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(54) Title: A SYSTEM FOR GAMIFYING A PUNCHING BAG TRAINING SESSION

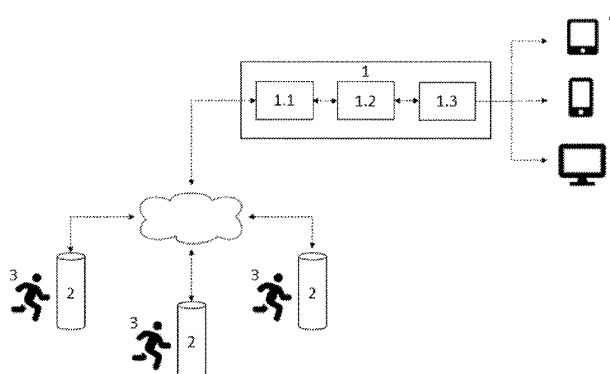


Figure 1

(57) Abstract: The object of the present application relates to a gamified-based system able to create a gamified training environment when a player (3) is performing a punching bag training session. For that purpose, the system comprises a central processing unit (1) that are communicably coupled to a plurality of electronic punching bags (2), each punching bag comprising detection means (2.1, 2.2) adapted to collect the bag's weight data and the impact data caused by a player's strike, which is then communicated to a calibration module (1.1) and a performance module (1.2), in order to determine the player's performance data. This approach allows to determine a player's performance in a uniform way, so that a direct comparison with other players, that may be executing the same training session, be performed reliably. Said player's performance data can be accessed via a player interface module (1.3).

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