

COURSE OUTLINE INFORMATION AND COMMUNICATION TECHNOLOGIES IN PHYSICAL EDUCATION

1. GENERAL

SCHOOL	SCHOOL OF PHYSICAL EDUCATION, SPORTS AND OCCUPATIONAL THERAPY		
DEPARTMENT	DEPARTMENT OF PHYSICAL EDUCATION AND SPORT SCIENCES		
LEVEL OF STUDIES	UPS - LEVEL 6		
COURSE CODE	C108	SEMESTER	1 ^o , 2 ^o
COURSE TITLE	INFORMATION AND COMMUNICATION TECHNOLOGIES IN PHYSICAL EDUCATION		
TEACHING ACTIVITIES <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>		TEACHING HOURS PER WEEK	ECTS CREDITS
		3	3
<i>Please, add lines if necessary. Teaching methods and organization of the course are described in section 4.</i>			
COURSE TYPE <i>Background, General Knowledge, Scientific Area, Skill Development</i>	BACKGROUND		
PREREQUISITES:	NO		
TEACHING & EXAMINATION LANGUAGE:	GREEK ENGLISH FOR ERASMUS STUDENTS		
COURSE OFFERED TO ERASMUS STUDENTS:	YES		
COURSE URL:	https://eclass.duth.gr/courses/KOM02118/		

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 Educational Technology:* Acquire basic knowledge about the digital services provided to support Physical Education.
- *Use Information and Communication Technologies (ICT):* Develop the ability to use computers for managing files and information.
- *Utilize Office Software:*
 - Create, edit, and format documents.
 - Use spreadsheets for data analysis and chart creation.
 - Design and implement presentations for educational and athletic purposes.
- *Apply Educational Techniques and Integrate Technology:* Develop skills to integrate technological tools and media into Physical Education teaching.
- *Create Visual Materials:* Design and use effective visual symbols for educational purposes.
- *Understand Artificial Intelligence:* Grasp the basic principles of artificial intelligence and its applications in Physical Education, including the use of tools like ChatGPT.
- *Develop Digital Skills:* Familiarize with modern tools and technologies that facilitate teaching and organization in sports and Physical Education.
- *Integrate Technology Effectively:* Be capable of designing, creating, and presenting educational content using digital media.

General Skills

Name the desirable general skills upon successful completion of the module

<i>Search, analysis and synthesis of data and information, ICT Use</i> <i>Adaptation to new situations</i> <i>Decision making</i> <i>Autonomous work</i> <i>Teamwork</i> <i>Working in an international environment</i> <i>Working in an interdisciplinary environment</i> <i>Production of new research ideas</i>	<i>Project design and management</i> <i>Equity and Inclusion</i> <i>Respect for the natural environment</i> <i>Sustainability</i> <i>Demonstration of social, professional and moral responsibility and sensitivity to gender issues</i> <i>Critical thinking</i> <i>Promoting free, creative and inductive reasoning</i>
<ul style="list-style-type: none"> • <i>Search, analysis and synthesis of data and information, ICT Use</i> • <i>Adaptation to new situations</i> • <i>Autonomous work</i> • <i>Teamwork</i> • <i>Working in an international environment</i> • <i>Working in an interdisciplinary environment</i> • <i>Project design and management</i> • <i>Critical thinking</i> • <i>Promoting free, creative and inductive reasoning</i> 	

3. COURSE CONTENT

1. Educational Technology – Digital Services of the Department of Physical Education and Sports Science – Democritus University of Thrace
2. Introduction to Information and Communication Technologies in Physical Education – Computer Use and File Management
3. Using Office Software in Physical Education and Sports – Word Processor I
4. Using Office Software in Physical Education and Sports – Word Processor II
5. Educational Techniques – Integrating Technology and Media I
6. Educational Techniques – Integrating Technology and Media II
7. Using Office Software in Physical Education and Sports – Spreadsheets I
8. Using Office Software in Physical Education and Sports – Spreadsheets II
9. Principles of Using Visual Symbols – Designing Effective Materials I
10. Principles of Using Visual Symbols – Designing Effective Materials II
11. Using Office Software in Physical Education and Sports – Presentations I
12. Using Office Software in Physical Education and Sports – Presentations II
13. Introduction to Artificial Intelligence and Its Application in Physical Education – ChatGPT

