CLEMSON UNIVERSITY

iTiger @ Clemson



CLEMSON UNIVERSITY SOUTH CAROLINA 1889

iTiger Partnership



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’

iTiger Overview cont'

- 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…..

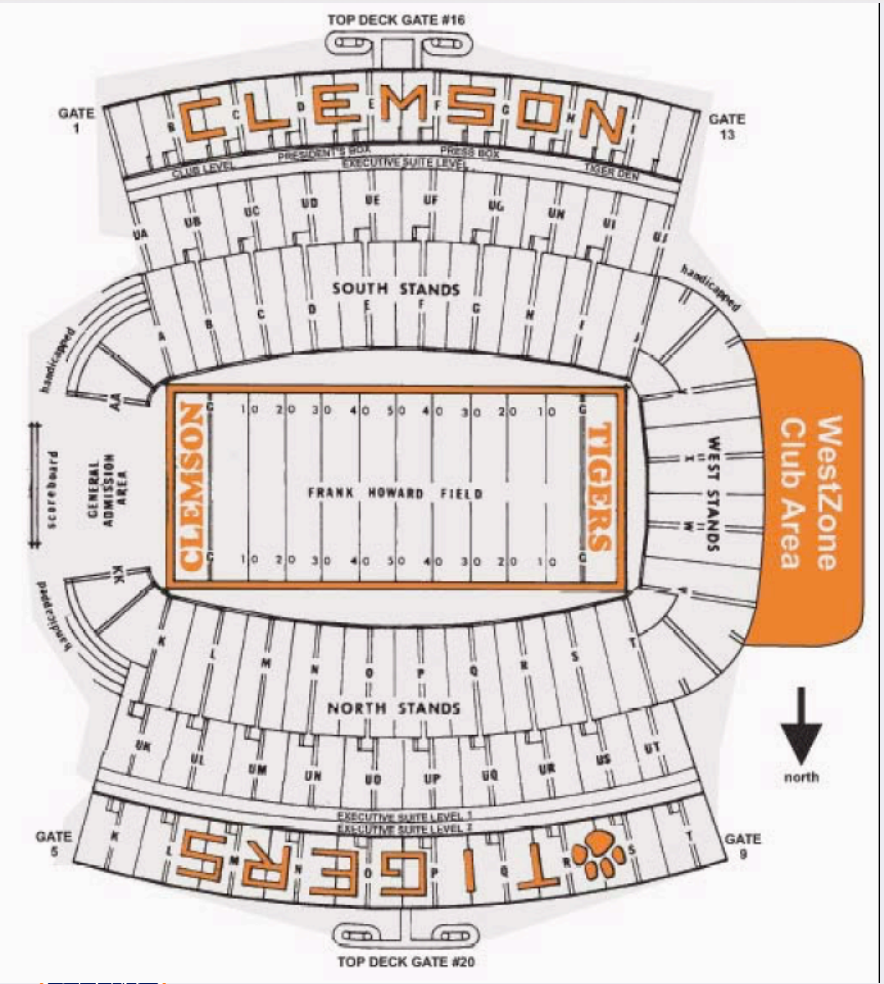
iTiger Living Laboratory

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



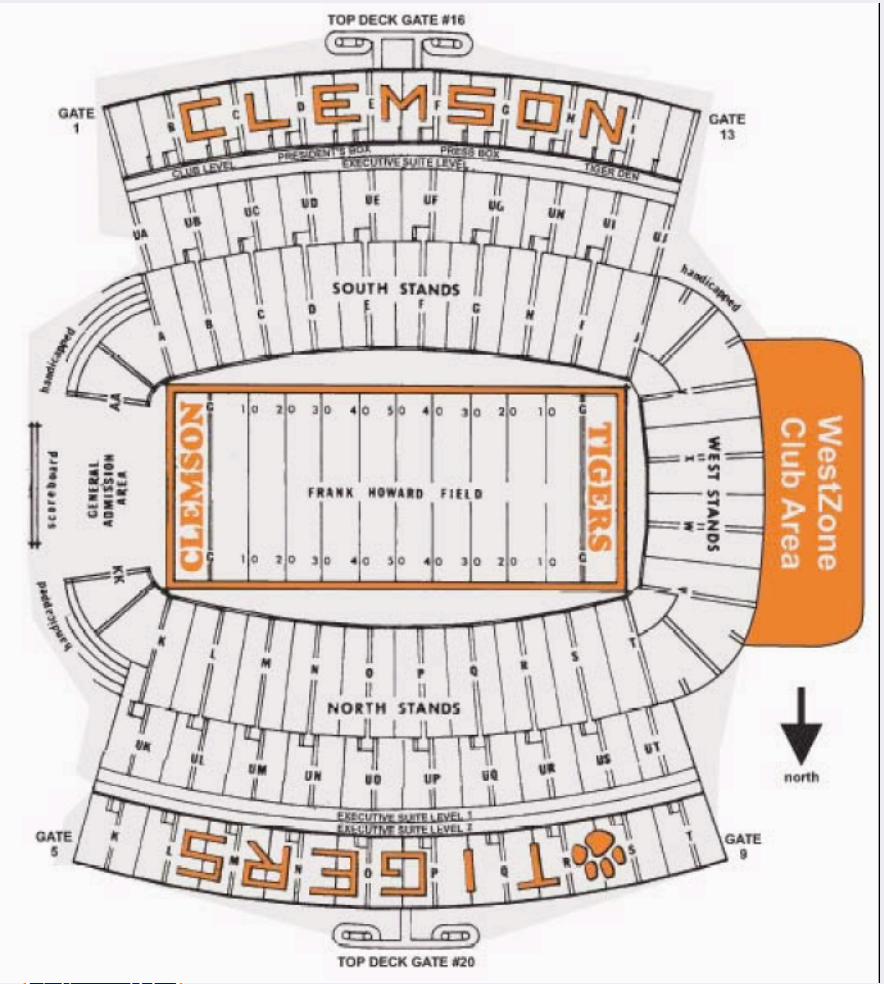
System Overview



