

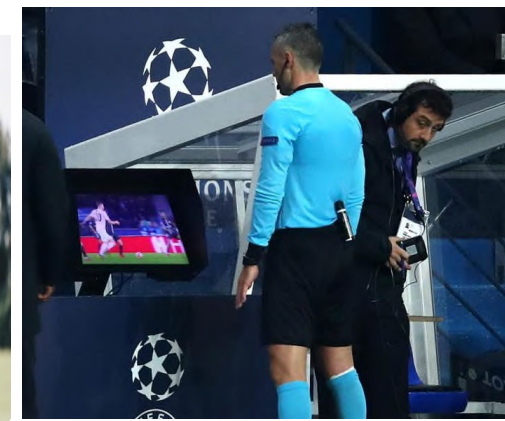
# Theory of Evolution



<1996 the magic sponge



2012 Sport science



Now Video Assisted Referee

Preparing learners for their future new BTEC sport

**4 brand** new suites of BTEC Level 3 Nationals for the sport sector

14 qualifications in total

All benefit from use of wearable technology

Specific core and optional units catered for

Sport Industry specific and advancement to Higher education

# Research

## An Investigation into the use of wearable technology in team sport in Further Education settings in England

### Aims

The aims of this research, is to examine the use of wearable technology in team sport, using football as an example, in Further Education settings, and to develop an understanding of its use for performance and education across this landscape

### Studies

Identify the extent, type and approach to the use of technology in team sport related education programmes, and also to describe and contrast the processes associated with the use of wearable technology in elite performance and Further Education settings

### Outcomes

The outcomes of this study will inform the design of strategies intended to improve the effectiveness of the data generated within the BTEC sport suite of qualifications (existing and new), and across the wider curriculum. Additionally, the findings will be used to implement strategies to improve communication and feedback mechanisms using wearable technology, and that will enhance student learning experience

## Participation

By taking part in this study you will contribute to the outcomes.

The survey takes approximately 15 minutes to complete and is anonymous, please use this link to access online access .....

Direct message for more information

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