

Serious Sports

LLP/LdV/TOI/2011/IRL - 508

<http://www.adam-europe.eu/adam/project/view.htm?prj=9191>

Project Information

Title: Serious Sports

Project Number: LLP/LdV/TOI/2011/IRL - 508

Year: 2011

Project Type: Transfer of Innovation

Status: completed

Country: IE-Ireland

Marketing Text: A common characteristic shared between sports and digital games is that both are areas of human activity that greatly interest citizens of the EU and have enormous potential for bringing people together, reaching out to all, regardless of age or social origin. Although sport plays a major role in the world of digital games nowadays, ranging from sports simulation to sports management games, the role of games in sports remains a rarely used practice. The potential for games in sports, in particular in the teaching of sports and related elements, represents an untapped wealth of possibilities.

Summary: The aim of the Serious Sports project was to develop a digital sports game and reusable framework that would help to support and train sports coaches by offering them the opportunity to simulate physical conditioning, training content and structure in different (training) seasons for a European-wide sport.

In addition, the project sought to research, enhance and promote the use of game based learning in all areas of sport and support the recognition and evaluation of social, communication and organisational skills acquired in all possible learning scenarios.

The project developed a number of results to meet the goals outlined above - including primary deliverables such as a re-usable framework for the development of sports management games focused on the coaching of a particular sport, a framework for a European-wide sport (Basketball) and a number of game prototypes for this sport - which lead to the development of the main project results - a digital sports game aimed at supporting and training sports coaches via Game-Based-Learning (GBL). Results are available on the project website: <http://serious-sports.org>

Description: The central aim of the Serious Sports project was to develop, based on "serious game" technology, a theoretical and re-usable framework, a digital sports game for training sports/fitness coaches, an online digital sport games and game-based-learning repository and associated guidelines and training for vocational teachers, sports/fitness coaches and others involved in sports for the teaching/development of strategy/tactical understanding of competitive indoor and outdoor games.

It was intended that by imparting these competencies in an innovative and fun learning platform, and providing resources to ensure the valorisation, sustainability & re-use of the project results, the project would introduce/enforce the effective learning method game-based learning plays in sports education by developing the competencies for sports/fitness training in a re-usable games framework. The serious game environment was seen as most appropriate as it provides an immeasurable authentic experience of the game. It allows for early understanding of strategy and tactics which will be developed at rates tuned to the interest and capacity of learners.

Such environments also allow for the involvement of all teachers/persons including those who are old or have disabilities - which may preclude the transfer of their knowledge and experience to other teachers and coaches. This also sought to help modernize the sports coaching area - currently taught in conventional classroom, or field environments.

Themes: *** Intercultural learning
*** Sustainability

Project Information

- *** Open and distance learning
- *** Continuous training
- ** Quality
- ** ICT
- ** Others
- ** Equal opportunities

- Sectors: *** Human Health and Social Work Activities
*** Education
*** Arts, Entertainment and Recreation
** Information and Communication

- Product Types: open and distance learning
others
material for open learning
modules
teaching material
website
distribution methods

Product information: The project developed all results to progress its goals – including primary deliverables such as the theoretical and re-usable framework, a version of this framework containing information for a European-wide sport and a number of prototypes for a digital sports game for training sports/ fitness coaches. In addition, the project has developed a number of game prototypes leading to the development of the final digital sports game for training sports/ fitness coaches.

In addition to these primary deliverables, the project also developed a number of resources and tools to progress its additional aims of researching, enhancing and promoting the use of game based learning in all areas of sport. These include a series of reviews of existing commercial Off-the-Shelf entertainment titles with regard to their potential for teaching sports competencies, the reviewing of game controls and peripheral devices with regard to potential use in sports training and a survey of game engines, middleware and development suites. The resulting information has been developed into a catalogue with an introduction from the Editor-In-Chief of the International Journal of Game-Based Learning (IJGBL) and is currently available online on the project website.

All of these results are currently available on the project website (<http://serious-sports.org>).

