Spatrian

FACT SHEET

Spatrian, on one page

Spatrian is one soccer platform for players aged 13 to 18 and the people who develop them: the player, their coach, their personal trainer and, for a homeschool family, the PE record.

THE FOUR PARTS

- **The player** trains with the Audio Coach or their own way, and every session lands in one record of their own
- **Coaches** connect by a code the family types, set targets the player's phone counts, and see the team as counts
- **Personal trainers** keep their clients in one account, set homework the phone counts and send a private report after every session
- **Homeschool:** the same sessions become PE hours, a portfolio and a transcript anyone can verify

Each works on its own. Connecting them is always the family's choice.

WHO IT IS FOR

Players aged 13 to 18, in three age bands (U14, U16, U18), at school, in a club or homeschooled. A parent holds the account until 18; a player of 18 or 19 signs up on their own.

WHAT THE AUDIO COACH DOES

It runs a session out loud. On four drills where one rep is one sound, the phone hears the ball, counts the touches and says when the rhythm slips. Weeks later it comes back, in silence, to check whether the skill held.

PRIVACY, IN THREE FACTS

- No audio is stored or sent. The phone keeps the time of each touch.
- Nothing personal reaches an AI model without a parent's yes.
- No player is ranked against another unless a parent turns it on, and then under a made-up name.

WHERE IT IS OPEN

Sign-up is open in the United States. It is closed in the EU, the EEA, the UK and Switzerland.

WHERE IT IS NOW

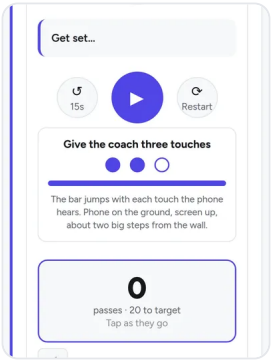
In a free beta, with places offered a few at a time at spatrian.com/beta.

WHO BUILDS IT

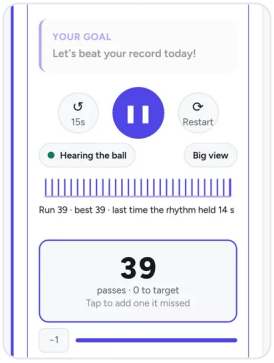
One homeschool family, four jobs: a software engineer, a New York State certified teacher, a volunteer coach and a multi-team athlete.

PLEASE WRITE

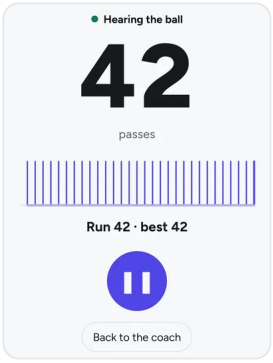
“Keeps the record”, never “makes a family compliant”: the family files the record and the state, district or evaluator decides. “Soccer”, and “ages 13 to 18”.



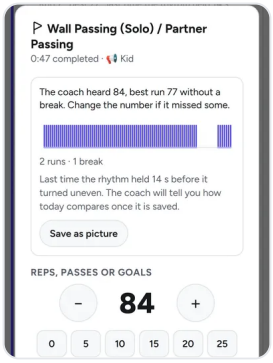
Three touches teach the phone the ball.



The live strip while the drill runs.



Big view, for a phone five meters away.



The session card, before it is saved.