



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 formation Module

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

Field of knowledge: Ciencias sociales y Jurídicas.

Department: Basic Sciences

Type of learning: Classroom-based learning

Languages in which it is taught: Spanish

Lecturer/-s:

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Module organization

1) Basic formation 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 Correctly handle different technologies related to the different fields of the sciences of physical activity and sports.
- R2 Select the appropriate technological tool depending on the objective in the different fields of the sciences of physical activity and sports.
- R3 Apply citation and format standards for the preparation of academic documents.



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):

GENERAL		Weighting			
		1	2	3	4
CG1	Understand the scientific literature in English and in other languages ??of significant presence in the scientific field through proper information management.			X	
CG2	Know how to apply information and communication technologies (ICT).				X
CG3	Develop skills to solve problems through decision making.		X		
CG4	Convey any related information properly both in writing and orally.				X
CG7	Be able to carry out critical reasoning using the knowledge acquired.			X	
CG10	Develop skills for adaptation to new situations and for autonomous learning.				X
CG13	Be able to apply theoretical knowledge in practice.				X
CG14	Use the internet properly as a means of communication and as a source of information.				X
CG18	Be able to self-evaluate.		X		
SPECIFIC		Weighting			
		1	2	3	4
CE 2.4	Articulate and deploy an advanced level of skill in the analysis, design, and evaluation of assessment and control tests of physical condition and physical-sports performance.	X			
CE 6.1	Know and understand the bases of the methodology of scientific work.		X		



CE 6.2 Analyze, review and select the effect and efficacy of the practice of research methods, techniques and resources and Scientific work methodology, in solving problems that require the use of creative and innovative ideas.

x

Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
R1, R2, R3	60,00%	Carrying out a project.
R1, R2, R3	30,00%	Written / oral and / or practical tests.
R1, R2, R3	10,00%	Autonomous work.

Observations

Criteria for granting a grade of A with honors:

Sum of scores greater than 9 pts., In order from highest to lowest based on the number of students and ratio as indicated by rules of the UCV. In case of equal numbers of the final grade, the teacher will consider the interest, willingness and involvement of students in the course.

To pass the subject or in the 1st enrolment will be essential:

- To pass the course the student must obtain at least 50% of the total mark for each of the sections of assessment (excluding single-group work and self-assessment).

- To overcome the practical part, in the form of partial, the student must pass each quiz with 4 points or more and averaged 5 points or more of all practical questionnaires completed during the course. Failing the student will examine the unsurpassed questionnaires (<4 points) on the 2nd call.

- Failure to pass these criteria will be his second official evaluation in conserving call other scores for the competencies exceeded (desk review, questionnaires, work approved and participation in forums).

- Students who do not meet the requirements to pass the course but the overall rating is equal to or greater than 5 pts. will be rated at 4.5 pts.

- Also be assessed (up 0.5 points to be added to the final grade, once the other sections of approved assessment) collaboration, participation in research projects developed by professors from the UCV and CCAFD / or attendance at scientific-training events (workshops, conferences, symposia, ...) related to the use of ICT in the field of CCAFD.



RITERIA FOR GRANTING A GRADE OF WITH HONORS:

- In order to considering a candidate for honors, it is necessary to have a minimum mark of 9
- Whenever two students get the same qualification, the lecturer will take into account the student's interest, predisposition and implication in the subject.
- According to UCV's rules, the number of Distinctions granted will not exceed 5% of students enrolled in a subject in the corresponding academic year unless enrolment is under 20, in which case only one Distinction may be granted.

SHORT GUIDE OF THE SUBJECT IN FIRST ENROLMENT:

- In order to passing the subject, it is necessary to have a minimum mark of 4.5 of each part of the subject (assessment tools), obtaining an average mark of 5.
- Partial marks obtained will be kept for the second enrolment.
- Students with a failing grade in some of the assessment tools, but an average mark higher than 5, will be graded with a mark of 4.5.

Learning activities

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

- M2 Group dynamics and activities.
- M3 Practical lesson.
- M4 Presentation of content by the teacher.
- M5 Laboratory practices.
- M7 Small group discussion.
- M8 Resolution of problems and cases.
- M9 Attendance at practices.



IN-CLASS LEARNING ACTIVITIES

	LEARNING OUTCOMES	HOURS	ECTS
<p>THEORETICAL CLASS: Presentation of contents by the teacher. Competency analysis. Demonstration of capabilities, skills and knowledge in the classroom. M2, M4, M7</p>	R1, R2, R3	10,00	0,40
<p>PRACTICAL CLASS / SEMINAR: Group dynamics and activities. Resolution of problems and cases. Practical laboratories. Data search, computer room, library, etc. Meaningful construction of knowledge through interaction and student activity. M2, M3, M7, M8</p>	R1, R2, R3	46,00	1,84
<p>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, M8</p>	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 expose or deliver in classes and / or in tutoring. M2, M8	R1, R2, R3	10,00	0,40
SELF-EMPLOYED WORK: Study, individual preparation of exercises, works, memories, to expose or deliver in classes and / or in tutoring. Platform activities or other virtual spaces. M8	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 Technologies in Sports Sciences	Introduction and evolution of Technologies in Sports Sciences
2 Technologies applied to education	Technologies applied to education
3. Technologies applied to research in the area of Physical Education and sport	R + D + i information sources in CCAFD. Collection, treatment and analysis of information. Dissemination of the results. Bibliographic management software (Zotero). Bibliographic citation regulations
4 Technologies applied to sports administration and management.	Management contexts in CCAFD, tables and spreadsheets, Excel.
5 Technologies applied to training	Technology for descriptive, causal and ergometric assessment. Kinovea, Golden Cheetah and LongoMatch



Temporary organization of learning:

Block of content	Number of sessions	Hours
1. Introduction and evolution of Technologies in Sports Sciences	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

BASIC:

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