Smart Eleven
New service using BLE function

Data analysis service using GPS tracker for
Soccer players will be open soon. In the mean time,
This version of app will use BLE function for GPS data transferring from GPS tracker
to demonstrate the 'soccer game analysis' service on the Smarteleven app.

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Overview

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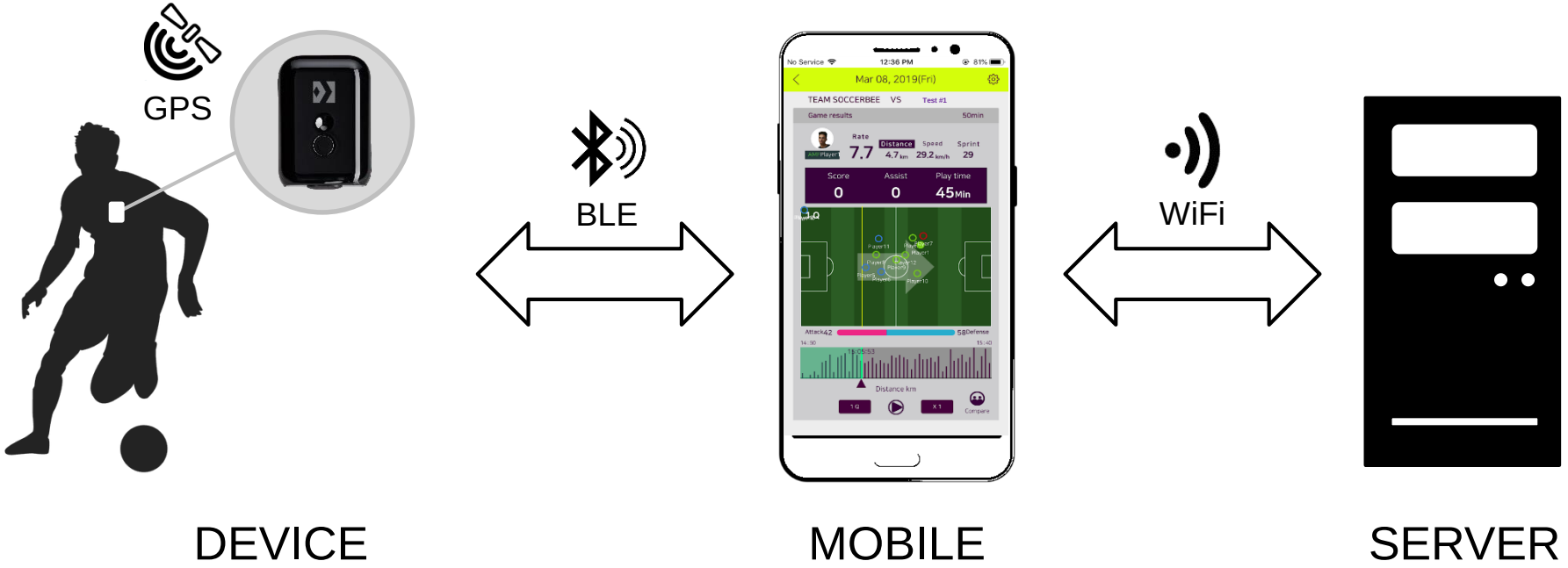
Soccer players are playing soccer with our GPS tracker.
After the game, the data in the tracker be sent to our server via Smarteleven app. In this process we use BLE function for receiving data from the GPS tracker.
When data transferring process using BLE done, App starts analyzing user's performance during the game based on the GPS data.
The result shows players performance like distance of running, top speed during the game, coverage area on the pitch, etc and these information will help players doing better as a player and motivate them to try harder.



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STEP 01 Turn on the GPS tracker

Press the button for over 2sec to turn on the device.
When succeed, blue LED comes up and blink every 1 sec.

