### COURSE OUTLINE MODERN OLYMPIC GAMES

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	C085	SEMESTER 7 <sup>th</sup> & 8 <sup>th</sup>			
COURSE TITLE	MODERN OLY	MPIC GAMES			
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 PEF WEEK			
			2	3	
Please, add lines if necessary. Teaching methods and organization of					
the course are described in section 4.					
<b>COURSE TYPE</b> Background, General Knowledge, Scientific Area, Skill Development	General Know	/ledge			
PREREQUISITES:	None				
<b>TEACHING &amp; EXAMINATION</b>	Greek				
LANGUAGE:	English for Erasmus students				
COURSE OFFERED TO ERASMUS	YES				
STUDENTS:					
COURSE URL:	https://eclass.duth.gr/courses/KOM02219/				

### 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 the completion of this course the students will be able to comprehend:

1. The evolution of the modern Olympic Movement from revival to modern times.

2. The structure of the Olympic Movement, the events and the people that marked the Olympic Games.

3. The most important problems of the modern OG.

4. The political economic and cultural dimensions of the Games.

#### **Gneral Skills**

Name the desirable general skills upon successful completion of the module

Search, analysis and synthesis of data and information,	Project design and management
ICT Use	Equity and Inclusion
Adaptation to new situations	Respect for the natural environment
Decision making	Sustainability
Autonomous work	Demonstration of social, professional and moral responsibility
Teamwork	and sensitivity to gender issues
Working in an international environment	Critical thinking
Working in an interdisciplinary environment	Promoting free, creative and inductive reasoning

Production of new research ideas

- Search, analysis and synthesis of data and information
- Production of new research ideas
- Critical thinking

Promoting free, creative and inductive reasoning

# 3. COURSE CONTENT

- 1. Ancient and modern Olympic Games (O.G.) Modern Olympic ideology
- 2. Athens 1896.
- 3. Paris 1900 London 1948.
- 4. Helsinki 1952 Sydney 2000.
- 5. Athens 2004 Tokyo 2020
- 6. Personalities of the Olympic Movement Legend athletes.
- 7. Women and the modern OG.
- 8. The gigantism of the program.
- 9. Doping in the O.G.
- 10. Cultural dimension of O.G.
- 11. Television and O.G.
- 12. Political exploitation of O.G.
- 13. Economical dimension of O.G.

## 4. LEARNING & TEACHING METHODS - EVALUATION

TEACHING METHOD	Face to face lectures as well as distance learning in		
Face to face, Distance learning, etc.	emergency situations		
USE OF INFORMATION &	Use of ICT in Teaching		
COMMUNICATIONS TECHNOLOGY	Digital Transparencies		
(ICT)	Videos		
Use of ICT in Teaching, in Laboratory		_	
Education, in Communication with students	<ul> <li>MsTeams/e-class/webmail</li> </ul>		
TEACHING ORGANIZATION	Activity	Workload/semester	
The ways and methods of teaching are	Lectures	26	
described in detail.	Written essay	25	
Lectures, Seminars, Laboratory Exercise, Field Exercise, Bibliographic research & analysis,	Study and analysis of	21	
Tutoring, Internship (Placement), Clinical	literature		
Exercise, Art Workshop, Interactive learning,	Exams	3	
Study visits, Study / creation, project, creation,	Total	75	
project. Etc.			
The supervised and unsupervised workload per			
activity is indicated here, so that total			
workload per semester complies to ECTS			
standards.			
STUDENT EVALUATION			
Description of the evaluation process	Writton ossay (20%)		
Assessment Language, Assessment Methods,	Written essay (30%),		
Formative or Concluding, Multiple Choice Test,	Written examination (70%)		
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	
Please indicate all relevant information about	
the course assessment and how students are	
informed	

# 5. SUGGESTED BIBLIOGRAPHY

1. Mechikoff R. A. (translated by Giosos I., Albanidis E., Anastasiou A.) (2019). History and philosophy of Sports, Sports and Physical Education. Athens: Broken Hill Publishers Ltd.

2. Goggaki K. (2013). The Olympic Ideal-Global Crisis and Prospects, Athens: Publisher Gutenberg, 2013.

3. Filippou E. (2002). The history of the modern Olympic Games, Athens, Ed. Savallas.

4. Albanidis, E. (2000). Modern Olympic Games. Komotini: Personal edition.

5. Giannakis, Th. (1997). Zappeies and modern Olympics. Athens: Publications Salto.

7. Organizing Committee of the Athens 2004 Olympic Games (2001). Olympic Games - Reports and

Approaches. Athens: Hellenic Letters Publications.

8. Lucas, J. (1980). The modern Olympic Games. New York: AS Barnes

# ANNEX OF THE COURSE OUTLINE

# Alternative ways of examining a course in emergency situations

Teacher (full name):	Evangelos Albanidis
Contact details:	valbanid@phyed.duth.gr
Supervisors:	YES
Evaluation methods:	Written essay (30%), online written examination (70%)
Implementation Instructions:	The course examination will take place on the day of the examination, according to the examination program. The examination will be carried out through E-CLASS and Microsoft 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 education. In Microsoft Teams students will have to log in to the examination room through their institutional account, otherwise they will not be able to participate. Before the start of the exam, students will show their identity to the camera, so that they can be identified.