

Postgraduate Certificate

New Trends in Sports: Big Data & eSports

Endorsed by the NBA





Postgraduate Certificate

New Trends

in Sports:

Big Data & eSports

Course Modality: Onlinew

Duration: 6 weeks

Certificate: TECH Technological University

Official N° of Hours: 150 h.

Website: www.techtitute.com/pk/physiotherapy/postgraduate-certificate/new-trends-sports-big-data-esports

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01

Introduction

Sports competitions have evolved in recent years and still have a long way to go. With this in mind, new methods have been introduced at the forefront of technological innovations, as in the case of Big Data, a massive data analysis and storage system. In the sports world, it helps to obtain information about rivals, build strategies and capture new talent. For this reason, the managers of a sports entity must be aware of these new tools in order to use them to their advantage in their management.





“

Understand data analysis methodologies and become a successful manager"

Data analytics has become a big revelation in the sports world. Thanks to Big Data, a large volume of information has been obtained from a large number of sports events. This provides an opportunity to make better decisions on the playing field or to make a more conscious investment in players.

For this reason, this program focused on introducing students to New Trends in Sports: Big Data & eSports has been developed. In this way, the professional who wishes to be in charge of a sports institution will perfectly understand the methodology for data analysis, the interpretation of reports and the legal aspects that regulate eSports activities.

Furthermore, it is a 100% online Postgraduate Certificate that provides students with comfortable study and ease, wherever and whenever they want it. All you need is a device with internet access to take your career one step further. A modality according to the current times with all the guarantees to position the physiotherapist in a highly demanded sector.

This **Postgraduate Certificate in New Trends in Sports: Big Data & eSports** contains the most complete and up-to-date scientific program on the market. The most important features include:

- ♦ The development of numerous practical case studies presented by specialists in New Trends in Sports: Big Data & eSports
- ♦ The graphic, schematic and practical contents of the course are designed to provide all the essential information required for professional practice.
- ♦ Exercises where the self-assessment process can be carried out to improve learning.
- ♦ Algorithm-based interactive learning system for decision-making.
- ♦ Special emphasis on innovative methodologies in personal training
- ♦ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



Learn why Big Data is becoming a fundamental tool to optimize the management of a sports center"

“ Learn how to manage large volumes of information to improve the decisions you make as a sports center manager”

Data analytics has been a revolution for professional sports”

Become a high-profile professional by learning about the technological advances that have been made in eSports”

The program's teaching staff includes professionals from the sector who contribute their work experience to this program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive training programmed to train in real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise throughout the program. For this purpose, students will be assisted by an innovative, interactive video system created by renowned and experienced experts.



02 Objectives

Knowing how an innovative program such as Big Data works requires a commitment on the part of students who wish to improve their management skills. Based on this, this program has been developed to allow students to understand the methodology used for data analysis and the tools to be used for report analysis. In this way, academic excellence is guaranteed, which is essential to comply with the professional profile required by the different Sports Entities at an international level.



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Understand the impact of the digital revolution on the analysis and management of data in sports"



General Objectives

- ♦ Provide knowledge about the environment and the sports market
- ♦ Train professionals prepared to work in the sports industry
- ♦ Become a successful sports manager
- ♦ Train managers, leaders and future administrators of sports entities
- ♦ Gain knowledge about the global market, with practical experiences of the professionals who are part of the faculty
- ♦ Understand that sport is an economic and business sector different from any other sector, with its specificities and particularities





Specific Objectives

- ◆ Understand the new forms of sports business, as well as the most innovative techniques
- ◆ Develop an interest in innovation and new trends in sports management
- ◆ Provide knowledge about the environment and the sports market
- ◆ Train professionals prepared to work in the sports industry
- ◆ Become a successful sports manager
- ◆ Train managers, leaders and future administrators of sports entities
- ◆ Gain knowledge about the global market, with practical experiences of the professionals who are part of the faculty
- ◆ Understand that sport is an economic and business sector different from any other sector, with its specificities and particularities



Turn this program into the perfect opportunity to manage a sports center by making data-driven decisions"



03

Course Management

The faculty gathered for the development of the Postgraduate Certificate in New Trends in Sports: Big Data & eSports will provide future graduates with the opportunity to receive the best education in this field of action. Therefore, this program has a highly qualified team with extensive experience in the sector, which will offer the best tools for students to develop their skills during the Postgraduate Certificate. In this way, students have the guarantees they need to specialize at an international level in a booming sector that will catapult them to professional success.