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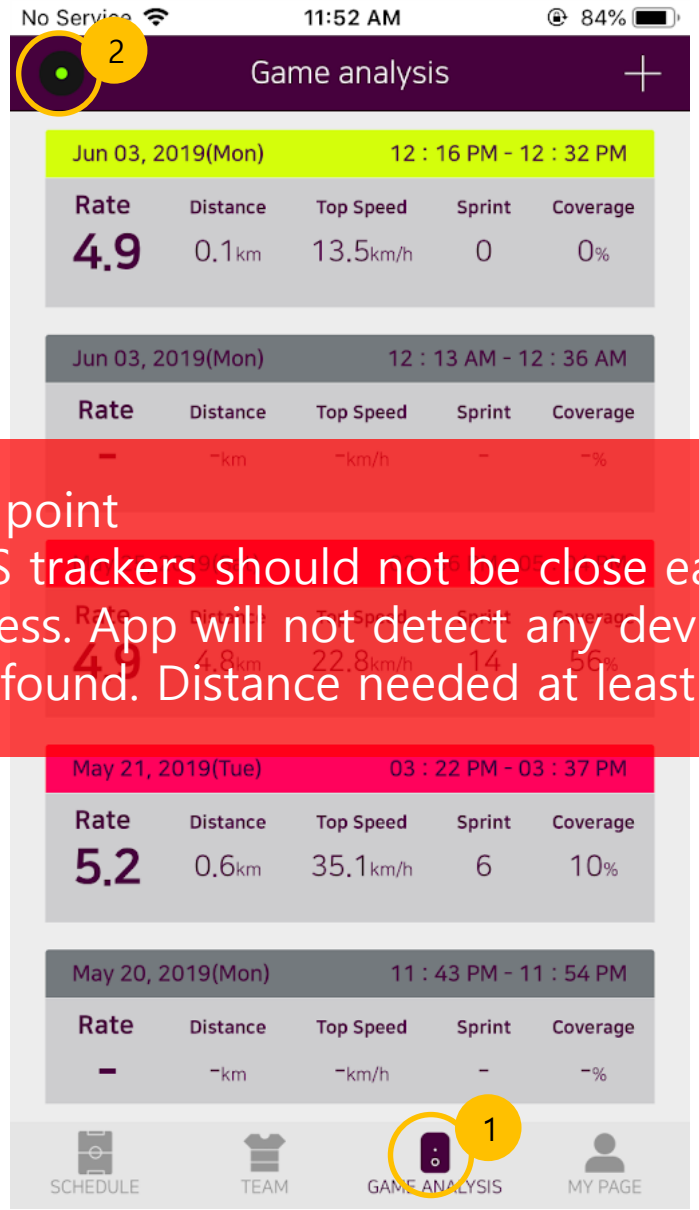
STEP 02 Pairing

Touch the BLE connection button on the app to proceed the pairing process with GPS tracker.
The location of BLE connection button is top left of 'Game Analysis' page on the app.



※ Attention point
Multiple GPS trackers should not be close each other when pairing process. App will not detect any device if more than two trackers are found. Distance needed at least 2~3 meters.

STEP 02 Pairing

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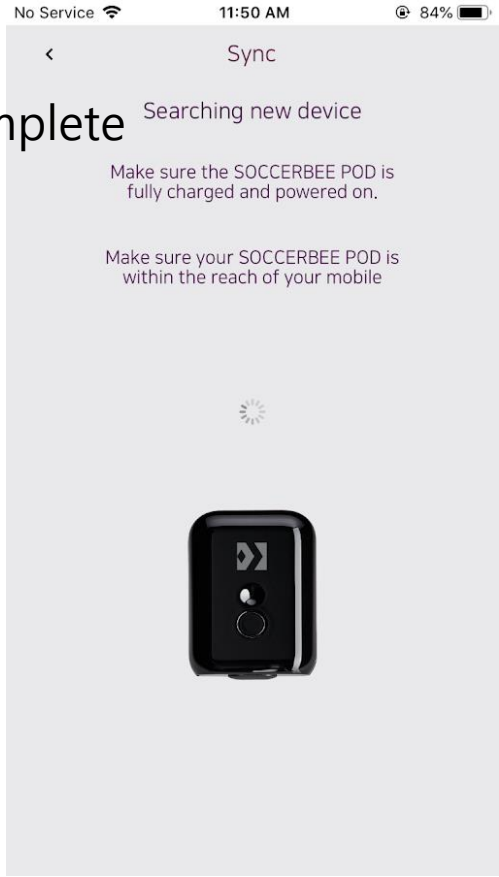
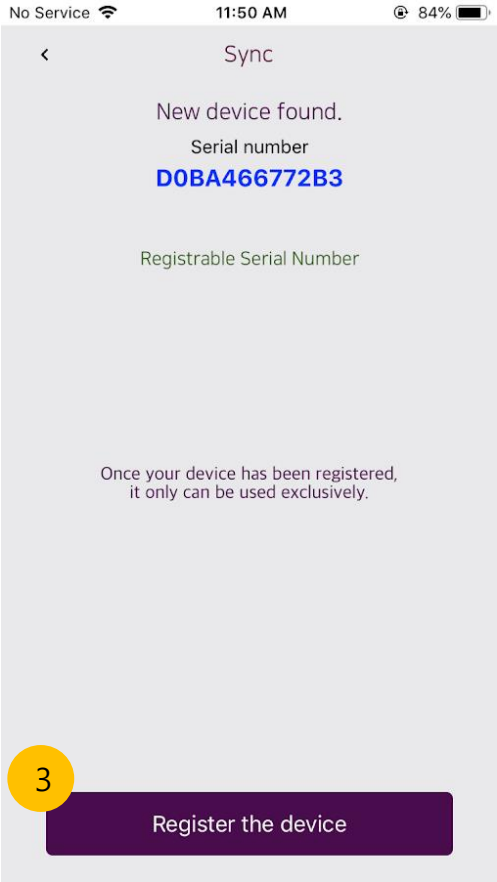
App will detect closest GPS tracker automatically.