Projecthomepage: <http://serious-sports.org>

Project Contractor

Name: Cork Institute of Technology
City: Cork
Country/Region: South-East
Country: IE-Ireland
Organization Type: public institution
Homepage: <http://www.cit.ie>

Contact Person

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Partner

Partner 1

Name: FH Joanneum University of Applied Sciences
City: Graz
Country/Region: Upper Austria
Country: AT-Austria
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Homepage: <http://www.fh-joanneum.at>

Partner 2

Name: University of Oulu
City: Oulun Yliopisto
Country/Region: Pohjois-Suomi
Country: FI-Finland
Organization Type: university/Fachhochschule/academy
Homepage: <http://www.oulu.fi>

Partner 3

Name: Scienter
City: Bologna
Country/Region: Emilia-Romagna
Country: IT-Italy
Organization Type: research institution
Homepage: <http://www.scienter.org>

Partner 4

Name: Simsoft Computer Technologies Ltd.
City: Ankara
Country/Region: Ankara
Country: TR-Turkey
Organization Type: SME - small and medium-sized enterprise (up to 250 employees)
Homepage: <http://www.simsoft.com.tr>

Partner

Partner 5

Name: Semmelweis University
City: Budapest
Country/Region: Közép-Magyarország
Country: HU-Hungary
Organization Type: university/Fachhochschule/academy
Homepage: <http://english.sote.hu/>

Partner 6

Name: London South Bank University
City: London
Country/Region: Outer London
Country: UK-United Kingdom
Organization Type: research institution
Homepage: <http://www.lsbu.ac.uk/>

Products

- 1 Theoretical framework for the analysis of sports related concepts and practices in computer video
- 2 Survey of existing COTS entertainment titles
- 3 Survey of game engines, middleware, development suites
- 4 Review of game controls and peripheral devices
- 5 Serious Sports Catalogue of Digital Sports Games
- 6 Serious Sports website and portal tool
- 7 Framework for Serious Sports game development
- 8 Framework for European wide sport
- 9 Evaluation and Quality Assurance plan
- 10 Interim Evaluation Report

Product 'Theoretical framework for the analysis of sports related concepts and practices in computer video games and simulations'

Title: Theoretical framework for the analysis of sports related concepts and practices in computer video games and simulations

Product Type: others

Marketing Text: A theoretical framework for the analysis of sports-related concepts and practices in digital games and simulations and their integration into sports science and physical education pedagogy.

Description: This result is a theoretical framework for the analysis of sports-related concepts and practices in digital games and simulations and their integration into sports science and physical education pedagogy.

The theoretical framework is based on the results of other results from work package 2 – the game, middleware and peripheral device reviews.

Through analysis of these results and extensive desk-based research focused on constructivist pedagogical approaches – primarily Game Based Learning, the theoretical framework was developed outlining:

- 1) The competencies which can be gained from the different digital sports and fitness games (e.g. motor, cognitive, etc.).
- 2) The applicability and use of the competences which can be gained from digital sports games.
- 3) The possibility of use of and integration of digital sports and fitness games in the role of teaching/ coaching sports and/ or physical fitness.

Target group: Representatives of final user categories, final users, vocational and training centres, coaches, tutors, policy makers, research institutions

Result: The theoretical framework contributes to the project objectives by providing a suitable “knowledge base” for the project activities and for its stakeholders.

Area of application: For project partners, the framework provides a tool to aid in the implementation of sports-related concepts and practices in the developed digital game and its potential integration into sports science and physical education pedagogy.

For trainers/ educators, the framework provides information related to digital sport games and the transfer of competencies through sports and fitness games.

Homepage:

Product Languages: English

product files

R1-Theoretical-Framework-FinalV1.0.pdf

<http://www.adam-europe.eu/prj/9191/prd/1/1/R1-Theoretical-Framework-FinalV1.0.pdf>

R2-SSP-Game-Survey-V0.4.pdf

<http://www.adam-europe.eu/prj/9191/prd/1/1/R2-SSP-Game-Survey-V0.4.pdf>

R3-Game-Engine-Assessment-V0.4.pdf

<http://www.adam-europe.eu/prj/9191/prd/1/1/R3-Game-Engine-Assessment-V0.4.pdf>

product files

R4-Peripheral-Devices-Reviews-V1.3.pdf

<http://www.adam-europe.eu/prj/9191/prd/1/1/R4-Peripheral-Devices-Reviews-V1.3.pdf>

