

# Technological Advancements In Sport

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 Enriching Teaching and Learning Environments With Contemporary Technologies

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## **PETERSON TALIYAH**

**Sport Technology** SUNY Press

The need for questioning the ways in which technology is used in sports is the subject of this volume. Much of the focus is on the ethical implications of allowing genetic manipulation of human beings and the impact this could have on sport in general.

*Advancements in Mental Skills Training* JHU Press

Educational technologies have revolutionized the learning and teaching environments. Offline/online applications and social media have changed the conventional learning and teaching habits and competencies. In terms of learners, it has been empirically proven that the use of educational technologies in the classroom make learning easier and more enjoyable. On the other hand, it also poses threats to students such as cyberbullying and online addiction. While exploiting the opportunities of technological use in the classroom, educators must also remain vigilant and formulate ways to overcome the challenges and risks brought by technology. *Enriching Teaching and Learning Environments With Contemporary Technologies* is an essential research publication that aims to present exemplary practices of technology use and their management in pedagogical purposes in learning and teaching environments. The book also analyzes problems that may arise and develops policies on educational technologies and the exploitation

of technology with pedagogical purposes as part of the discussion to solve these challenges. Featuring a wide range of topics such as augmented reality, mass media, and religious education, this book is ideal for educators who want to use technology in class, educational administrators who have responsibilities for developing policies on educational technologies and managing the use of them, and researchers who want to carry out a deep investigation into the subject. Additionally, educational software developers, academicians, instructional designers, curriculum developers, education professionals, and students will also benefit from the research contained within the book.

*Critical Issues in Global Sport Management* MIT Press

The social, cultural and economic significance of sport has never been more evident than it is today. Adopting a critical management perspective, this book examines the most important themes and challenges in global sport management. From match-fixing, doping, bribery and corruption to corporate social responsibility, governance, and new media, it helps students, researchers and practitioners to understand the changing face of the global sport industry. Written by leading international sport management experts, *Critical Issues in Global Sport Management* includes twenty chapters and real-life case studies from around the world. It examines contemporary governance and management issues as well as the ethical challenges faced by the global sport industry, including questions of integrity and accountability in recent drug scandals that have been widely reported and debated. This book deals with such questions and many more, highlighting the fact that the global sport system is in urgent need of new and innovative solutions to these ongoing problems. Based on cutting-edge research from the US, UK, Australia, Europe and beyond, this book will

add depth and currency to any course in sport management, sport business, sport development, or sport events.

*Sport Development in the United States* Springer

The use of computers in the sport and exercise sciences is now unquestioned. They are employed in the functioning of laboratory facilities, data collection, data handling and prediction of forthcoming outcomes. Recent advances are strongly affected by current developments in computer science and technology. In particular, progress in hardware (processor speed, storage capacity, communication technology), software (tools), information management concepts (data bases, data mining) and media (internet, eLearning, multimedia) gives a great impetus. This book, written by leading experts in the interdisciplinary field of sport and computer science, provides an overview on current fields of research and application covering fields such as virtual reality, ubiquitous computing, feedback systems and multimedia.

*Advantage Play* WIT Press

How has technology challenged the notion of unadulterated athletic performance? We like to think of sports as elemental: strong bodies trained to overcome height, weight, distance; the thrill of earned victory or the agony of defeat in a contest decided on a level playing field. But in *Game Changer*, Rayvon Fouché argues that sports have been radically shaped by an explosion of scientific and technological advances in materials, training, nutrition, and medicine dedicated to making athletes stronger and faster. Technoscience, as Fouché dubs it, increasingly gives the edge (however slight) to the athlete with the latest gear, the most advanced training equipment, or the performance-enhancing drugs that are hardest to detect. In this revealing book, Fouché examines a variety of sports paraphernalia and enhancements, from fast suits, athletic shoes, and racing bicycles to basketballs and prosthetic limbs. He also takes a hard look at gender verification testing, direct drug testing, and the athlete biological passport in an attempt to understand the evolving place of technoscience across sport. In this book, Fouché:

- Examines the relationship among sport, science, and technology
- Considers what is at stake in defining sporting culture by its scientific knowledge and technology
- Provides readers and students with an informative and engagingly written study focusing on well-known athletes, including Michael Phelps, Oscar Pistorius, Caster Semenya, Usain Bolt, and Lance Armstrong, Fouché argues that technoscience calls into question the integrity of games, records, and our bodies themselves. He also touches on attempts by sporting communities to regulate the use of technology, from elite soccer's initial reluctance to utilize goal-line technology to automobile racing's endless tweaking of regulatory formulas in an attempt to blur engineering potency and reclaim driver skill and ability. *Game Changer* will change the way you look at sports—and the outsized impact technoscience has on them.

*The Longevity of Athletes* Rutgers University Press

The first volume of *Materials in Sports Equipment* has become an essential reference describing improvements in materials technology and their impact on equipment in a range of sports. This second volume covers recent developments in advanced materials and their application in a number of sports not included in Volume 1. It begins with a discussion of general issues such as modelling of materials behaviour in sports equipment, non-destructive testing methods, materials and design for sports apparel and mouth and skull protection. It then analyses the materials and design of equipment used for specific sports and reviews design and materials in athletic and fitness equipment.