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Thanks to an outstanding teaching team, you will be able to understand the current impact of eSports"

Management



Ms. Bellver Alonso, Reyes

- ♦ Sports Law Attorney and Founding Partner at *Bellver Sports* - Legal Boutique
- ♦ Founder and president of the *Leadership Woman Football* platform.
- ♦ Founding member and president of the Sports Law Association of Madrid.
- ♦ Coordinator of the International Association WISLaw - *Women in Sports Law*, in Spain.
- ♦ Member and founding member of the Spanish Association for Ethical Quality in Sport.
- ♦ Degree in Law with a specialization in European Union Law from CEU San Pablo University.
- ♦ Master's Degree in International Relations from CEU San Pablo University, Madrid.
- ♦ Master's Degree in Business Taxation by ICADE
- ♦ Master's Degree in Sports Law from the University of Lleida
- ♦ Miki Roqué "Peace through Sport" Award for her associative work, training and improvement of the sports sector, especially in gender issues and defence of women in sport.
- ♦ Certified by FIFA through its FIFA Female Leadership Development Program.
- ♦ Included in the prestigious international list *Who's Who Legal (WWL: Sports & Entertainment)*, as one of the leading lawyers in the Sports Law sector.

Professors

Ms. Carmona Ramos, Sara

- ◆ Host of the Analytics and *Big Data* section of the program "El Día Después" on Movistar Plus.
- ◆ Academic Director of the Master's Degree in Sports Marketing, Digital Environments and eSports at the San Antonio Catholic University of Murcia.
- ◆ Sports coverage of La Liga matches for the Atresmedia group
- ◆ Host of the live Sports Statistics and *Big Data* section of "Deportes Valladolid" on Castilla y León TV.
- ◆ Graduate in Journalism from the University of Valladolid.
- ◆ Expert in Sports Data Analytics and *Big Data* at the University of Valladolid



04

Structure and Content

Today's sport has undergone many changes in recent years, not only due to the implementation of innovative technologies such as Big Data, but also due to the impact of the development of the so-called "eSports". Based on this, this program has been developed to help the future graduates to better understand the methodologies for data analysis and the legal aspects that regulate these new sports in the online environment. In this way, future graduates will have the confidence of having all the knowledge that will allow them to perform well in their professional environment.





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Learn, thanks to a complete and up-to-date program, to understand the impact of new technologies in the sports world"

Module 1. New Trends in Sports: *Big Data and Sports*

- 1.1. Introduction to the Use of Big Data in Sport. Current Links and Scenarios
- 1.2. Data Analysis Methodology. Phases and Strategies
- 1.3. Open Data Providers and Sources
- 1.4. Payment Data Providers and Sources
- 1.5. Reports and Infographics: Vital Importance of the Sample
- 1.6. Data Processing Tools
- 1.7. Communication Applied to Big Data. In Search of the Excellence of the Material and its Sample
- 1.8. Introduction to eSports
- 1.9. eSports Management
- 1.10. Legal and Regulatory Aspects of eSports





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Understand the legal framework that regulates the new eSports and get ready to face new managerial challenges”

05 Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.





