Liverpool John Moores University

Title: Sports Technology

Status: Definitive

Code: **4015SPOBUS** (120656)

Version Start Date: 01-08-2018

Owning School/Faculty: Sports Studies, Leisure and Nutrition Sports Studies, Leisure and Nutrition

Team	Leader
Louise Williams	Υ
Track Dinning	
Sarah Nixon	

Academic Credit Total

Level: FHEQ4 Value: 24 Delivered 48

Hours:

Total Private

Learning 240 Study: 192

Hours:

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours	
Lecture	20	
Tutorial	1	
Workshop	27	

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	Ass 1	Report (2,500 words)	40	
Presentation	Ass 2	Group Presentation (30 minutes)	60	

Aims

This module is an introduction to sports technology. It will explore the multifaceted uses of technology in sport, with a focus on broacast, digital, equipment and performance based technologies and their role in developing the sports business.

Learning Outcomes

After completing the module the student should be able to:

- 1 Explore the various uses of technology in sport across different industry sectors in the sport business.
- 2 Analyse how key trends in sport technology impact upon the commercialisation of sports.
- Review one element of sports technology in-depth and present this in an appropriate manner for a particular audience.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Report (2500 words) 1

Presentation (Group) 2 3

Outline Syllabus

Sports equipment and apparel technology. Broadcast technology and innovations. Digital technology. Performance based sports technology.

Learning Activities

This module will be taught through a combination of lectures, workshops, authentic learning tasks and industry case studies. This will be supported through individual and group tutorials.

Notes

This module will be taught through lectures, problem based learning tasks and industry case studies.