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Creative learning through ICT (Information Communications Technology) tools in modern sports training and physical education

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Abstract

ICT (Information Communications Technology) tools bring about energetic change in civilization and sports field. They have an effect on all aspects of human life in games and sports. The application of ICT apparatus in the training and learning process has changed the entire training scenario of the sports learning process. The sports training and learning process is no longer limited to the boundary of Classrooms learning and ground training only. ICT apparatus make a big differentiation in how pedagogy approaches and how students learn ICTS stand for information and communication technologies and are defined, for this original document, as "a diverse set of technological tools and resources used to communicate and generate, disseminate, store and handle the information". These technologies include computers based learning, the use of Internet, broadcast technology and social media (radio and television), and multimedia etc. The main goal of this chapter is to find out how useful Information and Communication Technology tools (Gadgets) are in classroom learning transactions. The use of these different technologies makes the teaching-learning process more interactive and intrusting in physical education and sports.

Keywords: Sports training, no longer, Gadgets

Introduction

The present time is the period of information and communication technology in sports. Due to the arrival of Information and Communication Technology and computers in life of the sports person has become much easier. Over the last one decade, there have been marvelous growths in Information and Communication Technology tools use across all sectors such as sports industry, sports marketing, sports journalism, sports goods manufacturing etc. Sports business society has improved the lives of people, education and sports personalities. Currently, sports institutions around the world are integrating Information and Communication Technology tools into the teaching and learning procedure to give the knowledge and skills to learners to meet the challenges of the educational and sports atmosphere. Experts said that "it is only through sports leaning and the combination of Information and Communication Technology tools in sports education that one can teach students to be participants in the growth process in this era of rapid change". In Watson's (2001) description, Information and Communication Technology tools have revolutionized the way people work today and are now transforming education systems Therefore if schools train children in yesterday's skills and yesterday's technology they run the risk of being ineffective and ill-adapted to tomorrow's world. This is reasoning enough for Information and Communication Technology tools to gain global recognition and attention in education.

Information and communication technology tools to engage learners in sports

In the world people who live with Information and Communication Technology tools are treasonable and children are more adapted to it than anyone. Unlike teachers, students are raised in the digital world. It is completely natural for students of all ages to use technology in all aspects of their lives. This is why Information and Communication Technology tools in the classroom are becoming more and more important.

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Traditional teaching methods have been transforming to adapt to the needs of 21st century sports persons and enhance professional teachers and coaches practice. The digital future is progressing day by day. The use of technology for education sparks students curiosity stimulates their engagement and leads to better learning and understanding. These factors are a priority for any effective teacher and they can be easily achieved using Information and Communication Technology tools in the classroom. Peoples have innovative Information and Communication Technology classroom tools that promote responsible relationships and respect. It can be used by educators and students alike. Some of the Information and Communication Technology tools in classroom engage innovative learners. They are:

Sr. No.	Name of the tool
1	Sports and ICT.
2	Prezi
3	Mad about sports
4	Research gate.
5	Top end sports.
6	Sports management degree guide
7	Basketball- the people's game
8	Bleacher report.
9	MDPI.
10	Course hero.

Sports and ICT (Information and Communication Technology)

Information Communications Technology or ICT is being used today for an variety sports-related activities, including the assessment of sports injuries, detecting false starts in races and for CAD purposes. Digital technology enables people in sports to play better and assists designers in creating the 3d view in sports.

Prezi

This software is suitable for students of all ages, suitable for teachers. Prezi is an ICT tool for creating interactive presentations. According to their research the creative way Prezi helps students present - by zooming results in presentations that are more effective engaging effective and engaging than PowerPoint presentations. If people still don't know what students can do with this software we highly recommend teachers test it out and show it to the students. Who knows, this will be one of those ICT classroom tools that help teachers to capture the attention of their students.

Mad about sports

Mad about Sports provides online workshops and courses in Sports Analytics and Sports Management to people passionate about sports.

Research Gate

We can use ResearchGate for the batter sports. Either way, many working scientists receive and because the scientist-only social network claims 5 million users, with eminent research institutions boasting thousands of members each, many readers of this article may already be among the initiated. Polling data from a recent survey of scientists suggests that ResearchGate is beating out its main competitor, Acadmia.edu, for the top spot among researcher social networks. Started in 2008, ResearchGate has received more than \$35 million in investment capital over its lifetime. Some rivals have closed, and those that have survived Mandalay are a notable example appears to have narrower

ambitions.

Top end Sports

This is the ultimate sport and science resource, containing comprehensive information about sport, fitness, training, testing and nutrition for trainers, sports scientists and athletes. The can be benefited from this in each and every concern in the need of sports.

Sports management degree guide

This is resource for obtaining the latest up-to-date information about pursuing the best bachelor's and master's degrees in sports management and many more for the understanding of the persons.

Bleacher Report

Bleacher Report (B/R) is a digital media company based in San Francisco, with offices in New York City and London. It specializes in creating content about trending news topics, with an emphasis on delivering opinion-oriented analysis and multimedia programming via varied content formats and mobile technologies. The company was founded in 2007 by four lifelong fans who had consumed their fill of bland Internet sports content. Bleacher Report covers hundreds of teams and sports around the world, including the NFL, NBA, MLB, NHL, NCAA football and basketball, MLS, UFC, WWE, Premier League, Champions League, La Liga, Bundesliga, and more. It was acquired by Turner Broadcasting System in August 2012.

MDPI

MDPI (Multidisciplinary Digital Publishing Institute) is a publisher of open access scientific journals. Founded by Shu-Kun Lin as a chemical sample archive, it now publishes over 390 peer-reviewed, open access journals. MDPI is among the largest publishers in the world in terms of journal article output and is the largest publisher of open access articles. Between 2016 and 2020, the number of peer-reviewed papers published by MDPI grew significantly, with year-over-year growth of over 50% in 2017, 2018 and 2019, attracting attention to their very fast article processing times. In a review of 26 open-access "mega-journals" that published over 3,500 papers in 2022, 42% were from MDPI. Besides launching its own journals, MDPI has been active in acquiring journals from other publishers, such as Tomography from Grapho Publications in 2021. As of July 2023, MDPI publishes 427 academic journals, including 92 journals indexed within the science citation index expanded, 7 journals indexed within the social sciences citation index (SSCI) 136 journals listed in SciFinder and 229 in Scopus.

Course Hero

Course Hero is an online learning platform that provides access to over 30 million course-specific study resources, including practice problems, study guides, videos, class notes, and textbook solutions and explanations. The platform was founded by college student Andrew Grauer in 2006 and is based in Redwood City, California. Students need a subscription or content contribution to use the platform. Course Hero aims to help students graduate confident and prepared by providing them with resources to better understand their coursework, prepare for exams, learn, and remember. It is a cloud-based learning management platform that enables students and educators to connect and access a variety of study materials such as guides, class notes

and videos for different subjects.

Basketball the people's game: This is an game based application. Through this each and every person can get the benefited to from it.

Conclusion

On the result of above all ICT systems can be used to do some sports and physical education based research. Many more applications and software are in market. Through all these and we will get quality results. This is not only for researchers but help in all general also. There are many more applications in

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