COURSE OUTLINE ICT APPLICATIONS IN PHYSICAL EDUCATION AND SPORTS

1. GENERAL

SCHOOL	PHYSICAL EDUCATION, SPORT SCIENCE AND OCCUPATIONAL THERAPY				
DEPARTMENT	PHYSICAL EDUCATION AND SPORT SCIENCE				
LEVEL OF STUDIES	ISCED level 6 – Bachelor's or equivalent level				
COURSE CODE	C050	SEMESTER 5 th & 6 th			
COURSE TITLE	ICT APPLICATIONS IN PHYSICAL EDUCATION AND SPORTS				
TEACHING ACTIVITIES If the ECTS Credits are distributed in distinct parts of the course e.g. lectures, labs etc. If the ECTS Credits are awarded to the whole course, then please indicate the teaching hours per week and the corresponding ECTS Credits.			TEACHING HOURS PER WEEK		ECTS CREDITS
			2		3
<i>Please, add lines if necessary. Teaching methods and organization of the course are described in section 4.</i>					
COURSE TYPE Background, General Knowledge, Scientific Area, Skill Development	SKILL DEVELOPMENT				
PREREQUISITES:	NO				
TEACHING & EXAMINATION	GREEK				
LANGUAGE:	ENGLISH FOR ERASMUS STUDENTS				
COURSE OFFERED TO ERASMUS STUDENTS:	YES				
COURSE URL:	https://eclass.duth.gr/courses/KOM02209/				

2. LEARNING OUTCOMES

Learning Outcomes

Please describe the learning outcomes of the course: Knowledge, skills and abilities acquired after the successful completion of the course.

Upon successful completion of the course, participants will be able to:

- Understand the use of information and database management systems in *Physical Education and Sports.*
- Develop skills in using Artificial Intelligence (ChatGPT) for analyzing sports data.
- Create and utilize educational videos using online tools such as EdPuzzle.
- Create personalized digital flashcards using gamified learning tools (Quizizz, Quizlet) for education in Physical Education and Sports.
- Utilize the Google Apps workspace to support teaching and education in sports.
- Apply wearable devices in Physical Education and Sports to record and assess real-time data.
- Integrate interactive video games into Physical Education and Sports

education to enhance the learning experience.

General Skills

Name the desirable general skills upon successful completion of the module

Search, analysis and synthesis of data and information, ICT Use Adaptation to new situations Decision making Autonomous work Teamwork Working in an international environment Working in an interdisciplinary environment Production of new research ideas

Project design and management Equity and Inclusion Respect for the natural environment Sustainability Demonstration of social, professional and moral responsibility and sensitivity to gender issues Critical thinking Promoting free, creative and inductive reasoning

- Search, analysis and synthesis of data and information, ICT Use
- Adaptation to new situations
- Autonomous work
- Teamwork
- Working in an international environment
- Working in an interdisciplinary environment
- Project design and management
- Critical thinking
- Promoting free, creative and inductive reasoning

3. COURSE CONTENT

- 1. Information in the Field of Physical Education and Sports
- 2. Database Management Systems in Physical Education and Sports I
- 3. Database Management Systems in Physical Education and Sports II
- 4. Database Management Systems and Artificial Intelligence (ChatGPT) in Physical Education and Sports
- 5. Creating and Utilizing Videos in Physical Education and Sports: Innovative Approaches with Online Tools (EdPuzzle)
- 6. Creating Personalized Digital Flashcards in Physical Education and Sports: Applications in Gamified Learning Environments (Quizizz, Quizlet)
- 7. Utilizing the 'Google Apps' Workspace in Physical Education and Sports: Practical Applications and Educational Advantages
- 8. Wearable Devices in Physical Education and Sports: Innovative Applications and Technological Challenges
- 9. Use of Wearable Devices in Physical Education and Sports: Educational Perspectives and Practical Applications
- 10. Digital Trends and Developments in Physical Education and Sports Machine Learning I
- 11. Digital Trends and Developments in Physical Education and Sports Machine Learning II
- 12. Integration of Interactive Video Games in Physical Education and Sports
- 13. Utilization of Interactive Video Games in Physical Education and Sports

