

SEGA AI Judge System

Official Biometric Scoring Software for Competitive Yogasana

Executive Whitepaper · Surface Overview

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Standardizing a Global Sport Through Objective Precision

As competitive yogasana expands worldwide through federations such as the Universal Yoga Sports Federation (UYSF) and regional leagues, the sport faces one foundational challenge: how to evaluate complex athletic movement with consistent, objective precision. The SEGA AI Judge System was created to answer exactly that.

The Challenge in Competitive Yoga Sports

Traditional judging relies on the human eye. While experienced judges bring invaluable heritage and mastery, purely visual scoring is subject to three persistent limitations:

- **Viewing-angle limits.** A judge seated on one side of the stage cannot see alignment details on the opposite side of the athlete's body.
- **Fatigue & unconscious bias.** Across multi-day events with hundreds of competitors, identical consistency from morning to night is difficult to sustain.
- **Micro-second instability.** Subtle tremors and brief balance shifts can occur faster than human perception can reliably quantify.

The Solution

Developed by **Master Segar** under the **SEGA Intercontinental Yoga Alliance**, the **SEGA AI Judge System** is a proprietary biometric evaluation platform designed specifically for competitive yogasana and sports ranking. Acting as an unbiased digital arbiter, it combines real-time posture assessment with international rulebook standards — measuring posture geometry, stability, and pose complexity so that every competitor is evaluated fairly, transparently, and objectively.

Purpose of this document. This whitepaper is a high-level, surface overview of the system's capabilities and competitive applications. To protect pending intellectual property (Malaysian Patent Application No. PI2026005219), the underlying algorithms, data-fusion methods, and backend architecture are intentionally omitted.

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The SEGA AI Judge System operates across three technological pillars covered under patent application PI2026005219. The functional workflow moves through four stages:

Camera & Sensor Feeds

Biometric Posture
Evaluation

Automated Scoring
& Escalation

Immutable Result
Storage

PILLAR 01

Multi-Source Biometric Posture Evaluation

Rather than relying on a single flattened camera angle, the software evaluates the athlete's body in spatial context.

- **Dynamic landmark tracking.** Key anatomical joints and skeletal structure are mapped in real time, head to toe.
- **Multi-angle awareness.** Visual data from diverse perspectives confirms true geometric alignment regardless of where the athlete faces.
- **Stability & control.** Micro-movements during a hold are monitored to distinguish solid balance from unsteadiness — without blind countdown timers.

PILLAR 02

Automated Scoring & Intelligent Uncertainty Escalation

The system does not replace human mastery — it enhances it through parallel evaluation and automated oversight.

- **Instant tariff verification.** As an athlete enters a posture, execution is checked against standardized difficulty tariffs to generate an immediate baseline mark.
- **Human-AI partnership.** Complex variations, edge-case transitions, or ambiguous postures are automatically flagged and referred to certified Master Judges for secondary review.
- **Zero-bias execution.** Athletes are scored on biomechanical output alone — removing reputation, national, or fatigue-driven bias.

PILLAR 03

Verified, Tamper-Evident Result Storage

In world-class competition, the integrity of the score sheet matters as much as the judging itself.

- **Event-segregated records.** Every tournament, division, and performance is isolated within verified, tamper-evident digital archives.
- **Book of Records protection.** Results are permanently secured and archived, forming an immutable history for the SEGA Intercontinental Book of Records and global rankings.

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The SEGA AI Judge System serves as the technological engine for elite national and international championships, including events organized with the Universal Yoga Sports Federation (UYSF). When deployed at major tournaments, it provides:

- **Real-time stadium displays.** Instant visual feedback and scores for audiences and live streams.
- **Automated athlete dossiers.** Post-event diagnostic reports on stability, form, and execution for athletes and coaches.
- **Standardized world rankings.** Seamless integration into leaderboards, so a score earned in Kuala Lumpur carries the same weight and scrutiny as one earned anywhere.

Traditional Judging vs. the SEGA AI Judge System

Feature	Traditional Human Judging	SEGA AI Judge System
Angle of evaluation	Limited to a judge's physical seat	Spatial, multi-angle skeletal mapping
Scoring speed	Manual, delayed calculation	Instant automated mark generation
Edge-case handling	Subjective panel debate	Automated escalation to Master Judges
Record integrity	Paper / spreadsheet archives	Tamper-evident, event-segregated storage
Athlete feedback	Final score only	Full biomechanical breakdown

INTELLECTUAL PROPERTY & PROVENANCE

The **SEGA AI Judge System** — its name, operational architecture, and associated trademarks — is the intellectual property of **Master Segar** and the **SEGA Intercontinental Yoga Alliance**.

Patent title: *A Biometric Posture Evaluation System Having Provenance-Aware Multi-Source Landmark Fusion, Parallel Multi-Model Mark Generation With Automated Recommendation and Uncertainty Escalation, and Event-Segregated Verified Result Storage.*

Reference: Malaysian Patent Pending PI2026005219 | **Web:** sega-intercontinental-yoga.com | **Affiliation:** Organized in partnership with UYSF

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