4. LEARNING & TEACHING METHODS - EVALUATION

TEACHING METHOD <i>Face to face, Distance learning, etc.</i>	<p>The course will be taught using a combination of two teaching methods:</p> <ul style="list-style-type: none"> • 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. <p>Additionally, a blended learning model will be developed, incorporating distance learning through a learning management platform. This approach provides flexibility and reinforces both theoretical and practical skills.</p>
USE OF INFORMATION & COMMUNICATIONS TECHNOLOGY (ICT) <i>Use of ICT in Teaching, in Laboratory Education, in Communication with students</i>	<p>Use of ICT in Teaching and Communication with Students will include:</p> <ul style="list-style-type: none"> • Digital slides for presenting course material • Videos to enhance understanding of complex

	<p>topics</p> <ul style="list-style-type: none"> • MsTeams/e-class, webmail for online communication and course management • Cloud computing for collaborative work and file sharing • Artificial intelligence to support learning and provide personalized assistance <p>This integration of ICT tools will enhance the learning experience and streamline communication between instructors and students.</p>														
<p>TEACHING ORGANIZATION</p> <p><i>The ways and methods of teaching are described in detail.</i></p> <p><i>Lectures, Seminars, Laboratory Exercise, Field Exercise, Bibliographic research & analysis, Tutoring, Internship (Placement), Clinical Exercise, Art Workshop, Interactive learning, Study visits, Study / creation, project, creation, project. Etc.</i></p> <p><i>The supervised and unsupervised workload per activity is indicated here, so that total workload per semester complies to ECTS standards.</i></p>	<table> <tr> <th>Activity</th><th>Workload/semester</th></tr> <tr> <td>Lectures</td><td>39</td></tr> <tr> <td>Laboratory Exercise</td><td>20</td></tr> <tr> <td>Bibliographic research & analysis</td><td>13</td></tr> <tr> <td>Exams</td><td>3</td></tr> <tr> <td></td><td></td></tr> <tr> <td>Total Course</td><td>75</td></tr> </table>	Activity	Workload/semester	Lectures	39	Laboratory Exercise	20	Bibliographic research & analysis	13	Exams	3			Total Course	75
Activity	Workload/semester														
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<p>STUDENT EVALUATION</p> <p><i>Description of the evaluation process</i></p> <p><i>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</i></p> <p><i>Please indicate all relevant information about the course assessment and how students are informed</i></p>	<ol style="list-style-type: none"> 1. Mid-term evaluation (Problem Solving): 35% 2. Final written exam (Multiple Choice Test, Short Answer Questions): 65% 														

5. SUGGESTED BIBLIOGRAPHY

1. Smaldino, S., Lowther, D. & Russell, J. (2010). Educational Technology and Media for Learning. Athens: Ellin.
2. Mohnsen, S.B. (2014). The Use of Technology in Physical Education (Ed. Antoniou, P.). Thessaloniki: Disigma.
3. Anastasiadis, P., Kotsidis, K. (2022). ICT, Distance Education, and Creativity in the 21st Century School. Crete: Laboratory of Advanced Learning Technologies in Lifelong and Distance Education (EDIVEA).
4. Komis, V. (2019). Introduction to Educational Applications of Information and Communication Technologies – 2nd Edition. New Technologies Publishing Private Company.

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
Implementation Instructions: (3)	<p>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.</p> <p>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.</p> <p>Each student should answer multiple choice questions, free text development, critical thinking. Each of the questions is graded from 0.5 points to 2.0 points depending on question's category</p>