R6-SSP-Game-Framework.pdf

<http://www.adam-europe.eu/prj/9191/prd/1/1/R6-SSP-Game-Framework.pdf>

R7-SSP-Good-Practice-Guidelines.pdf

<http://www.adam-europe.eu/prj/9191/prd/1/1/R7-SSP-Good-Practice-Guidelines.pdf>

SSP_Catalogue.pdf

http://www.adam-europe.eu/prj/9191/prd/1/1/SSP_Catalogue.pdf

SSP-User-Guide.pdf

<http://www.adam-europe.eu/prj/9191/prd/1/1/SSP-User-Guide.pdf>

Product 'Survey of existing COTS entertainment titles'

Title: Survey of existing COTS entertainment titles

Product Type: others

Marketing Text: A survey of existing commercial off the shelf (COTS) entertainment titles with regard to their potential for sports training and for teaching specific sports competencies.

Description: This result is a survey of existing commercial entertainment digital games with regard to information relevant to the project, including basic technical information, genre-specific information, sports competencies contained in the game and pedagogical aspects. This result was developed collaboratively between all partners. FHJ developed, in collaboration with DEIS, a template which all partners would use to review games with a view to identifying relevant sports competencies, technical information, potential use in or outside of the classroom, etc. Overall, 33 digital games from the genres of sports simulation, sports management, sports arcade and exercise games were reviewed with regard to their potential for sports training. In addition to the reviewing of these games, the results were analysed and conclusions and recommendations were developed according to their pedagogical aspects and potential use inside or outside the classroom.

Target group: Representatives of final user categories, final users, vocational and training centres, coaches, tutors, policy makers, research institutions.

Result: These reviews contributes to the project objectives by identifying some new means of bridging the gap between digital games and sports training, in particular, the use of games to benefit sports for both trainers and players.

Area of application: For project partners, the reviews are a useful tool for identifying the characteristics of sports games, sports game mechanics, sports game genres and the use of these in and outside of the classroom. The reviews also provide a current "state-of-the-art" with regard to digital sports games in the games industry". For stakeholders such as trainers/ educators, coaches, or GBL experts, the reviews provide examples of which games are available for pedagogical purposes and how and for what purposes these can be used.

Homepage:

Product Languages: English

Product 'Survey of game engines, middleware, development suites'

Title: Survey of game engines, middleware, development suites

Product Type: others

Marketing Text: A survey of game engine middleware and development suites in terms of ability to support development of digital sports-based games.

Description: This result is a survey of existing technologies currently in uses with regard to digital sports/ exercise games, in particular the game engines and the development suites which are used to develop and run digital sports/ exercise games. The result was developed corroboratively between FHJ, due to their experience in the reviewing of games and technical information and Simsoft, due to their experience in using game engines for development. Initially a template was developed and agreed between partners to specify the information to be gathered for each engine/ middleware suite including basic target platforms, language, development platforms and cost of license. Following this, 7 different game engines/ middleware suites were reviewed.

Target group: Representatives of final user categories, final users, vocational and training centres, coaches, tutors, policy makers, research institutions

Result: This survey contributes to the project objectives by identifying the technology currently in use with regard to the development of digital sports games.

Area of application: For project partners, the survey is a useful tool for game development, identifying the tools available for development, the costs, characteristics, etc. In particular, it provides information for the development of the serious sport project game. The survey also provides a current "state-of-the-art" with regard to digital sports games in the games industry". For stakeholders such as trainers/ educators, coaches, or GBL experts, the survey provides information on the tools being used to develop games and can identify tools for use for game developers or those interested in game development.

Homepage:

Product Languages: English

Product 'Review of game controls and peripheral devices'

Title: Review of game controls and peripheral devices

Product Type: others

Marketing Text: Critical review of game controls and peripheral devices with a focus on motion control and alternative devices

Description: This result is a survey of game controllers and game peripheral devices currently in use. This survey is particularly relevant with regard to the use of physically-reactive sports and/ or exercise-based video games (reviewed in the survey of existing COTS entertainment title) which have been made possible through the use motion detection controllers.

This result was developed collaboratively between FHJ and DEIS, due to each partner's experience in the reviewing of games, experience in GBL and experience in usability and software testing.