When app found a single device using BLE, touch the register button on the app to complete BLE pairing process.

LED turns into green when BLE connection succeeded.





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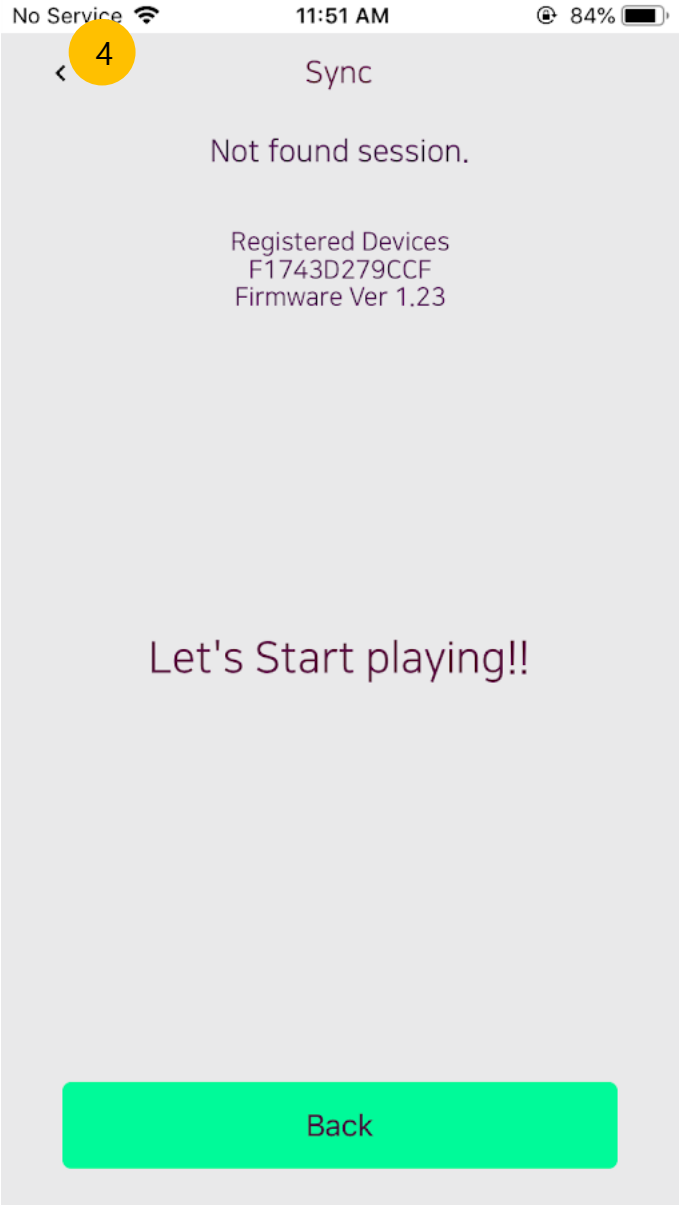
STEP 02 Pairing

There will be no game data when you connect the device with your app first time.

Touch back button on the app to get out the BLE pairing page or exit from Smarteleven app to finish BLE pairing process.



