



Information about the subject

Degree: Bachelor of Sciences of Physical Activity and Sport

Faculty: Faculty of Physical Activity and Sport Sciences

Code: 281103 **Name:** Technology Applied to Physical Activity and Sport

Credits: 6,00 **ECTS Year:** 1 **Semester:** 1

Module: 1) Basic Training Module

Subject Matter: Behavioral and social foundations of human motor skills. **Type:** Basic Formation

Field of knowledge: Health Sciences

Department: Basic Sciences and Cross-disciplinary Subjects

Type of learning: Classroom-based learning

Languages in which it is taught: Spanish

Lecturer/-s:

1163DG	<u>Roberto Miranda Ullan</u> (Responsible Lecturer)	roberto.miranda@ucv.es
281A	<u>Rafael Ballester Lengua</u> (Responsible Lecturer)	rafael.ballester@ucv.es
281B	<u>Rafael Ballester Lengua</u> (Responsible Lecturer)	rafael.ballester@ucv.es
281C	Arnau Oliver Peretó (Profesor responsable)	arnau.oliver@ucv.es
281D	<u>Rafael Ballester Lengua</u> (Responsible Lecturer)	rafael.ballester@ucv.es
281X	<u>Clara Gallego Cerveró</u> (Responsible Lecturer)	clara.gallego@ucv.es



Module organization

1) Basic Training Module

Subject Matter	ECTS	Subject	ECTS	Year/semester
Biological and Mechanical Foundations of Human Motor Skills	36,00	Biochemistry and Human Physiology	9,00	1/2
		Biomechanics of Physical Activity	6,00	2/1
		Human Anatomy	9,00	1/2
		Kinesiology	6,00	2/1
		Physiology of Exercise	6,00	2/1
Behavioral and social foundations of human motor skills.	24,00	History and Sociology of Physical Activity and Sport	6,00	1/2
		Sport Psychology	6,00	1/2
		Statistics and Data Processing	6,00	2/2
		Technology Applied to Physical Activity and Sport	6,00	1/1



Learning outcomes

At the end of the course, the student must be able to prove that he/she has acquired the following learning outcomes:

- R1 Proficiently handle various technologies relevant to different areas of physical activity and sports sciences.
- R2 Select appropriate technological tools based on objectives within the fields of physical activity and sports sciences.
- R3 Apply citation norms and formatting guidelines for academic document preparation

Competencies

Depending on the learning outcomes, the competencies to which the subject contributes are (please score from 1 to 4, being 4 the highest score):

Weighting				
1	2	3	4	



Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
R1, R2, R3	70,00%	Written and/or practical tests.
R1, R2, R3	30,00%	Exercises and Practices in the Classroom.

Observations

-The student may keep the assessment instruments passed during the 3 years following the first registration.

-According to article 4.2. of the UCV Assessment Guidelines, the limit of absences that can be justified for eventualities (medical consultation, bureaucratic procedures...) that do not have to be justified, is 30%.

- Written and/or practical tests (70%) (This section must have a mark equal to or higher than 5):

1) 20% theoretical content that may contain (minimum 5 to make average):

- Short answer question
- Multiple-choice questions
- Relation questions
- True or false questions

2) 50% practical content. Students will have to demonstrate the assimilation of practical content and the use of software by means of individual tests. Related to (minimum 4 in each content):

- Teaching tools
- Databases
- Bibliographic management
- Spreadsheets
- Technical-tactical analysis in sport

- Exercises and practices in the classroom (30%) (This section must have a mark equal to or higher than 5):

This section will be graded through participation in the sessions and the performance of activities on the contents.

- If any of these criteria are not met, the student will be graded with a maximum of 4.5.

The detailed explanation (procedure of the tasks) as well as the evaluation instruments (cards or rubrics) of each section will be published on the platform of each group at the student's disposal.



Learning activities

The following methodologies will be used so that the students can achieve the learning outcomes of the subject:

- M1 Attendance at practices.
- M2 Resolution of problems and cases.
- M3 Discussion in small groups.
- M4 Practical laboratories.
- M5 Presentation of content by the teacher.
- M6 Practical lesson.
- M7 Group dynamics and activities.



IN-CLASS LEARNING ACTIVITIES

	LEARNING OUTCOMES	HOURS	ECTS
THEORETICAL CLASS: Presentation of contents by the teacher. Competency analysis. Demonstration of capabilities, skills and knowledge in the classroom. M3, M5, M7	R1, R2, R3	10,00	0,40
PRACTICAL CLASS / SEMINAR: Group dynamics and activities. Resolution of problems and cases. Practical laboratories. Data search, computer classroom, library, etc. Meaningful construction of knowledge through student interaction and activity. M2, M3, M6, M7	R1, R2, R3	46,00	1,84
EVALUATION: Set of oral and/or written tests used in the evaluation of the student, including the oral presentation of the final degree project. M2, M7	R1, R2, R3	4,00	0,16
TOTAL		60,00	2,40



LEARNING ACTIVITIES OF AUTONOMOUS WORK

	LEARNING OUTCOMES	HOURS	ECTS
GROUP WORK: Problem solving. Preparation of exercises, memoirs, to present or deliver in classes and/or in tutoring. M2, M7	R1, R2, R3	10,00	0,40
SELF-EMPLOYED WORK: Study, Individual preparation of exercises, assignments, reports, to present or deliver in classes and/or in tutoring. Activities in platform or other virtual spaces. M2	R1, R2, R3	80,00	3,20
TOTAL		90,00	3,60

Description of the contents

Description of the necessary contents to acquire the learning outcomes.

Theoretical contents:

Content block	Contents
1. Introduction and evolution of Sports Science Technologies	Introduction and evolution of Sports Science Technologies. Technological resources at UCV.
2. Technologies applied to education.	Tools for application in the teaching field. Design of materials and student monitoring.
3. Technologies applied to research in the area of Physical Education and Sport.	Scientific search databases. Bibliographic management software. Bibliographic citation regulations.
4. Technologies applied to sports administration and management.	Management tools in Physical Activity and Sport Sciences. Excel spreadsheets.
5. Technologies applied to training.	Tools for training assessment and technical-tactical analysis.



Temporary organization of learning:

Block of content	Number of sessions	Hours
1. Introduction and evolution of Sports Science Technologies	2,00	4,00
2. Technologies applied to education.	8,00	16,00
3. Technologies applied to research in the area of Physical Education and Sport.	6,00	12,00
4. Technologies applied to sports administration and management.	5,00	10,00
5. Technologies applied to training.	9,00	18,00



References

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