

APPLICATION OF COMPUTER IN PHYSICAL EDUCATION (COMPULSORY 8)

(2+1 Cr. Hr.)

COURSE OBJECTIVES

This course provides opportunities to familiarize students with computer administrative functions of Word Processing, Database Management and Electronic Spread Sheets, and Students learn how to analyze research Programs related to high Performance in Sports. Through this course Basic Knowledge of Computer Applications is acquired and students learn the internet usage as well as appropriate Computer Softwares in Classrooms as well as different Sports settings. Practical learning includes MS Word, MS Excel, MS PowerPoint, SPSS etc.

COURSE CONTENTS:

- 1. Introduction to Computer Application**
 - a. What is Computer
 - b. Importance of computer literacy
 - c. Identify the components of a computer
 - d. Types of Computers
 - e. Types of Users

- 2. Computer Software**
 - a. Sports Related Computer Softwares

- 3. Internet**
 - a. Usage of Internet
 - b. E-Mail
 - c. Surfing

- 4. Introduction to Windows Operating System**
 - a. Components of a Window
 - b. Interacting with Windows using Mouse
 - c. Starting a Program in Windows
 - d. Using My Computer
 - e. Using Paint
 - f. File Management in Windows
 - g. Locating a File
 - h. Searching a File
 - i. Creating and New Folder
 - j. LAN & WAN

- 5. Computer Applications in Physical Education**

- a. Skill Assessment Techniques, Diet Analysis
 - b. Game situations and Game analysis
- 6. Using Microsoft Office**
- a. MS Word
 - b. MS Excel
 - c. MS Powerpoint
 - d. MS Outlook
- 7. Operation of SPSS**

RECOMMENDED BOOKS

- 1. Booth, P. (2014). *An Introduction to Human-Computer Interaction (Psychology Revivals)*. Psychology Press.
- 2. Colburn, T. (2015). *Philosophy and computer science*. Routledge.
- 3. Woods, D. D., Dekker, S., Cook, R., Johannesen, L., & Sarter, N. (2017). *Behind human error*. CRC Press.
- 4. Helander, M. G. (Ed.). (2014). *Handbook of human-computer interaction*. Elsevier.
- 5. Preece, J., Rogers, Y., & Sharp, H. (2015). *Interaction design: beyond human-computer interaction*. John Wiley & Sons.