Setting

Name

Structure/background

College, University, 6th Form, ITPs,FE-HEpathway

Educational focus, main-core studies

Football and educational course, number of students, Pathways

Work experience component other subject are they linked in and if so how?

Football year-week teams games etc…

|  |  |
| --- | --- |
| Mon |  |
| Tue |  |
| Wed |  |
| Thu |  |
| Fri |  |
| Sat |  |
| Sun |  |

Wearable technology- including any technology eg performance video analysis

Relationships football teams community etc…

**Interviews structure**

I will use the below as a guide to help provide continuity across all interviews. Expanding on answers provided in questionnaires. I will have to hand the experts answers from the questionnaire and where highlighted I will ask for conversation around their inputs. The background may help to identify patterns and themes for responses that may explain answers and when comparing. The main purpose is to be able t compare between industries and uses if for performance and or education.

In keeping with the questionnaire flow the interviews will be structured as below. These are more a tick list to ensure that all points are covered during the interview. As these are informal there needs to be the ability to freestyle and allow the interviewee the scope to be creative and more descriptive in any area they feel wanting to expand further on. Whilst enabling me to keep track that all points are covered. Therefore, this will allow for a more succinct analysis of the data.

Q1-3 background

Intros and background ask about their background into how they came into job? What experiences they have had in football (did they play and did they use any tech) What are their Education experiences

Include current use and if they are using wearable technology for performance, education, both, and to what extent

Q 4- I will then look to expand on the answers they provided to question 4 (a-l) and allow them to expand on any they wish to. “*In your opinion do you feel that wearable technology is useful in terms of the following below and why”*

1. *Football coaching (general training and games)*
2. *Football physical (overall performance)*
3. *Football Tactical (insight )*
4. *Football Tactical (positional/team coaching)*
5. *Football technical (coaching of skills)*
6. *Football technical (monitor performance of skill)*
7. *Education ( football coaching )*
8. *Education ( life skills )*
9. *Education ( numeracy)*
10. *Education (Language words)*
11. *Education (Literacy)*
12. *Education (IT)*

Q 5- 8 all about how you see wearable technology changing and specifically within football and education context in your setting

1. *do you feel that the use of wearable technology will change in football*
2. *what impact do you feel it will have*
3. *Do you feel the use of wearable technology in your workplace is beneficial*
4. *Would you like to see more or less use in your workplace*

Q 9-11

1. What do you see as the biggest barriers around use in your workplace
2. What concerns if any do you have surrounding its use in football
3. In an ideal world how would you like to see the use of wearable technology develop

The online anonymous questionnaire, analysis of data for Q 9-11 above resulted in themes that emerged as follows

1. Communication
   1. access
   2. individualised
2. Cost
3. Understanding
   1. simplifying