Record Nr. Autore Titolo	UNINA9910855374403321 Memmert Daniel Sports Technology : Technologies, Fields of Application, Sports
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Descrizione fisica	1 online resource (272 pages)
Altri autori (Persone)	Memmert
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Soggetti	Sports sciences Recreation - Equipment and supplies Biomedical engineering Sport Science Sport Technology Biomedical Engineering and Bioengineering Sport Analytics Sports Biomechanics Medical and Health Technologies
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	I Data acquisition systems Tracking data Biomechanical data Self-regulated learning employing marker-less movement analyses in the context of university education in sports Wearable Technologies Diagnosis of motor performance using exoskeletons Inertial sensing in sports Using Inertial Measurement Units (IMUs) in performance and behavioural analysis II Sports equipment and materials Controlled sliding as injury prevention Mechatronic ski binding Aspects and approaches for the development of digital training assistants Sports floor characteristics III Diagnostics Soccerbot360 Virtual reality Video-based human action recognition and its application in dance research Sports measuring and information systems and biomechanical feedback training Innovative technologies for gait and stance analysis Panoramic ultrasound imaging and MyotonPRO IV Evaluation and

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	communication Feedback systems Smartphone Apps Movement Sonification – Intermodal Transformation of Movement Data to enhance Motor Learning V Selected fields of application Metrics in Soccer Serious Games The Digital Twin – New Opportunities for Diagnostics and Control? Vibrations and damping systems in cycling Performance Analysis in Soccer Esport Assessment Video-based decision support for referees in sports games Evolutionary Algorithms.
Sommario/riassunto	Sports technological tools and innovations are gaining increasing significance in amateur, elite, and health-related sports. Sports technology refers to the application of scientific and technical principles, along with innovative technologies, to enhance athletic performance, increase safety, and consequently optimize the overall sporting experience. This involves the design, development, and utilization of equipment, devices, systems, and software specifically tailored for athletic purposes. This textbook aims to encompass the broad diversity of sports technology by featuring contributions from over 30 authors within their respective specialized fields, summarizing the latest insights concisely. The work is structured into five main sections: Data Acquisition Systems, Sports Equipment and Materials, Diagnostics, Evaluation and Communication, and Selected Fields of Application. Students with a connection to sports science gain a comprehensive understanding of sports technology supported by a carefully designed concept that facilitates easy delivery of learning effect and ensure optimal exam preparation. For advanced learners, indepth discussions on topics such as tracking data, digital training assistants, sports floor characteristics, virtual reality in sports, smartphone apps, and diagnostic tools offer additional value. The Editor Prof. Dr. Daniel Memmert is the Managing Director and Professor at the Institute of Exercise Training and Sport Informatics at the German Sport University Cologne. He is the editor and author of numerous textbooks, focusing on exercise science, sports psychology, and computer science in sports. His institute organizes two certificate programs (Match Analysis Team Cologne / Sports Director in Youth Performance and Amateur Soccer) as well as the first international postgraduate program in 'Match Analysis'.