

Module Code:	SPT619
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Module Title:	Applied Practice 2: Technology for Health or Performance
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Level:	6	Credit Value:	20
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Cost Centre(s):	GASP	<u>JACS3</u> code:	C600
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School:	Social & Life Sciences	Module Leader:	Dr Liz Mahon
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Scheduled learning and teaching hours	24 hrs
Guided independent study	176 hrs
Placement	0 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered (not including exit awards)	Core	Option
BSc (Hons) Sport, Health and Performance Science	<input type="checkbox"/>	<input checked="" type="checkbox"/>
BSc (Hons) Sports Coaching for Participation and Performance Development	<input type="checkbox"/>	<input checked="" type="checkbox"/>
BSc (Hons) Football Coaching and the Performance Specialist	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Pre-requisites
N/a

Office use only

Initial approval: 13/08/2018
 With effect from: 03/09/2018
 Date and details of revision:

Version no: 1
 Version no: 1

Module Aims

This module aims to:

1. Develop the ability to design models/initiatives that can be used to assess performance or health.
2. Identify and utilise technology in the collection, analysis and dissemination of technical/tactical or health/fitness information
3. Consider the most appropriate and effective mechanisms for feeding back information.
4. Expose students to a range of practical issues in conducting performance, fitness or health analysis.

Intended Learning Outcomes

Key skills for employability

KS1	Written, oral and media communication skills
KS2	Leadership, team working and networking skills
KS3	Opportunity, creativity and problem solving skills
KS4	Information technology skills and digital literacy
KS5	Information management skills
KS6	Research skills
KS7	Intercultural and sustainability skills
KS8	Career management skills
KS9	Learning to learn (managing personal and professional development, self-management)
KS10	Numeracy

At the end of this module, students will be able to

Key Skills

At the end of this module, students will be able to		Key Skills	
1	Design, develop and critically evaluate a technological system for a chosen environment.	KS3	KS4
		KS5	KS6
		KS10	
2	Critically analyse, evaluate and interpret data collected in a specific environment.	KS3	KS4
		KS5	KS10
3	Critically evaluate the data in context of the setting.	KS3	KS4
		KS6	KS10
4	Design and deliver a feedback mechanism, and critically reflect on the implementation and effectiveness of the feedback.	KS1	KS3
		KS4	KS6

Transferable skills and other attributes

Observation, discussion, self-management, independent thinking, problem solving, IT skills, mathematics and communication skills, interpersonal skills of interacting with professionals.

Derogations

N/A

Assessment:

Indicative Assessment Tasks:

Assessment 1: Presentation

The student will produce an individual presentation on the design of a technology based system to analyse a specific sporting/health issue. Students will show critical evaluation of the system; discuss analysis and interpretation of collected data; demonstrate its' ability to critically assess performance/health; and demonstrate understanding of effective feedback mechanisms.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1, 2 ,3 4	Presentation	100		30 min

Learning and Teaching Strategies:

The module will include a range of teaching forums such as: lectures, practicals, tutorials, seminar presentations, self-directed study, and introduce students to generic software utilised within the profession and academia.

There will also be a focus on reviewing technology, specifically electronic applications available on various platforms e.g. hand-held devices, tablets, laptops etc., for use by the general public whether to track health or performance.

Syllabus outline:

- An appreciation of the physiological demands on players / individuals
- An appreciation and understanding of a range of methods for feeding back information.
- The application of technology based systems in the analysis of sport / health (use of, benefits and limitations).
- The uses of recording media (i.e. video and audio tapes) in technology based systems (use of, benefits and limitations)

Indicative Bibliography:**Essential reading**

Hughes, M., and Franks, I. (2004). *Notational analysis of sport* (2nd ed.). London: Routledge.

Hughes, M., and Franks, I. (2015). *The essentials of performance analysis*. London: Routledge.

Nelson, L., Groom, R., and Potrac. (2016). *Learning in Sports Coaching: Theory and Application*. London: Routledge

O'Donoghue, P. (2009). *Research Methods for Sports Performance Analysis*. London: Routledge.

Other indicative reading

Carling, C. Williams, A. M., and Reilly, T. (2006). *Handbook of soccer match analysis*. London: Routledge.

Franks, I. and Hughes, M. (2016). *Soccer Analytics: Successful Coaching Through Match Analyses*. Meyer & Meyer Sport (UK) Ltd

O'Donoghue P., (2014). *An Introduction to Performance Analysis of Sport* (2nd ed.). London: Routledge.

O'Donoghue P. and Holmes L., (2016) *Data Analysis in Sport*. London: Routledge

Sumpter D. (2016). *Soccermaths: Mathematical Adventures in the Beautiful Game*, London: Bloomsbury