The first step in this process was the development of a template outlining how each partner should review a game peripheral device (including additional documentation such as a recording consent form, test script and suggested guidelines). Once this template was established, partners were tasked with identifying a peripheral game device to review. Once partners had selected a device, they progressed with the review of their chosen devices and 5 different devices were reviewed.

Target group: Representatives of final user categories, final users, vocational and training centres, coaches, tutors, policy makers, research institutions

Result: These reviews contributes to the project objectives by further identifying the technology (in addition to the game engines/ middleware/ development suites) currently in use with regard to the development of digital sports games.

Area of application: For project partners, the survey is a means of further contributing to the "state-of-the-art" overview developed with regard to digital sports games in the games industry". The reviews outlined physical features, advantages and difficulties with each of the devices. In addition to this, it was possible to consider the potential use of a device for the serious sports game. For stakeholders such as trainers/ educators, coaches, or GBL experts, the reviews provide a typical user experience of the devices and for what purposes/ games the devices can be used. This can demonstrate to stakeholders which devices are available and which devices could potentially be used for pedagogical or fitness purposes.

Homepage:

Product Languages: English

Product 'Serious Sports Catalogue of Digital Sports Games'

Title: Serious Sports Catalogue of Digital Sports Games

Product Type: others

Marketing Text: This result is a catalogue containing the information developed as part of existing project results - specifically the information pertaining to digital sports games and their respective genres and competencies, the use of peripheral devices/ game control devices and middleware/ game engines. The catalogue also provides in-depth analysis of these results as well as an introduction from a leading GBL academic.

Description: As part of the project pertaining to the research, enhancement and promotion of the use of game based learning in sport, data was collected and analysed - specifically, data related to commercial digital sports games, the competencies contained therein, the potential use for these games in teaching, the use of peripheral devices and game controls, the middleware and development suites used for game development, etc.

All of this information has been gathered and analysed and the results developed into the Serious Sport Catalogue of Digital Sports Games aimed at providing an overview, or "state of the art" of digital sports and fitness games, existing "serious" sports games, the technology currently in use for digital sports games, including game engine/ middleware and game peripheral devices/ alternative controllers, and also the competencies present in sports/ fitness games and how these competencies may be learned through Game Based Learning (GBL) and applied inside or outside of the classroom with a view towards sports science & physical education pedagogy.

Target group: Representatives of final user categories, final users, teachers - primary and secondary, vocational and training centres, coaches, tutors, policy makers, research institutions

Result: This result is a catalogue detailing the information and analysis gathered from the reviewing of digital sports games, middleware and peripheral devices. All information gathered has been collated and the results analysed and recommendations made with regard to the potential for learning both inside and outside the classroom.

In addition, the catalogue features an introduction from Patrick Felicia, Editor-In-Chief of the International Journal of Game-Based Learning (IJGBL), providing additional distinction to the catalogue through his contribution and further value to the target market through his analysis.

The catalogue is currently available online on the project website (<http://serious-sports.org/content/serious-sports-catalogue-digital-sports-games>) along with the separate reviews of games, middleware and peripheral devices and will be available in print format also.

Area of application: For stakeholders such as trainers/ educators, coaches, or GBL experts, the catalogue is a resource for providing information related to digital sport games and the acquisition and transfer of competencies through sports and fitness games. Specifically, the catalogue outlines the games reviewed, the genres which digital sports games may be classified under, the competencies which the genres and individual games address, potential uses inside and outside of the classroom, the peripheral devices used and their potential for education, etc.

For project partners, the catalogue is a means of dissemination of project results and a tool for demonstrating the results of partner's efforts in researching, enhancing and promoting the use of game based learning in the area of sport.

Homepage: http://serious-sports.org/sites/default/files/Sports%20Catalogue_Layout%201.pdf

Product Languages: English

Product 'Serious Sports website and portal tool'

Title: Serious Sports website and portal tool

Product Type: website

Marketing Text: This result is a website and portal tool containing information on the project and it's developed and expected results. This will serve as a dissemination and information source for the project and will become, over the course of the project and addition of project deliverables, an online European bank of resources.

This result was developed by DEIS, drawing from its experience in web development. The website is periodically added to with the addition of project news (primarily information and resources for the use of digital games for sports/ exercise and updates about the project development) and project outputs.