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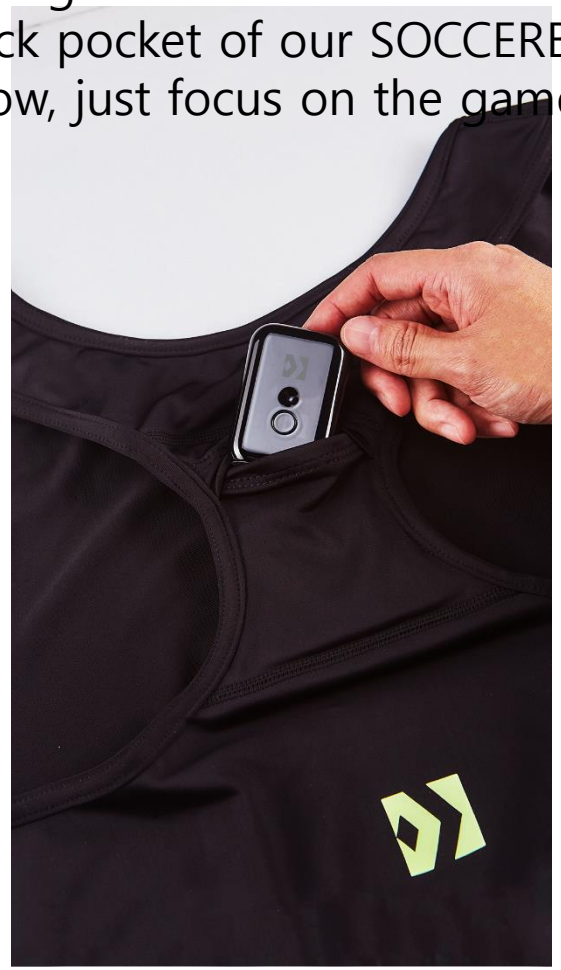
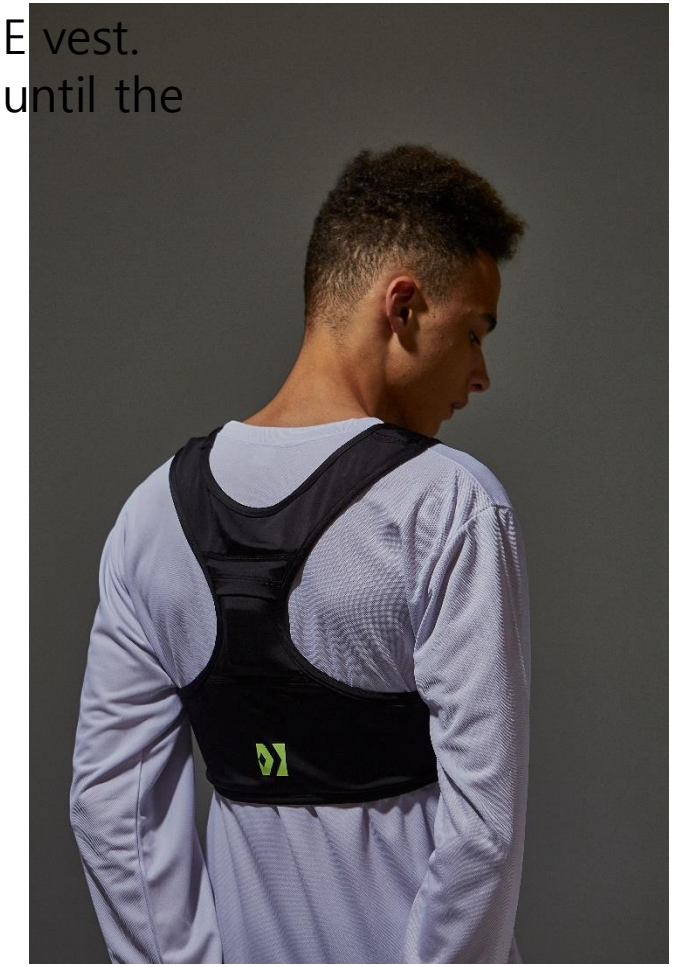
STEP 03 Play soccer with GPS tracker(SOCCERBEE POD)

After finishing pairing process, LED blinks every 1sec when GPS signal captured.
Now data logging starts and you play the game with the device.
GPS tracker should be secured in the back pocket of our SOCCERBEE vest.
You do not need to do anything from now, just focus on the game until the match finished.





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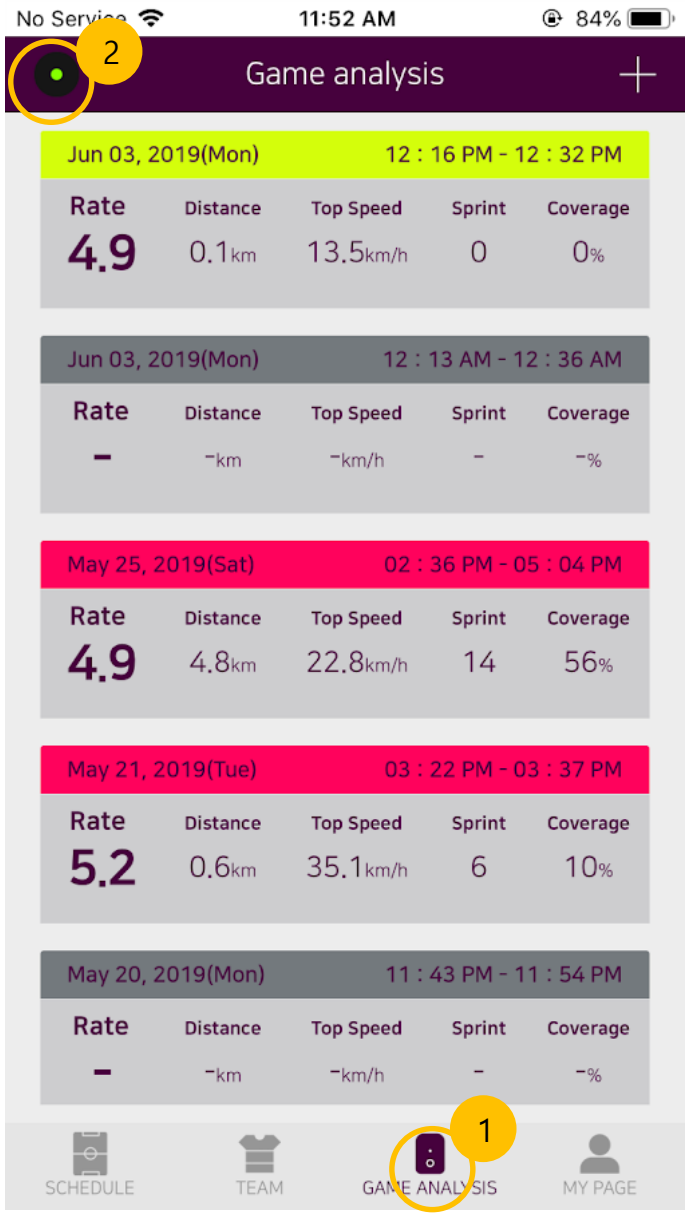
STEP 04 Data transferring via BLE

After the game, start Smarteleven app and touch the BLE connection button on the app.

