

Course Title	<b>NEW TECHNOLOGIES IN PHYSICAL EDUCATION AND SPORT</b>				
Course Code	SSTEC408-1				
Course Type	PHYSICAL EDUCATION AND SPORT SCIENCE ELECTIVE				
Level	BSc (Level 1)				
Year / Semester of study	4th / Spring				
Teacher's Name	Dr Angelos Rodafinos				
ECTS	6	Lectures / week	2	Laboratories / week	1
Course Purpose	The aim of the course is to familiarize students with the continuous developments of new technologies (NT) and Artificial Intelligence so that they can effectively utilize a variety of tools in the context of physical education and adapted physical education, in the fields of teaching, assessment, management, communication and professional development.				
Learning Outcomes	<p>Upon successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> <li>1. To understand the need for the continuous redefinition and adaptation of the educational process to the rapid pace of technological development</li> <li>2. Understand their potential to enrich the learning process and daily work</li> <li>3. Improve a range of digital competences to design and implement ICT-enabled activities, combine digital tools, and synthesize or create digital material</li> <li>4. To monitor and update contemporary developments in the field and international standards, critically assessing the potential ethical and socio-political implications of NT.</li> <li>5. Become familiar with a variety of new technologies in order to choose the right tool and exploit the potential and benefits that NT can bring for the intended learning outcome</li> </ol>				
Prerequisites	No	Corequisites	No		
Course Content	<ol style="list-style-type: none"> <li>1. Technology in physical education &amp; adapted physical education</li> <li>2. Technologies for managing classes and groups</li> <li>3. Communication technologies</li> <li>4. Technologies for education in teaching and health education</li> <li>5. Technologies for incitement</li> <li>6. Technologies for lifelong health and fitness</li> <li>7. Meeting specific needs and capabilities through technology</li> <li>8. Online instruction and remote supervision</li> </ol>				

	<p>9. Wearables and other forms of technology for performance data analysis 10. Broadcasting technologies, digital recording and video processing 11. Technology for professional development 12. Review-Presentation of papers</p> <p><b>Laboratories</b></p> <p>Content: Artificial intelligence, Detection methods and access to internet resources, Multimedia applications, virtual classes, LMS, Open educational resources, ZOTERO, mind maps, PE apps, simulations and games, extended reality, IoT, artificial intelligence, wearables, monitors and trackers, Design of educational interventions, Scenarios of activities using Information and Communication Technologies (ICT) in sports and PE.</p>
Teaching Methodology	<p><b>Theory</b></p> <p>The teaching of the course includes lectures to provide the theoretical background. Detailed notes with PowerPoint and material rich in images and videos are used in teaching. Methods such as case studies, real scenarios, discussion, questions/answers are used in the teaching methodology depending on the nature of the course.</p> <p>In addition, workshops are provided in computer labs with practical applications to deliver the background of the course content. Relevant material with videos from webinars and online conferences is also used to follow the latest developments related to the subject of the course.</p>
Bibliography	<p>Krause, J. M., Jenny, S.E., &amp; Armstrong, T. (2021). Technology for physical educators, health educators, and coaches: enhancing instruction, assessment, management, professional development, and advocacy. Human Kinetics.</p> <p>Rodafinos, A. (2023). AI tools in Education: Effectively integrate artificial intelligence into teaching, learning, and administration. Payhip. <a href="https://payhip.com/b/cQmqN">https://payhip.com/b/cQmqN</a>.</p> <p><b>Related videos from webinars and online conferences</b></p> <p><a href="https://us.humankinetics.com/blogs/physical-education-and-health/technology-integration-in-physical-education-edtpa">https://us.humankinetics.com/blogs/physical-education-and-health/technology-integration-in-physical-education-edtpa</a></p> <p><a href="https://us.humankinetics.com/blogs/physical-education-and-health/active-digital-living-for-health-and-physical-educators">https://us.humankinetics.com/blogs/physical-education-and-health/active-digital-living-for-health-and-physical-educators</a></p>
Assessment	<p><b>Continuous evaluation (60%):</b></p> <p>The assessment shall include a combination of the following:</p> <ul style="list-style-type: none"> <li>• <b>A1. Website development 20%</b> "Build a website with at least three pages or sections for personal use (e.g., who you are, what problems you solve, testimonials of others, communication), for a group or</li> </ul>

	<p>association, for school, etc. using a platform of your choice (Wordpress, Google sites, Weebly, Wix, etc.)".</p> <ul style="list-style-type: none"> <li>• <b>A2. Three New Technologies tools (40%):</b> "Choose 3 different specific educational technologies that you are interested in learning more about. Answer the questions: a) Which ICT tool (software, function, website, app, social media) can be useful for physical education and sports, b) how can it be used, and c) what are the benefits/risks of using it? Create an online/online presentation* describing at least three new technologies/tools that can be used in learning/sports activities, in which you describe the value of these options for participants, but also the potential obstacles and risks." The work requires the use of tools such as websites, LMS, video, etc. (different from the classic Word, and PowerPoint). In case of video, the material should not exceed 3-5' in duration.</li> </ul> <p><b>Final exam (40%):</b> Comprehensive final exam to assess students' overall theoretical knowledge. These assessments cover a wider range of topics and learning outcomes from across the curriculum, to assess students' understanding and integration of knowledge in various areas.</p>
Language	Greek / English