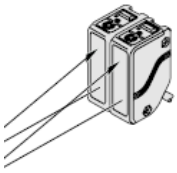
OTOT Electronics Ltd.
Ticketing & Access Control

Real Time People Counting System for Stadiums

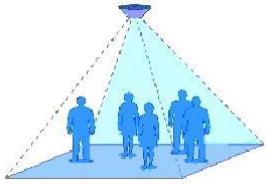
The 4 elements of Stadium Counting System:

1 Getting the information -

The Entry Sensors:
Many options exist to get "One pulse per each person entry or exit":
Optical sensors, Overhead thermal sensor, turnstiles, etc.



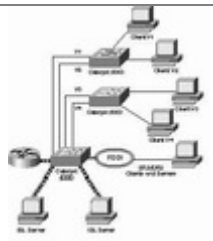
Infrared Sensors



Overhead Thermal Sensor

Turnstiles- any type

2 Transferring the information:
All the inputs from the sensors are transferred to the main controller.
Few methods cab be used to transfer the inputs: direct wires (switch on/off), or by means of local data collectors, which transfer the data by RS485, TCP/IP LAN or wireless.



3 Collecting the information –

"OTOT counting controller":
It receives the inputs, analyzes them and stores all this data as backup to the PC .
It also displays on it's LCD display the real time counting.
Last task is to transfer the data to a PC, where the Counting SW is installed.
Optionally, the controller can transfer the data, by TCP/IP to the global Internet- to OTOT web server. This enable the customer to use the SW any where, any time, from any PC…

4 Real Time Monitoring SW:

- The Controller displays the total counting. It also transfers the information to the PC.
- The Software in the PC, does much more:
  It shows at real time, how many people entered from each gate, and stadium total.
  There are many featured, specially made for stadium- for example:
  It analyze the entry rate, and calculates if all expected fans for that gate can go in before the game starts… if not- a red alert will display.

History Analyzes:
Old event's history information is stored in the PC. At any time, you can select an old event from the history records, display it, analyzed how many people entered at certain times, what was the rate, for each gate and site total, etc.

For more information and price quotation, contact us:

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