(STEP 02, pairing process can be done just before data transferring process. It is up to users.)



STEP 04 Data transferring via BLE

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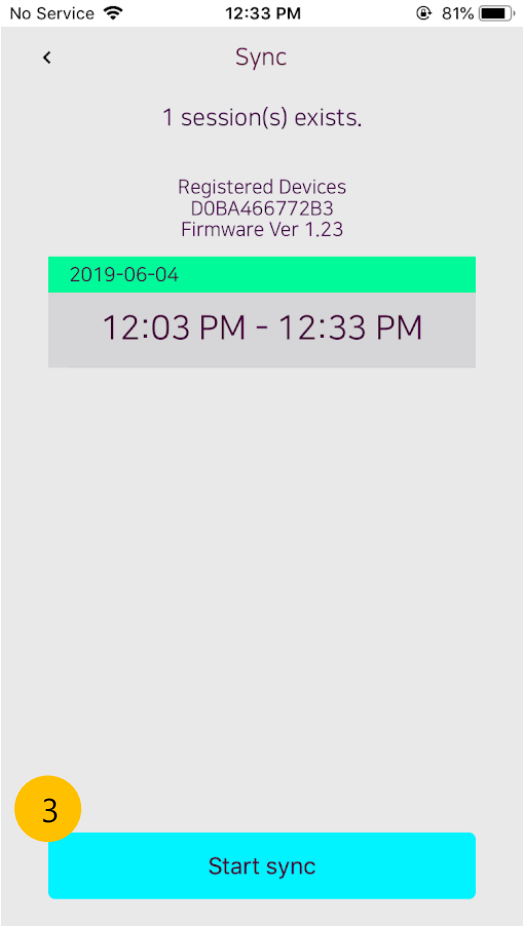
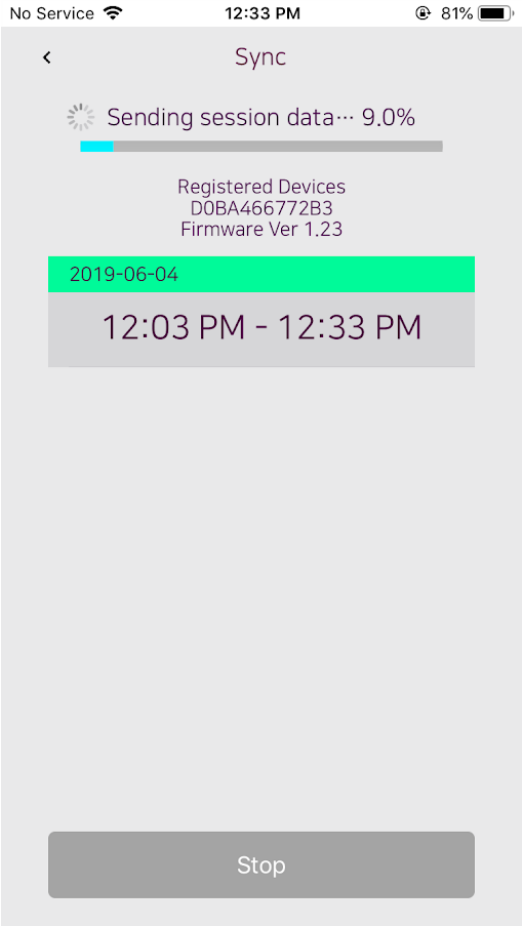
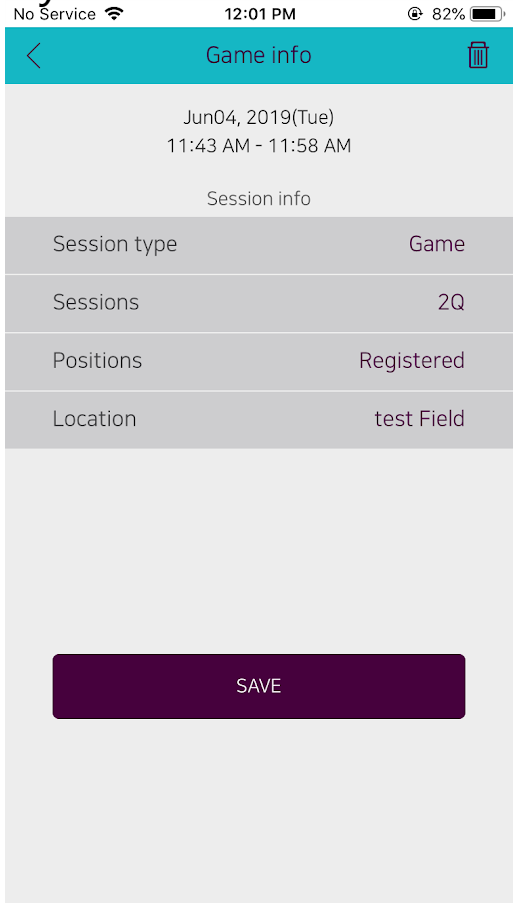
GPS data will be transferred via BLE through the app.
This will take approximately 1 to 3 minutes according to the performance of user's smart phone.





