Team *Go Go Gadget Green* is designing and building a realistic, simple putting green with selectively adjustable contours capable of replicating multiple real-life green contours by the touch of a button using a computer. Many practice putting greens exist, but they are often unrealistic or difficult to operate. The more realistic and easier to operate product being designed by this team is called the Gadget Green.

Its design combines several already proven technologies. Therefore, the team is confident that the design is a feasible combination of these technologies. In addition to producing the final design of the Gadget Green, the team will construct a prototype to demonstrate each portion of the design and show the golf community its most promising accessory for the future.

Golf is a 76 billion dollar industry worldwide and generates more money than any other sport in the world\(^1\). Equipment and training aids used for player improvement make up a large part of the industry.

Putting accounts for more than 40 percent\(^2\) of all golf shots. Golf scores can be improved the fastest by practicing putting. Current putting training products allow for the simulation of greens by artificial putting surfaces for golfers to practice. Of these putting surfaces, few recreate the realistic feeling of putting on a real green, and the ones that do are complex to operate. Potential customers of the Gadget Green include individuals purchasing for personal practice and entertainment use, companies attracting people to trade show booths, and various entities in between. This indoor practice putting green will be:

- Realistic
- Computer Controlled
- Selectively Contourable
- Walkable
- Quickly adjusted (20 seconds)

The green will cost approximately $11,000 and will be sold online from the company website and over the phone with a company salesman.

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