

## COURSE OUTLINE APPLICATIONS OF TECHNOLOGY IN EXERCISE AND SPORT

### 1. GENERAL

<b>SCHOOL</b>	PHYSICAL EDUCATION, SPORT SCIENCE AND OCCUPATIONAL THERAPY		
<b>DEPARTMENT</b>	PHYSICAL EDUCATION AND SPORT SCIENCE		
<b>LEVEL OF STUDIES</b>	ISCED level 6 – Bachelor's or equivalent level		
<b>COURSE CODE</b>	C072	<b>SEMESTER</b>	7 <sup>th</sup> & 8 <sup>th</sup>
<b>COURSE TITLE</b>	APPLICATIONS OF TECHNOLOGY IN EXERCISE AND SPORT		
<b>TEACHING ACTIVITIES</b> <i>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.</i>		<b>TEACHING HOURS PER WEEK</b>	<b>ECTS CREDITS</b>
		2	3
<b>COURSE TYPE</b> <i>Background, General Knowledge, Scientific Area, Skill Development</i>	Skill Development		
<b>PREREQUISITES:</b>	None		
<b>TEACHING &amp; EXAMINATION LANGUAGE:</b>	Hellenic (Greek) English for Erasmus+ students		
<b>COURSE OFFERED TO ERASMUS STUDENTS:</b>	YES		
<b>COURSE URL:</b>			

### 2. LEARNING OUTCOMES

<b>Learning Outcomes</b> <i>Please describe the learning outcomes of the course: Knowledge, skills and abilities acquired after the successful completion of the course.</i>	
<p>After the end of the course, students will be able to:</p> <ul style="list-style-type: none"> <li>– <i>know the principles of operation of widely accessible technologies applied to training and exercise</i></li> <li>– <i>understand the limitations and failures of these technologies</i></li> <li>– <i>acquire critical technological information for the effectiveness of exercise and training</i></li> <li>– <i>apply broadly accessible technologies to solve problems related to exercise and sport</i></li> <li>– <i>critically evaluate the contribution of modern technology to their effectiveness as trainers and coaches</i></li> </ul>	
<b>General Skills</b> <i>Name the desirable general skills upon successful completion of the module</i>	
<i>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</i>	<i>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</i>
<ul style="list-style-type: none"> <li>• <i>Search, analysis and synthesis of data and information, using appropriate ICT</i></li> <li>• <i>Decision making</i></li> </ul>	

- *Autonomous work*
- *Teamwork*
- *Working in an international environment*
- *Working in an interdisciplinary environment*
- *Production of new research ideas*
- *Project design and management*
- *Respect for the natural environment*
- *Promoting free, creative and inductive reasoning*

### 3. COURSE CONTENT

1. *Introduction to modern sports technology*
2. *Wearable devices: theory and function*
3. *Applications of wearable devices in exercise and sport*
4. *Applications of smart devices for motion measurement*
5. *Applications of smart devices for motion analysis*
6. *Practical application in mobile phone motion measurement and analysis*
7. *Applications of satellite technologies in exercise and sport*
8. *Applications of technology in exercise in the fitness center*
9. *Semi-laboratory motion measurement devices*
10. *Applications of artificial intelligence in exercise and training*
11. *Digital and digitized gymnast and coach*
12. *The future of technologies in exercise and sport*
13. *Presentation of projects - summary of conclusions*