When data transferring done, Match info page will come up automatically so you can enter any information about the match.



STEP 05 Enter the match information

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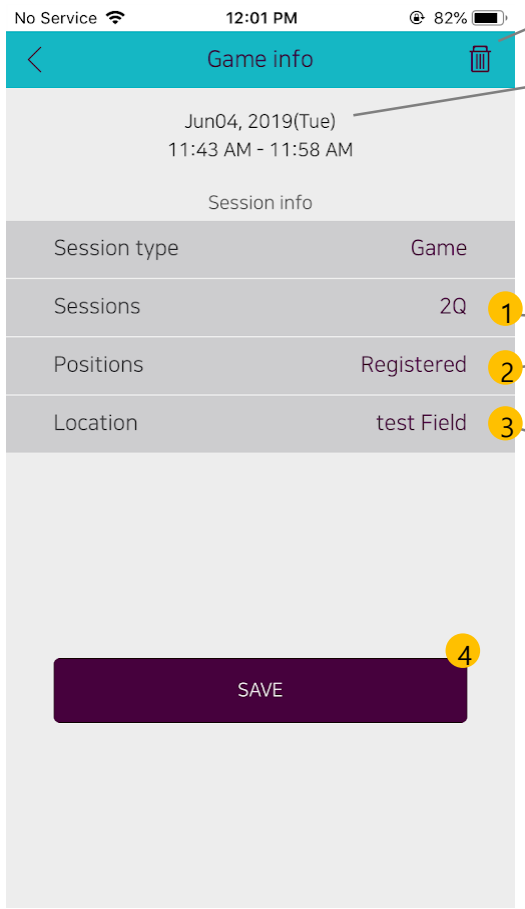
After finishing entering all the information needed for game analysis, touch the 'Start analyzing' button.



Erase all the data (Erased data will not be restored.)

Start / end time logged in the GPS tracker.

If you want to analyze team performance, you should be registered in the identical team.

Enter the number of session and position information for each session.
Position info will affect the rate of your performance.

If the pitch information already exists in the server, it will be filled automatically.
Otherwise you should complete entering the pitch information at least once.

STEP 06 Check the results !!

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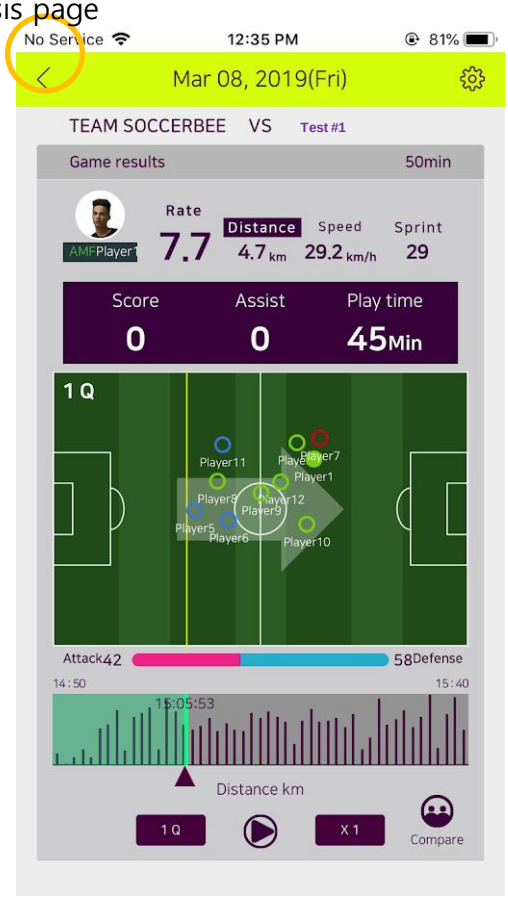
The results are offered for the whole game overview and for the each sessions.

Out from the analysis page

Overview



Sessions

Re-enter game information or delete the whole data.