*Strategies in Sports Marketing: Technologies and Emerging Trends* Routledge

Patrick S. Washburn and Chris Lamb tell the full story of the past, the present, and to a degree, the future of American sports journalism. *Sports Journalism* chronicles how and why technology, religion, social movements, immigration, racism, sexism, social media, athletes, and sportswriters and broadcasters changed sports as well as how sports are covered and how news about sports are presented and disseminated. One of the influential factors in sports coverage is the upswing in the number of women sports reporters in the last forty years. *Sports Journalism* also examines the ethics of sports journalism, how sports coverage frequently has differed from that of non-sports news, and how the internet has spawned a set of new ethical issues.

*Game Changer* Springer

The development and implementation of new technology devices to help professionals, athletes, and non-athletes improve their physical fitness, performance, health, and well-being have emerged in the last few years. This book briefly overviews the current state of the art in technology applied to sports, providing examples, literature syntheses, and recent applications to sports, focused on the most important evidenced-based developments in this area. Attention is drawn to issues and unusual matters that may arise when it comes to technological innovation applied to sport. For the reader, this could be a different perspective on technological progress in physical activity.

**Monitoring Training and Performance in Athletes** Arena Sport

From issues of racism to the severity of concussions to celebrity endorsements, the sports industry continues to significantly impact society. With the rise of eSports and its projection as the next billion dollar industry, it is vital that a multifaceted approach to sports research be undertaken. On one side, businesses are continually offering new methods for marketing and branding and finding the best ways to enhance consumer engagement and the consumer experience. On the other side, there has been progress and new findings in the physical fitness and training of the athletes themselves along with discussions on their psychology and wellbeing. This two-tiered approach to analyzing sports and eSports from a practical business perspective, along with a lens placed on the athletes themselves, provides a comprehensive view of the current advancements, technologies, and strategies within various aspects of the sports and esports industry. *Research Anthology on Business Strategies, Health Factors, and Ethical Implications in Sports and eSports* covers the latest findings on all factors of sports: the branding and marketing of sports and eSports, studies on athletes and consumers, a dive into the ethics of sports, and the introduction of eSports to the industry. This wide coverage of all fields of research recently conducted leads this book to be a well-rounded view of how sports are functioning in modern times. Highlighted topics include branding tactics, consumer engagement, eSports history and technologies, ethics and law, and psychological studies of athlete wellness. This book is ideal for sports managers, athletes, trainers, marketers, brand managers, advertisers, practitioners, stakeholders, researchers, academicians, and students interested working in the fields of sports medicine, law, physical education, assistive technologies, marketing, consumer behavior, and psychology.

*Sports Journalism* U of Nebraska Press

Monitoring Training and Performance in Athletes provides practitioners with the information needed in order to oversee an athlete monitoring system

and to collect, analyze, and interpret monitoring data so that training programs can be adjusted to achieve optimal athlete preparation and performance.

*21st Century Sports* Springer

This timely book takes both a practical and academic perspective of innovation in sport management, exploring the role of entrepreneurship in sport. With its interdisciplinary approach, it provides a holistic overview of the ways in which sport is both innovative and entrepreneurial.

*Innovation Management in the Intelligent World* Routledge

This book presents recent research on computational intelligence (CI) algorithms in the field of sport. In the modern age, information technologies have greatly reduced the need for human effort in the carrying out of many daily tasks. These technologies have radically influenced the lives of humans, and the information society in general. Unfortunately, these advances have brought with them certain negative effects, including the encouragement of sedentary lifestyles and the attendant health problems such as obesity that these engender. Other modern maladies, chiefly cardiovascular disease, diabetes, and cancer, have also been on the increase. Today, sports are virtually the only activity that still connects modern humans to their original lifestyle, which was based on physical motion. This book tears familiarizing sports scientists with the foundations of computational intelligence, while at the same time presenting the problems that have arisen in the training domain to computer scientists. Lastly, the book proposes the use of an Artificial Sports Trainer designed to enhance the training of modern athletes who cannot afford the considerable expense of hiring a human personal trainer. This intelligent system can monitor performance and design and direct appropriate future training, thus promoting both healthy lifestyles and competitive success in athletes.

**The Internet of Medical Things (IoMT)** Springer

A New York Times bestseller “A smart and important book.”—Gretchen Reynolds, author of *The First 20 Minutes* Publications as varied as *Wired*, *Men’s Fitness*, and *The New Yorker* are abuzz over the New York Times bestseller *Faster, Higher, Stronger*. In it, veteran journalist Mark McClusky explains how today’s top athletes are turning to advanced technology and savvy science to improve their performance. Sports buffs and readers of David Epstein and Gretchen Reynolds will want to join McClusky as he goes behind the scenes everywhere from the Olympics to the NBA Finals, from the World Series to the Tour de France, and from high-tech labs to neighborhood gyms to show how athletes at every level can incorporate cutting-edge science into their own workouts.