In addition to the updates and results from the serious sports project, the project website also contains links to the serious sports project social media installations and contact information.

Description: The website and portal tool contributes to the project objectives by disseminating the project via project updates and by via the project blog, with information and resources for the use of digital games for sports/ fitness – thereby aiding the process of bridging the gap between digital games and sports training, in particular, the use of games to benefit sports for both trainers and players.

Target group: Representatives of final user categories, final users, vocational and training centres, coaches, tutors, policy makers, research institutions

Result: This result is a website and portal tool containing information on the project and it's developed and expected results. This will serve as a dissemination and information source for the project and will become, over the course of the project and addition of project deliverables, an online European bank of resources.

This result was developed by DEIS, drawing from its experience in web development. The website is periodically added to with the addition of project news (primarily information and resources for the use of digital games for sports/ exercise and updates about the project development) and project outputs.

In addition to the updates and results from the serious sports project, the project website also contains links to the serious sports project social media installations and contact information.

Area of application: For stakeholders such as trainers/ educators, coaches, or GBL experts, the website will act as a prominent online European bank of resources for sports trainers which will provide information related to digital sport games and the acquisition and transfer of competencies through sports and fitness games.

For project partners, the website is a means of dissemination of project results and a tool for demonstrating the results of their endeavours, primarily the results from work package 2 (commercial digital sports games, game engine middleware, game control and game peripheral devices) and work package 3 (the game framework and later in the project, the "good practice guide" to be developed as part of work package 7)

Homepage: <http://serious-sports.org>

Product Languages: English

Product 'Framework for Serious Sports game development'

Title: Framework for Serious Sports game development

Product Type: program or curricula

Marketing Text: This result is a framework for the development of the Serious Sports game, based on competencies identified to be contained within sports-based games, with a view to how these competencies may be potentially made accessible to users via GBL.

Description: Following the development of an overview and theoretical framework for sports game development which, among other things, identified the game genre, the target group for the game, some of the parameters, etc. the game framework was developed, describing the elements to be contained within the game and how these interact to facilitate the transfer of information via GBL.

Target group: Representatives of final user categories, final users, vocational and training centres, coaches, tutors, policy makers, research institutions

Result: The Framework for the Serious Sports game development contributes to the project objectives by identifying the dimensions of the competencies to be contained in the Serious Sports game, the purpose of these elements, the how these interact with each other and how these will contribute to the transfer of competencies via the Serious Sports game.

Area of application: For project partners, the framework identifies the means to develop the game and the overall stages/ steps to take place within the game. This is of particular use for the game development partner. In addition the framework identifies the transfer which can take place and how the transfer is facilitated within the game – which is essential information for developing future results such as the good practice guide and game use information. The framework will also help to develop further project articles/ publications. For stakeholders such as trainers or coaches, the framework will demonstrate the elements contained within the game and, from an abstract viewpoint, how the overall game process works. For GBL experts (and coaches/ trainers), the framework demonstrates how relevant basketball information is transferred and how the different forms of learning occurs. Finally, for future game developers, or interested parties, the framework will act as a re-usable tool which may be used to help develop similar games in the future, describing the information required to develop the game and how the game process will work.

Homepage:

Product Languages: English

Product 'Framework for European wide sport'

Title: Framework for European wide sport

Product Type: others

Marketing Text: This result is the serious sports game framework for a specific European sport, in this case – basketball, which will form the basis for the development of the Serious Sports game output.

Description: Following the development of the framework for Serious Sports game development and the agreement that the serious sports game would focus on basketball, initial basketball information developed according to the game framework was developed, outlining necessary information for the game, including training activities, tactics, etc. Following the development of this first version of the basketball information describing the framework for a European wide sport, additional information was sourced from a leading basketball coach to develop further information to ensure development of the serious sports game to an appropriate level of quality re: relevant information.

Target group: Representatives of final user categories, final users, vocational and training centres, coaches, tutors, policy makers, research institutions

Result: The framework for European wide sport contributes to the project objectives by providing the information required for development of the serious sports game. The framework for a European wide sport also provides a working version of the game framework – demonstrating how the framework can be used for a European sport.