### 4. LEARNING & TEACHING METHODS - EVALUATION

<b>TEACHING METHOD</b> <i>Face to face, Distance learning, etc.</i>	<ul style="list-style-type: none"> <li>– Face to face</li> <li>– Theoretical lectures</li> <li>– Laboratory courses</li> <li>– Distance learning</li> </ul>	
<b>USE OF INFORMATION &amp; COMMUNICATIONS TECHNOLOGY (ICT)</b> <i>Use of ICT in Teaching, in Laboratory Education, in Communication with students</i>	Use of ICT in teaching and communication with students: <ul style="list-style-type: none"> <li>– digital slides</li> <li>– videos</li> <li>– - MsTeams/ e-class, webmail</li> </ul>	
<b>TEACHING ORGANIZATION</b> <i>The ways and methods of teaching are described in detail.</i> <i>Lectures, Seminars, Laboratory Exercise, Field Exercise, Bibliographic research &amp; analysis, Tutoring, Internship (Placement), Clinical Exercise, Art Workshop, Interactive learning, Study visits, Study / creation, project, creation, project. Etc.</i>  <i>The supervised and unsupervised workload per activity is indicated here, so that total workload per semester complies to ECTS standards.</i>	<b>Activity</b>	<b>Workload/semester</b>
	Lectures	26
	Lab exercises	26
	Study and analysis of the literature	20
	Examinations	3
<b>STUDENT EVALUATION</b> <i>Description of the evaluation process</i>	Total Course	75

<p>Assessment Language, Assessment Methods, Formative or Concluding, Multiple Choice Test, Short Answer Questions, Essay Development Questions, Problem Solving, Written Assignment, Essay / Report, Oral Exam, Presentation in audience, Laboratory Report, Clinical examination of a patient, Artistic interpretation, Other/Others</p> <p>Please indicate all relevant information about the course assessment and how students are informed</p>	<ol style="list-style-type: none"> <li>1. Interim evaluations (80%)</li> <li>2. Written exams including: multiple choice tests, short answer questions and development questions designed to solve problems (20%)</li> </ol> <p>The assessment languages are Greek and English for Erasmus students</p>
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## 5. SUGGESTED BIBLIOGRAPHY

1. Sangwan, N, Rathee, R and Chahal, P, (2023). *The Technological Revolution In Sport And Exercise Science: Impacts On Performance*. *Sports Science & Health Advances*. 1(2), pp: 104-111.
2. Seçkin, A. Ç., Ateş, B., & Seçkin, M. (2023). *Review on Wearable Technology in Sports: Concepts, Challenges and Opportunities*. *Applied Sciences*, 13(18), 10399.
3. Li RT, Kling SR, Salata MJ, Cupp SA, Sheehan J, Voos JE. *Wearable Performance Devices in Sports Medicine*. *Sports Health*. 2016 Jan-Feb;8(1):74-8.

## ANNEX OF THE COURSE OUTLINE

### Alternative ways of examining a course in emergency situations

<b>Teacher (full name):</b>	Nikolaos Aggelousis
<b>Contact details:</b>	nagelous@phyed.duth.gr
<b>Supervisors:</b>	Yes
<b>Evaluation methods:</b>	Written or oral examination with distance learning methods, via eClass. Identification and monitoring of examinees through Microsoft Teams
<b>Implementation Instructions:</b>	<p>The examination in the course will be done in randomly created groups of users (examinees). The compositions of the user groups will be announced in time.</p> <p>The total examination duration of each group will be 1 hour. In the first twenty minutes of each examination period, the examinees will be identified through the MS Teams app. For this purpose, there must be a camera, microphone and headphones connected to their terminal device (PC or smartphone). The relevant link will be sent via eClass, exclusively to the institutional accounts of those who have registered for the course and have accepted the terms of distance examination. For identification, students will display their student ID on camera when requested.</p> <p>The main examination will be carried out through the "Exercises" application of eClass. In particular, at the beginning of the second twenty minutes of each examination period, an exercise entitled "Examination - Group X (where X = 1 to n)" will be activated in the eClass, which will include 20 questions. The time limit for answering the 20 questions will be 30 minutes. During this period, all questions should be answered and</p>

	<p>finalized. Each of the questions will be graded with 0.5 points.</p> <p>Students should log in to the eClass platform through their institutional account.</p> <p>Also during the exam the camera and microphone of the examinees have to be continuously activated and the MS Teams application should be open.</p>
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