**Computational Intelligence in Sports** Penguin

Looks at the latest developments in sports technology, examining the debates around new technology, and what kinds of sports technology are likely to be developed in the future. Suggested level: intermediate, junior secondary.

**Professional Advances in Sports Coaching** Springer

A historical overview of baseball including anecdotes, statistics, player ratings and records.

*The Impact of Technology in Sports* Emerald Group Publishing

The application of marketing concepts to sports products and services is vital to the success of the industry. When appealing to the target audience of an event, it is essential to construct a strong marketing plan by utilizing emergent technologies and strategies. *Strategies in Sports Marketing: Technologies and Emerging Trends* provides relevant information on the marketing strategies and marketing trends of sporting events by highlighting the plans and tactical operations that sports organizations conduct when integrating marketing strategies. This publication is a comprehensive reference source for students, researchers, academicians, professionals and practitioners, as well as scientists and executive managers interested in the marketing strategies of sporting events.

*Wearable Sensor Technology for Monitoring Training Load and Health in the Athletic Population* Routledge

Despite the rapid advance of the academic study of coaching science, there is a dearth of evidence on contemporary progressions within the coaching profession itself, particularly around the wide-ranging challenges that coaches face. *Professional Advances in Sports Coaching* constitutes an essential collection of the most innovative, up-to-date reviews and research on professional issues in sports coaching and coaching psychology. Seeking to assess and challenge contemporary conceptual and theoretical research around the evolving nature of the coach’s role, issues associated with athlete and coach welfare, and societal demands of the coach, the book covers topics as diverse as: gender and spirituality within sports coaching; working in culturally diverse environments and disability sport; understanding hazing, mental health issues, and disordered eating in athletes; moral behaviour and safeguarding; high performance coaching and talent development; communicating with athletes in the age of social media, and managing cliques. Written by leading experts from around the world, every chapter clarifies and defines key concepts, gives an up-to-date and comprehensive review of literature within the area, and examines the implications for future research and applied practice. This is a critical resource for any upper-level student enrolled in sports coaching science or practice classes, sports coaching academics with an interest in professional practice, and practicing sports coaches.

*Faster, Higher, Stronger* Springer Nature

The aim of this book is to focus on the role of sports technology and the way that the innovation process is managed. This will help understand how technology is developed and integrated into the sports context. This is important particularly due to rapid technological advancements developed in sport being applied to other industries. The book will focus on the different types of sports technology from increment to radical innovations, including looking at product, process, and service innovations. It will be one of the first books to specifically focus on sports technology and innovation. It will be useful to innovation management researchers, enthusiasts and sports practitioners interested in how to compete based on technological advancements.

*The Bill James Historical Baseball Abstract* JAI Press Incorporated

Ramifications of the convergence of sports and digital technology, from athlete and spectator experience to the role of media innovation at the Olympics. Digital technology is changing everything about modern sports. Athletes and coaches rely on digital data to monitor and enhance performance. Officials use tracking systems to augment their judgment in what is an increasingly superhuman field of play. Spectators tune in to live

sports through social media, or even through virtual reality. Audiences now act as citizen journalists whose collective shared data expands the places in which we consume sports news. In *Sport 2.0*, Andy Miah examines the convergence of sports and digital cultures, examining not only how it affects our participation in sport but also how it changes our experience of life online. This convergence redefines how we think of about our bodies, the social function of sports, and the kinds of people who are playing. Miah describes a world in which the rise of competitive computer game playing—e-sports—challenges and invigorates the social mandate. Miah also looks at the Olympic Games as an exemplar of digital innovation in sports, and offers a detailed look at the social media footprint of the 2012 London Games, discussing how organizers, sponsors, media, and activists responded to the world's largest media event. In the end, Miah does not argue that physical activity will cease to be central to sports, or that digital corporeality will replace the nondigital version. Rather, he provides a road map for how sports will become mixed-reality experiences and abandon the duality of physical and digital.

*Research Anthology on Business Strategies, Health Factors, and Ethical Implications in Sports and eSports* IGI Global

Everybody involved in sport, from the bleachers to the boardroom, should develop an understanding of ethics. Sport ethics prompt discussion of the central principles and ideals by which we all live our lives, and effective leadership in sport is invariably ethical leadership. This fascinating new introduction to sport ethics outlines key ethical theories in the context of sport as well as the fundamentals of moral reasoning. It explores all the central ethical issues in contemporary sport: from violence, hazing, and gambling to performance enhancement, doping, and discrimination. This book not only investigates the ethical, social, and legal underpinnings of the most important issues in sport today, but also introduces the reader to the foundations of ethical leadership in sport and discusses which leadership strategies are most effective. Each chapter includes original real-world case studies, learning exercises, and questions to encourage students to reflect on the ethical problems presented. *Sport, Ethics and Leadership* is an essential resource for any course on sport and leisure studies, the ethics and philosophy of sport, or sport and leisure management.