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Nota di contenuto	Technology in Sport: Kinect Sports Games for Engineering Fundamental Concepts Understanding and Learning Motivation -- Real-Time Soccer Team Monitoring for Indoor Training Using Wireless Local Area Network -- Marker Less Motion Analysis of Turning Kick in Taekwondo -- Accelerometer Artefacts From Body Worn Sensors -- Isotonic Fatigue Prediction Using Feed Forward Backpropagation Neural Network Modelling for Sport Training -- The Idea of Using e-Putting Self-Efficacy to Predict 3 Meter Distance Putting Performance: A Pilot Study -- Reflection Rate Index of Passive Markers for Motion Capture Application Based on Different Colors and Sizes -- Biomechanics Analysis of Sepak Takraw Tekong Serves Via Depth Camera Motion Capture System -- Sports Performance: Squash Backhand Stroke Analyses for Three Different Playing Levels in Malaysia -- Relationship

Between Selected Fitness Indicator and Golf Performances Among Elite University Golfers.

Sommario/riassunto

This proceedings volume explores a range of sports-related topics, including sports science, exercise, sports engineering and technology, in contributions prepared by respected experts and presented at the 3rd International Colloquium on Sports Science, Exercise, Engineering and Technology (ICoSSEET2016). The goal of the conference was to bring together researchers and practitioners from academia and industry to address current challenges in various sports-related areas, and to establish vital new collaborations. The topics covered can be primarily divided into (1) Sports Science and Exercise, (2) Sports Engineering and Technology Application, and (3) Sports Industry and Management.