STEP 06 Check the results !! > Overview

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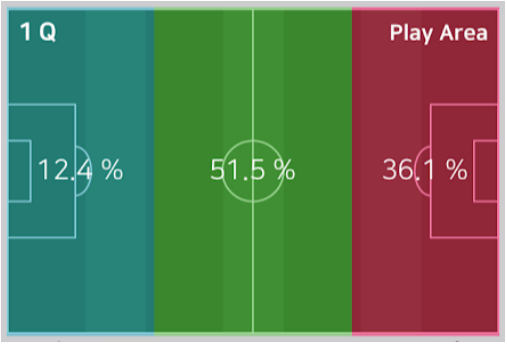
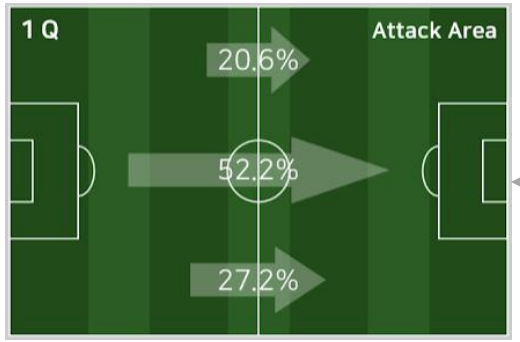
You can figure out the whole movements during the game.

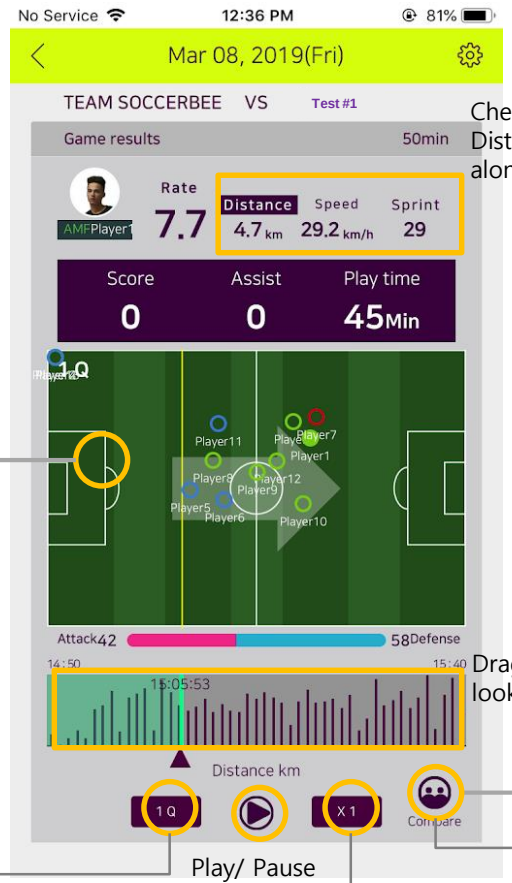
Play sectors



Attack sectors



Touch the empty space on the pitch



Check the graph about Distance run / Top speed / Sprint num along with time in every single seconds.

Drag to the time you want to look into specifically.

Play/ Pause

Move to the initial time of each sessions.

Play speed changed from 1X to 16X

Stat comparison with your teammates all together.

STEP 06 Check the results !! > Sessions

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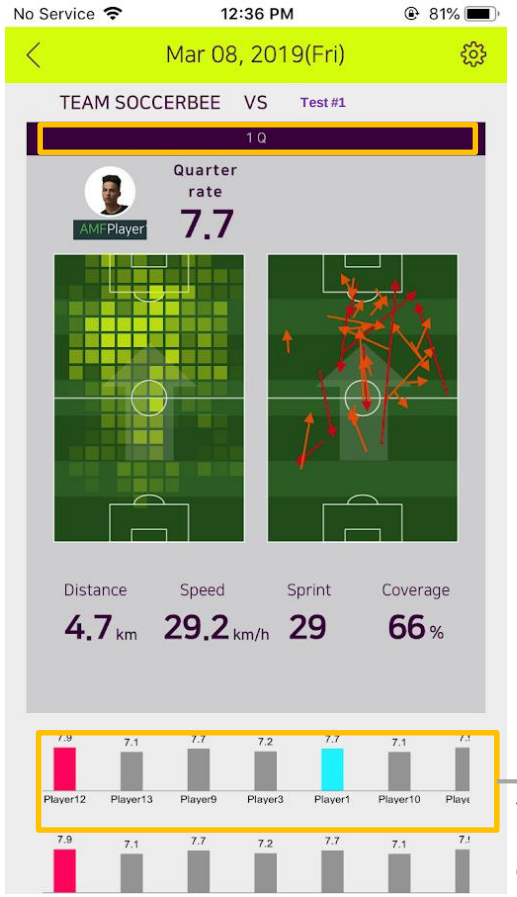
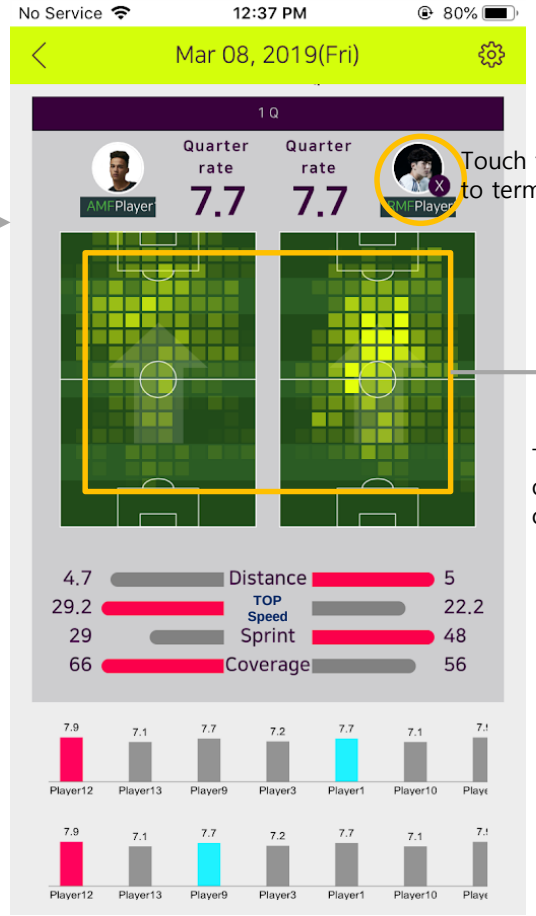
You can figure out the performance at each session and compare it with your teammates.