During a home football game:

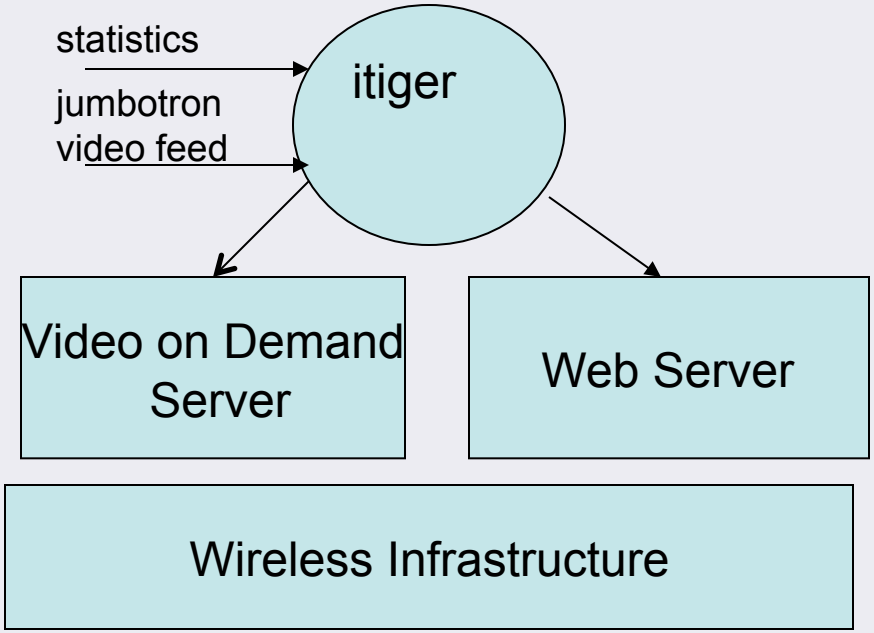
- Athletic department staff creates the play-by-play stats
  - Sent out the Internet to ESPN and to cstv.com who provides the game over the web (clemsontigers.cstv.com)
- Athletic department operates all cameras
  - If the game is televised video feeds go to ESPN
  - All video goes to a video production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