TEACHING METHOD Face to face, Distance learning, etc.	 The course will be taught using a combination of two teaching methods: Lectures, where basic concepts and theories related to the course content will be introduced. Laboratory sessions, where students will work independently or in groups, under guidance, performing tasks using general and specialized software packages. Additionally, a blended learning model will be developed, incorporating distance learning through a learning management platform. This approach provides flexibility and reinforces both 		
USE OF INFORMATION & COMMUNICATIONS TECHNOLOGY (ICT) Use of ICT in Teaching, in Laboratory Education, in Communication with students	 Use of ICT in Teaching an Students will include: Digital slides for p Videos to enhance complex topics MsTeams/e-class, communication ar Cloud computing and file sharing Artificial intelligen and provide perso This integration of ICT too learning experience and statements 	d Communication with resenting course material e understanding of webmail for online nd course management for collaborative work ace to support learning onalized assistance ols will enhance the streamline instructors and students.	
TEACHING ORGANIZATION	Activity	Workload/semester	
The ways and methods of teaching are described in detail.	Lectures	26	
Lectures, Seminars, Laboratory Exercise, Field Exercise, Bibliographic research & analysis, Tutoring, Internship (Placement), Clinical	Bibliographic research & analysis	20	
Exercise, Art Workshop, Interactive learning, Study visits, Study / creation, project, creation, project. Etc.	Exams	3	
The supervised and unsupervised workload per activity is indicated here, so that total workload per semester complies to ECTS standards.	Total	75	
STUDENT EVALUATION Description of the evaluation process Assessment Language, Assessment Methods,	The assessment for the co as follows:	ourse will be structured	

4. LEARNING & TEACHING METHODS - EVALUATION

Formative or Concluding, Multiple Choice Test, Short Answer Questions, Essay Development	1. Mid-term evaluation (Problem Solving):
Questions, Problem Solving, Written	35%
Assignment, Essay / Report, Oral Exam, Presentation in audience, Laboratory	2. Final written exam (Multiple Choice
Report, Clinical examination of a patient, Artistic	Test, Short Answer Questions): 65%
interpretation, Other/Others	
Please indicate all relevant information about	
the course assessment and how students are	
informed	

5. SUGGESTED BIBLIOGRAPHY

- 1. Koutsouris, D. D., Petropoulou, O., Anastasiou, A., & Matsopoulos, G. (2022). Modern Technologies & Applications of Digital Health. Kallipos: Open Academic Editions.
- 2. Susan Ko / Steve Rossen (2021). Teaching Online: Tools and Examples. Propompos Publishing I.K.E.
- 3. Voulgari, I., Roinioti, E., Koutroumanos, G., Sintoris, C., & Manesis, D. (2024). Digital Games and Learning. Kallipos: Open Academic Editions.

ANNEX OF THE COURSE OUTLINE

Alternative ways of examining a course in emergency situations

Teacher (full name): 🛝	Vernadakis Nikolaos, Professor
Contact details:	nvernada@phyed.duth.gr
Supervisors: (1)	NO
Evaluation methods: (2)	Written examination with distance learning methods
Evaluation methods: (2) V Implementation T Instructions: (3) t T S T S F S Implementation T S T S F	The examination with distance learning methods The examination in the course will be carried out in subgroups of users in the e-class, depending on the number of participants in the course, on the day according to the examination program announced by the Secretariat. The exam will be conducted through Teams. The link will be sent to students via e-class exclusively to the institutional accounts of those who have registered for the course and have learned the terms of distance methods. Students will have to log in to the examination room through their institutional account, otherwise they will not be able to participate. They will also take part in the examination with a camera, which they will have open during the examination. Before the start of the exam, students will show their identity to the camera, so that they can be identified. Each student should answer multiple choice questions, free text development, critical thinking. Each of the questions is graded from 0.5