Touch session button to move to each session.

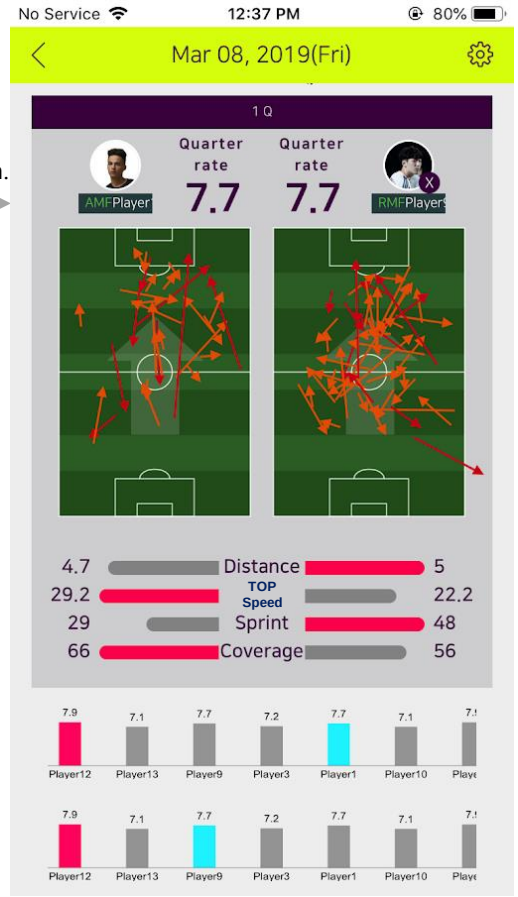


Touch the bar of player you want to compare.



Touch the player compared to terminate the comparison.

Touch any area on the pitch during comparision.



UbeesLab SOCCERBEE POD Manual(ver 1.1)

Package

- SOCCERBEE POD
- Mini USB Cable

Features

- Multifunction Button
- Mini USB Port
- Multifunction LED

Technical Specification

- Product Name : SOCCERBEE POD
- Operating Temperature : -20 ~ +50 °C
- Battery : 500mAh, Lithium-Polymer, 3.7V
- Input (charging): 5V mini USB

Hardware Functions

- Power On : Press and hold the button for 2sec to turn on
- Power Off : Press and hold the button for 3sec to turn off

LED Indicators

- Signal Searching : Blue blink every 1 sec
- Data Logging : Green blink every 1 sec
- Data Transferring : Green blink every 3 sec
- Battery Charging : Red dimming every 3 sec
- Battery Charging Done : Green continues
- Battery Charging needed : Red blink 3 times

How To Use

a. Pair SOCCERBEE POD with your phone

: Open SOCCERBEE app and create your account. Use the app to search for your POD. When the app finds yours (check the serial number), press the button on the app to complete the pairing process.

b. Data Logging

: Turn on the POD and put it in the vest before game starts.

c. Data transferring & analysis

: After the game, start analyzing process with the app. Press data transfer button on the app and wait until the transferring process completed. Enter specific information about your game and start analyzing.

d. Charge your pod

: Connect the device to mini USB port. A full charge will typically provide 10 hours of logging.

e. This device does not function at all when it is connected to adapter and charging

TIPS & WARNING

- GPS can only be activated with a clear view of the sky.
- We highly recommend you not to put SOCCERBEE POD heading to blocked directions.
- Do not expose your POD to extremely hot or cold circumstances.
- Do not attempt to force open the device. It may damages human health if handled and disposed of improperly.

FCC ID :

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operations.

Made in Korea

FCC Information to User

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is con-nected.
- Consult the dealer or an experienced radio/TV technician for help.

Caution

Modifications not expressly approved by the party responsible for compliance could void the user’ s authority to operate the equipment.

FCC ID: 2ATBU-UBLAB01

FCC Compliance Information : This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.

Thank you.