Module specification

When printed this becomes an uncontrolled document. Please access the Module Directory for the most up to date version by clicking on the following link: Module directory

Refer to the module guidance notes for completion of each section of the specification.

Module code	SES603
Module title	Using Performance Analysis in Sport
Level	6
Credit value	20
Faculty	Social and Life Sciences
Module Leader	Julian Ferrari
HECoS Code	100433
Cost Code	GASP

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BSc (Hons) Applied Sport and Exercise Sciences	Standalone

Pre-requisites

Guidance, please state here any pre-requisites required for this module

Breakdown of module hours

Learning and teaching hours	14 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	10 hrs
Total active learning and teaching hours	**24** hrs
Placement / work based learning	0 hrs
Guided independent study	176 hrs
Module duration (total hours)	200 hrs

For office use only	
Initial approval date	21/10/2020
With effect from date	01/06/2021
Date and details of revision	
Version number	1

Module aims

1. Introduce and develop knowledge, understanding and analysis of Performance through notation analysis.
2. Study how performance analysis can inform the sport scientist, coaching practitioner, sports official and athlete.
3. Introduce students to the technology used within sports performance analysis.
4. Introduce and refine skills associated with the use of analysis software.

Module Learning Outcomes - at the end of this module, students will be able to:

1	Critically evaluate a sporting environment to establish key areas for development
2	Design an appropriate system for analysing aspects of performance within a sporting context
3	Demonstrate an ability to critically analyse sporting footage using a computer software package
4	Provide suitable feedback mechanisms that could be derived from analysis data

Assessment

Indicative Assessment Tasks:
This section outlines the type of assessment task the student will be expected to complete as part of the module. More details will be made available in the relevant academic year module handbook.

Assessment 1: Project

The student will be provided with a scenario and game footage. Students will demonstrate their ability to create a performance analysis system and code a game based on their system design. They will be expected to critically analyse the performance, and based on the analysis, provide appropriate feedback mechanisms to inform the coach.

The practical will be completed at the Analysis Suite within the Colliers Park facility.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1, 2, 3, & 4	Project	100

Derogations

None

Learning and Teaching Strategies

Guidance, please provide a statement on the strategies that will be used for this module (may differ module by module)

This module will be taught through a series of lectures, directed student tasks, practical workshops and blended learning, with the primary emphasis on the application of technology within practice.

Whilst lectures will be used for delivery of the theoretical components of the module, students will also be required to learn how to effectively use workplace leading computer software (Hudl SportsCode, NacSport Scout+), these will be taught through workshops and blended learning opportunities. Students will also be required to investigate their current sporting environment through directed student tasks.

As an additional aid to learning external links and reading materials will be highlighted. These will enable the student to identify strengths and weaknesses in their knowledge as well as opportunities to access resources in their own time. Formative learning opportunities will be provided throughout the module.

Students may already have access to the required software packages used within this module (Hudl SportsCode, NacSport Scout+), students may use this as required.

For those without current access, students will require either a Windows or Apple based computer onto which software can be installed. Hudl Sportscode licenses are available at no cost to students who own or have access to an Apple computer (numbers are limited). Students using Windows based computers will need to purchase a student licence for Nacsport Scout + (currently £70 incl. VAT for annual subscription).

Indicative Syllabus Outline

Guidance, please provide indicative list

Session 1 (3hrs):   Introduction to Performance Analysis: what can it do for your team?
                      Directed Student Task: Outlining your current environment
                      Blended Learning: Case studies illustrating applied performance analysis

Session 2 (3hrs):   Collecting and moving data - using technology.
                      Directed Student Task: Constructing your needs analysis
                      Blended Learning: Introduction to the Co-Actives of Performance

Session 3 (4hrs):   Introduction to Hudl Sportscode and Nacsport Scout+
                      Directed Student Task: Designing your own Code Window
                      Blended Learning: Hudl and Sportscode: helpful tutorials

Session 4 (4hrs):   Developing your timeline: Coding the game.
                      Directed Student Task: Creating organisers and sorting information

Session 5 (4hrs):   Feedback: Innovation in spreading the word.
                      Directed Student Task: Designing your output Window / Dashboard
                      Blended Learning: Hudl and Sportscode: helpful tutorials

Session 6 (3hrs):   Working Live: Creating ad-hoc networks
                      Directed Student Task: Prioritising information for live analysis feedback
                      Blended Learning: Validity & Reliability of collected data

Session 7 (3hrs):   Assessment

Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update.

Essential Reads

Blazevich, J. (2017), *Sports Biomechanics, the Basics: Optimising Human Performance.* 3rd ed. London: Bloomsbury.

Hughes, M. and Franks, I. (2015), *The Essentials of Performance Analysis*. London: Routledge.

Other indicative reading

McGarry, T., O'Donoghue, P., and Sampaio, J, (2013), *Handbook of Sports Performance Analysis.* London: Routledge.

O'Donoghue, P. (2014), *An Introduction to Performance Analysis of Sport.* 2nd ed. London: Routledge.

Watkins, J. (2014), *Fundamental Biomechanics of Sport and Exercise.* London: Routledge.

Employability skills – the Glyndŵr Graduate

Each module and programme is designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas. Click here to read more about the Glyndwr Graduate attributes

Core Attributes
Engaged
Enterprising
Creative
Ethical

Key Attitudes
Commitment
Curiosity
Resilience
Confidence
Adaptability

Practical Skillsets
Digital Fluency
Organisation
Leadership and Team working
Critical Thinking
Emotional Intelligence
Communication