System Overview

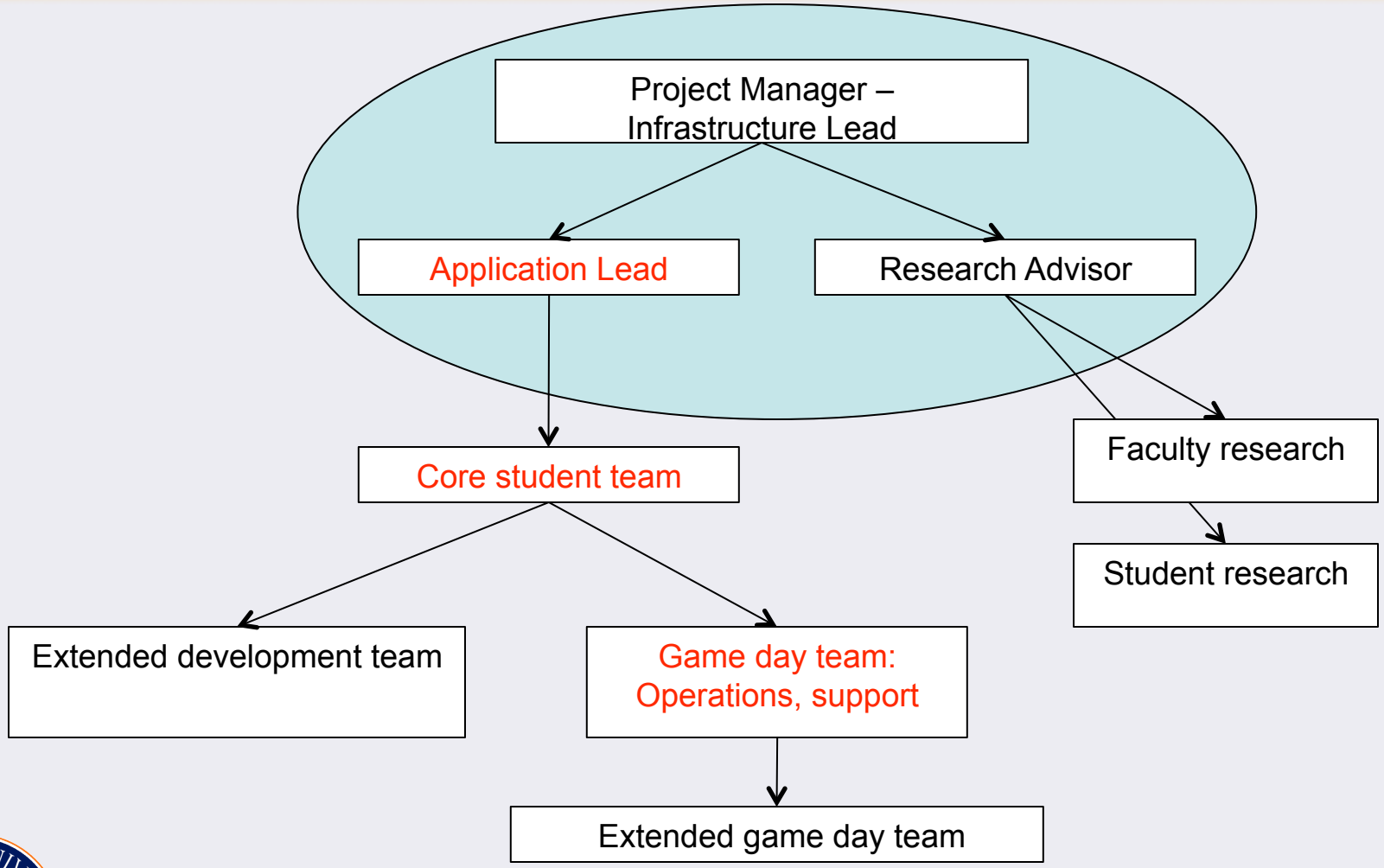


The itiger system gets

- The stats
- The jumbotron video



Project Structure



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