

A Case Study :

Technological advancement in cricket

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ABSTRACT

The purpose of the study was to highlight the technological advancement in cricket. Many advancements in cricket use are Bowling machine, Hawkeye, Hot spot, Speedometer, Stump microphone, Snikometer and Sportswear technology etc. Technology has manifested itself in multiple ways to bring the sport closer to the fans. Be it outline blogs, by sportsmen, vidioblogs, liveonline introduction to multiple camera angles on the field of play and players etc. being miked up for live chats with commentators. In the 21st century, the entire face of cricket has changed drastically with the use and advancement of modern technologies.

Key words : Bowling machine, Hawkeye, Hot spot, Speedometer, Stump microphone

Today belongs to science and technologies. (Uppal, 2010). Science and technology are leading role in world cup, champion's trophy, Asia cup, IPL and are understood through records only to be broken but bettering by fraction of second only to be measured by means of the sophisticated electronics devices. The technological advancements in cricket is profusely important aspect not only for game of cricket, but also for cricketers. Among the technological advancement in cricket there are use of Bowling machine Hawkeye, Hot spot, Speedometer, Stump microphone, Snikometer and Sportswear technology (Sajwan, 2010).

There is no doubt that any technology that enables cricket followers to get scores faster and with more reliability is going to be one of the hottest things in generation. The launch of interactive tools and various sites have greatly contributed to the popularity of the game and have brought the games much closer to the most ardent cricket fans and are offered numerous options to evaluate the games in the form of live scores updates, graphs, videos and much more on the desktop. In the 21st century, the entire face of sports has changed drastically with the advent traditionally natural fibres like wool, cotton and silk have been used in the main factures of clothing. All of these fabrics have served the players well in the past but they are now being improved. Sportswear technology has moved significantly in last few years. Fabrics now being used are proven to keep warm, dry, and cool to improve the performance, help to recover quicker and even smell better (Singh, 2010).

Bowling machine:

It is a machine that can replicate the spin and swing of bowlers which has been developed by Dr. West at Loughborough University as part of a virtual reality project to improve match training for cricket (Fig. 1). Dr. west demonstrated the machine at a conference at same University. The spin and swing are put on the ball by the combination of two spinning wheels and a barrel which uses rifling theory to add side spin (West, 2006). This machine creates the leg break or off break delivery, and can also reduce swing and reverse swing mimicking fast bowlers like Brett lee, Glenn McGrath, Shane Bond, Zaheer Khan. This machine was specially designed to incorporate all the things that the real players use such as orientation of the seam on the ball and the speed at which it is released. Now a days the researchers aim to incorporate a visual element so that batsmen can see a projection of



Fig. 1 : Bowling machine