iTiger Partnership

- Athletics
- CCIT
- CoES
iTiger Overview

- iTiger is a set of web-based services aimed at mobile devices to enhance the Clemson experience in sports, research and academics, and beyond.
- iTiger extends the scope of ‘cyberinfrastructure’ for devices connected by broadband wireless networks.
- Clemson provides a unique environment that fosters ‘a living laboratory’
Research:
- MultiRadios standard: WiFi, WiMAX, broadband cell, Bluetooth
- Public Safety
- Network Traffic and Scalability
- MultiDevice convergence
- Digital production arts/Social networking in a sports venue
- Advanced Product development

Education:
- Student Driven
- Practical, Applicable Experience

University Constituencies
- Fan Experience
- Campus Experience
- And beyond.....
iTiger Living Laboratory

- Team Profile
- Stats
- Video Replay
- Food Finder
- Future:
  - Fan Interaction
  - Concessions
  - Fantasy football
  - Remote sensing
During a home football game:

- Athletic department staff creates the play-by-play stats
  - Sent out the Internet to ESPN and to cstv.com who provides the game over the web (clemsontigers.cstv.com)
- Athletic department operates all cameras
  - If the game is televised video feeds go to ESPN
  - All video goes to a video production crew (trailers by the graveyard) who create the video presented on the ‘jumbotron’
The itiger system gets
- The stats
- The jumbotron video

**Diagram:**
- itiger
  - Statistics
  - Jumbotron video feed
- Video on Demand Server
- Web Server
- Wireless Infrastructure
Project Structure

- Project Manager – Infrastructure Lead
  - Application Lead
  - Research Advisor
    - Core student team
      - Extended development team
      - Game day team: Operations, support
        - Extended game day team
    - Faculty research
    - Student research
Fall 2008 Goals

- Production system that can support 100 users in the West End Zone
- Expand fan experience applications
- Install necessary infrastructure
- Alternative method to deliver stats to the outside world
- Grow/refine the 802.11 infrastructure
- Limited cell phone support
- Prototype public safety capability
- Develop business plans
Future Goals

- Facilitate content production (integrate with stadium’s video system)
- Facilitate faculty/student research (especially social networking)
- Develop the ‘connected campus’ concept