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NEWS RELEASE

Virtual Goalie creates perfect virtual reality lacrosse goalie training environment

Real-time data documents strengths and weaknesses**.**

December 13, 2017 – Atlanta, Georgia – Many lacrosse goalies face the problem of lack of practice time and repetition. That's why the father and son team of Nelson Design Group developed Virtual Goalie, using virtual reality to create the perfect lacrosse goalie training scenario. Along with allowing players to practice whenever they want—regardless of weather or lack of a shooter—the system also provides an app, which delivers training data so users can track their performance and create custom drills.

Available now, Virtual Goalie will debut at the 2018 US Lacrosse Convention (LAXCON) in Baltimore. The training system gives goalies and coaches immediate insight into what needs improvement. Players move through drills defined by distance and speed range, target area and angle. And they get coaching feedback instantly when their form isn't correct. Shot maps show which shooting zones to work on. Save percentages identify the players' shot speed limit, so they can train past it. Coaches have access to real-time data, which allows them to analyze players' strengths and weaknesses.

Goalies can take hundreds of shots at their leisure—without a shooter—providing the crucial repetition lacking in many practice sessions. They can practice off-season and in any weather, keeping their reflexes sharp. Players also won't need to rely on a shooter's ability to manage velocity and shot placement. Virtual Goalie doesn't get tired and doesn't miss. It allows the goalie to get better through repetitions with proper form.

"When Cody began playing goalie, we realized he wasn't getting the practice time he needed to improve," says Nelson Design Group President Doug Nelson. "He was taking private lessons to instill proper form, but knew he needed as many repetitions as possible, especially on bouncers. An hour a week of coaching would not get the job done."

As a high school lacrosse coach for 17 years, Doug brought his knowledge of the game, and Cody used his expertise in computer software design, to together build a complete training scenario using an Oculus virtual reality system. After refining the program, the Nelsons decided that every goalie should benefit from taking hundreds of extra shots, active coaching feedback, and real data that documents strengths and weaknesses. So Virtual Goalie was born.

Virtual reality is gaining traction, and usage will grow significantly in the next several years. According to market analysts IDC, sales of virtual reality products are expected to at least double each year until 2021. Lacrosse goalies of any age or experience level can now use this technology to practice arcs and saves using position cues from a virtual field.

Lacrosse goalies can demo Virtual Goalie at LAXCON in Baltimore on January 19-20, 2017 at booth 567. Or, visit www.virtualgoalie.com to learn more.

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Nelson Design Group, Inc.

The Nelson Design Group, Inc. began developing next-gen technology and applications in 1996. We've worked with Fortune 500 companies in finance and leisure travel. In 2000, we developed a hi-resolution USB2 webcam which provides out of the box 3D capture capabilities, and a suite of 3D applications and drivers.