Area of application: For project partners, the framework for a European wide sport outlines the information required to develop a version of the game, including the training activities, the tactics and strategies, the attributes which can be trained, the mechanics of the match, etc. For stakeholders such as trainers or coaches, the framework for a European wide sport will demonstrate how the framework may be populated with relevant sports information. For GBL experts (and coaches/ trainers), the framework demonstrates how relevant sport information is transferred and how the learning/ transfer for a relevant sport occurs. Finally, for future game developers, or interested parties, the framework will demonstrate how similar games may be developed with information for a different sport in the future.

Homepage:

Product Languages: English

Product 'Evaluation and Quality Assurance plan'

Title: Evaluation and Quality Assurance plan

Product Type: evaluation methods

Marketing Text: This result is a plan developed in the early stages of the project to outline the purpose of evaluation activities during the project and the quality assurance methodology to be applied during the project.

Description: This plan was developed to ensure the ongoing monitoring of the project deliverables and methods for development. The evaluation and quality assurance plan is therefore aimed at confirming adherence to the activities as they are described in the original project proposal as well as the overall quality and relevance of the deliverables produced. Additionally, the evaluation and quality assurance plan outlines the evaluation segments of the project, how the evaluation of products should be undertaken and the responsibilities between project partners for evaluation tasks. The evaluation and quality assurance plan is also consistently updated to include tools for evaluation (as annexes).

Target group: Project Partners

Result: The evaluation and quality assurance plan contributes to the project by providing specific guidelines and/ or tools for the evaluation activities to be carried out during the project lifetime as well as clearly identifying the roles and responsibilities for evaluation for specific deliverables during the project.

Area of application: The evaluation and quality assurance plan is primarily of use to project partners as it outlines clearly the requirements for effective evaluation of the project. By clearly outlining the purpose, methodology and responsibilities for the evaluation of results, as well as the potential risks, the plan establishes a system of monitoring and evaluation for the project duration, thereby helping to ensure a high level of quality and relevance for project products. For stakeholders in the project, such as the target groups, etc., the evaluation and quality assurance plan contributes to the overall quality of the end products, ensuring that project outputs are of the highest quality and are also fit for purpose.

Homepage:

Product Languages: English

Product 'Interim Evaluation Report'

Title: Interim Evaluation Report

Product Type: evaluation methods

Marketing Text: This result is a report based on the results of the evaluation of the project during the first 10 months of the project. This report outlines the findings of the evaluation activities undertaken during the first 10 months of the project and the interpreted results based on gathered data.

Description: This report is designed to act as a half-way point, a review of the results of the project to this stage – based on the monitoring and evaluation procedures that have been conducted to this stage of the project. The interim evaluation report is a result of the overall evaluation work package/ plan to ensure quality project management and communication, the achievement of high quality project outputs and the adherence to planned activities and objectives. The first step in this process was the gathering of the results of evaluation to this point in the project, based on the evaluation and quality assurance plan – in particular the reviews of the evaluation partner and subject matter experts (as per the evaluation process detailed in the evaluation and quality assurance plan).

Target group: Project Partners

Result: The interim evaluation report contributes to the project by verifying adherence to planned activities and objectives, adherence to quality project management as well as the quality of the deliverables produced. The report also identifies improvements to be made to the project activities and outputs for the second half of the project.

Area of application: For project partners, the interim evaluation report contributes to the management and overall quality of the project by providing feedback with regard to overall project management processes and project outputs. This allows products and processes to be revised as necessary. The evaluation report also contributes to the supervision and co-ordination of the project also, identifying partner satisfaction and effectiveness of the communication and feedback processes in place. For stakeholders in the project, such as the target groups, etc., the evaluation report contributes to the overall quality of the end products, ensuring that steps for monitoring, reviewing and refining are taken to maintain that the project outputs are of the highest quality

Homepage:

Product Languages: English

Events

Technology and Sports Coaching Conference

Date 17.10.2013

Description This conference looked at the issue of technology in sport and to what extent does technology enhance sports coaching or interfere with the operation of traditional coaching skills? This conference aimed to discuss and promote the use of technology and, in particular, digital game-based learning in sports.

Target audience VET trainers and centres, coaches, athletes, tutors, researchers, GBL experts

Public Event is open to the public

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Time and place 9.30am - 5pm at London South Bank University