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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Preface -- Organization -- Contents -- Invited Paper -- How Sports Can Create New Knowledge at a Technical University that Claim not Doing Research in Sport Science? -- Abstract -- 1 Introduction -- 1.1 Sports? -- 1.2 Methodology -- 1.3 The Structure of the Paper -- 2 Sports Technology at Chalmers University of Technology -- 2.1 Why? Who? -- 2.2 What? -- 2.2.1 Workshops -- 2.2.2 Education -- 2.2.3 Dual Careers -- 2.2.4 Research Projects -- 2.2.5 Outreach Activities -- 2.3 Resulting Competitive Advantages -- 3 Examples of Results -- 3.1 Detection of Damage in Equine Hoofs -- 3.2 Injury Prevention -- 3.3 Real Time Motion Sensor for Swimming -- 3.4 Horse ECG -- 3.5 Heel and Trim of an Olympic Sailing Yacht -- 3.6 A Paper Boat -- 4 Starting in Three Sports and Moving on into Five Technology Platforms -- 5 The

Unexpected -- 6 Concluding Remarks -- Acknowledgements --  
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5 Conclusions -- Acknowledgement -- References -- Aerodynamical  
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Simulations, Validation and Comparison with Wind Tunnel Tests --  
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Model -- 2.2 Cyclist -- 3 Numerical Setup -- 3.1 Computational  
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Boundary Conditions -- 3.4 Solver Settings and Turbulence Modelling  
-- 4 Validation Process (Results and Discussion) -- 4.1 Mannequin  
Models -- 4.2 Cyclist -- 5 CFD Simulations on Two Drafting Cyclists --  
5.1 Description Setup -- 5.2 Results -- 6 Conclusion -- References.  
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and Angle of Launch for Flat Catches -- 4.4 Computation of Ball  
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Sommario/riassunto

This book contains extended and revised versions of selected papers from the Third International Congress on Sports Science Research and Technology Support, icSPORTS 2015, held in Lisbon, Portugal, in 2015. The 9 thoroughly revised and extended papers presented in this volume were carefully reviewed and selected from originally 93 submissions. The papers cover topics in the following main areas: signal processing and motor behavior; sports medicine and support technology; health, sports performance and support technology; and computer systems in sports. .

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