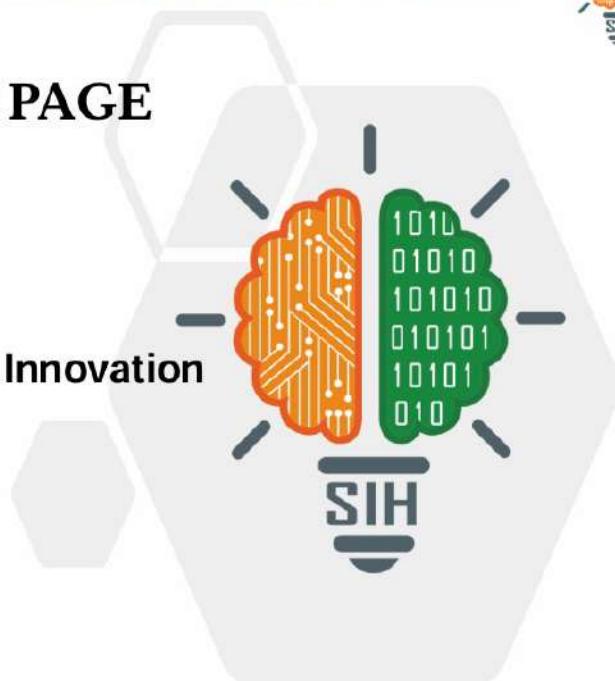


SMART INDIA HACKATHON 2024



TITLE PAGE

- Problem Statement ID – 1599
- Problem Statement Title- Student Innovation
- Theme- Fitness & Sports
- PS Category- Software
- Team ID- 8891
- Team Name :- Hackfit



AR Fitness



❖ Proposed Solution (Describe your Idea/Solution/Prototype)

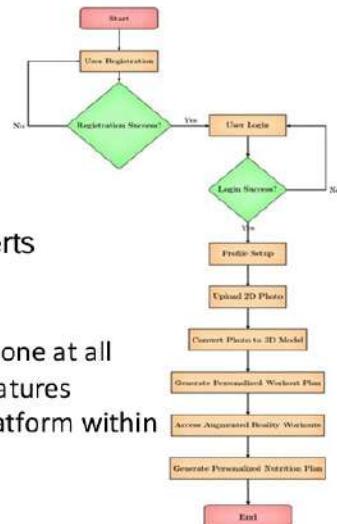
Solutions:- AR Fitness

- ❖ App-based fitness solution with **AR-guided 3D avatars** for home workouts.
- ❖ Personalized **nutrition plans & Meal tracking**
- ❖ **AR Yoga Avatars & Personalized Yoga Plans**
- ❖ Guided **Meditation** and Breathing Exercises
- ❖ Daily Mindfulness **Reminders**
- ❖ Chatbot for Real-Time Feedback and Suggestions
- ❖ Real-Time **Visual Posture Correction**
- ❖ **App store** for ordering
 - Protein
 - Supplements
 - Gym kits etc.

Existing Solutions: Use basic app functionalities not Given All Features

Real Time Problems:-

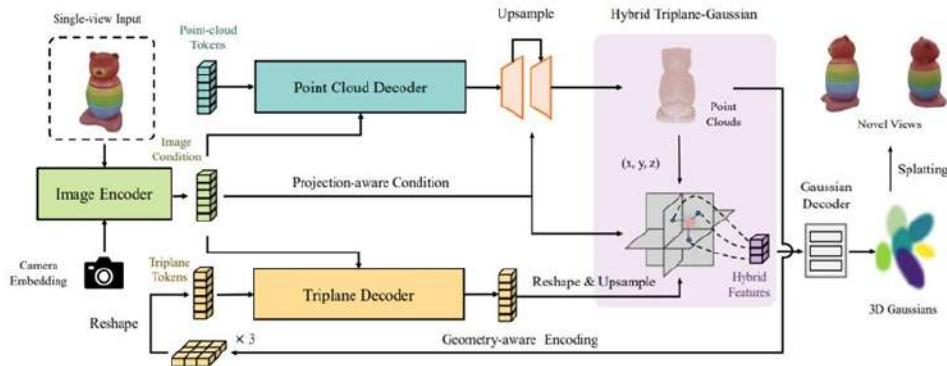
- ❖ Gym accessibility for introverts
- ❖ Busy Professionals
- ❖ Home fitness enthusiasts
- ❖ Limited to video feedback or none at all
- ❖ Often lack interactive social features
- ❖ Rarely integrate a shopping platform within the fitness app.



TECHNICAL APPROACH



- **Frontend:-** HTML, CSS, JavaScript (React for web apps, React Native for mobile apps)-
- **Backend:-** Node.js or Express.js.
- **Database:-** MongoDB or Firebase
- **API Integration:-** Use of fitness APIs for step count, calorie tracking, etc.
- **Chatbot Implementation:-** Dialogflow or IBM Watson for chatbot development.
- **AR Tech:-** Unity AR Foundation, ARKit, ARCore.
- **AI/ML:-** TensorFlow or similar for personalized recommendations.



Flowchart of 2D photo convert into 3D model

FEASIBILITY AND VIABILITY



❖ Technically Feasible:-

- Basic web and mobile development skills.
- Integration with Wearable Devices.
- Cloud-Based Scalability.

❖ Challenges:-

- Ensuring chatbot accuracy and user engagement.
- Accurate avatar rendering.
- User adoption of AR technology.
- Stock and logistics management for the store.
- Gym Equipment Required As per User Needs.

❖ Mitigation:-

- Regular updates
- AI optimization
- User feedback integration
- Stock Management



2D
Photo

Personalized
3D Avatar Workout
Video With 360*

IMPACT AND BENEFITS



❖ Target audience:

- Targets Introverts, home fitness enthusiasts
- Busy Professionals
- Makes fitness more accessible and personalized.
- As well As Gym Enthusiastic person also.

❖ Social:

- Encourages a healthy lifestyle with personalized support.
- Virtual group workouts foster social connections and motivation.

❖ Economic:

- Cost-effective solution compared to professional fitness services.
- Allowing for easy updates and feature additions without significant additional investment.

❖ Environmental:

- Promotes outdoor activities, reducing indoor sedentary time.
- Reduces carbon footprint by minimizing the need for commuting to gyms.

RESEARCH AND REFERENCES



- <https://blog.everfit.io/ai-in-fitness-coaching-a-deep-dive-into-real-world-use-cases> (Deep study of Fitness through Official Websites and Offline)
- <https://chatbotinsider.ai/revolutionizing-the-fitness-industry-with-chatbots/>
- <https://ideausher.com/blog/ai-fitness-chatbot-development/https://www.who.int/news-room/fact-sheets/detail/physical-activity> (Define Personalized fitness chatbot is Possible)
- <https://betterme.world/articles/workout-problems/> WHO (Research on Workout Problems and Health issues and Disease Problems)
- <https://mobile.metaperson.avatarsdk.com/generator> (Define Personalized Self Avatar is Possible)