

Design and Development of a Ping Pong Robot for Table Tennis Application

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ABSTRACT

This paper presents a Ping Pong robot which is specially designed and fabricated for training table tennis players without having an opponent to practice. Our intension is to create a ping pong robot which should eliminate previous machines drawbacks and mainly concentrate on reducing the price of robot at a 20 feasible rate. Previous ping pong robots are difficult to place on the table and even damage the table while clamping it on the table. Mainly those robots are very costly and may not be affordable by everyone. Even though Ping Pong robot is available in market, the higher end robot costs around 70,000 INR, which may not affordable by everyone. So, it is planned to design a ping pong robot at lower cost 25 with maximum efficiency to help the players for practicing and presenting their skills. The pitching of ball can be changed autonomously, and the balls hit by the player will be collected and loaded back into the hopper automatically. And no need to fix it on the table, it can be placed separately. The pitching of the ping pong ball will be random and so the player can't judge the ball while practicing. If the 30 price is affordable with simple working mechanism and if it can be easily repairable in case of any problem, then many will come forward and use these kind of training kits.