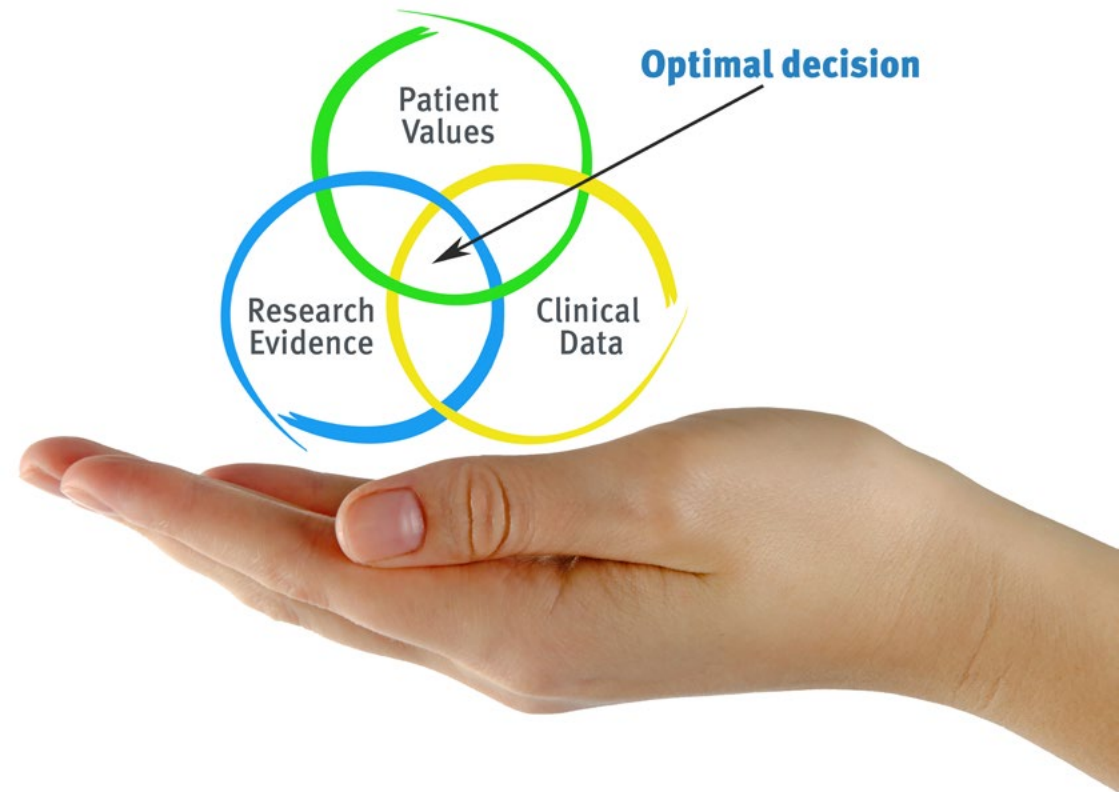
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Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

At TECH we use the Case Method

What should a professional do in a given situation? Throughout the program, students will face multiple simulated clinical cases, based on real patients, in which they will have to do research, establish hypotheses, and ultimately resolve the situation. There is an abundance of scientific evidence on the effectiveness of the method. Physiotherapists/kinesiologists learn better, faster, and more sustainably over time.

With TECH you will experience a way of learning that is shaking the foundations of traditional universities around the world.



According to Dr. Gérvas, the clinical case is the annotated presentation of a patient, or group of patients, which becomes a "case", an example or model that illustrates some peculiar clinical component, either because of its teaching power or because of its uniqueness or rarity. It is essential that the case is based on current professional life, trying to recreate the real conditions of professional physiotherapy practice.

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Did you know that this method was developed in 1912, at Harvard, for law students? The case method consisted of presenting students with real-life, complex situations for them to make decisions and justify their decisions on how to solve them. In 1924, Harvard adopted it as a standard teaching method”

The effectiveness of the method is justified by four fundamental achievements:

1. Physiotherapists/kinesiologists who follow this method not only grasp concepts, but also develop their mental capacity, by evaluating real situations and applying their knowledge.
2. The learning process has a clear focus on practical skills that allow the physiotherapist/kinesiologist to better integrate into the real world.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.



Relearning Methodology

At TECH we enhance the case method with the best 100% online teaching methodology available: Relearning.

This university is the first in the world to combine the study of clinical cases with a 100% online learning system based on repetition, combining a minimum of 8 different elements in each lesson, a real revolution with respect to the mere study and analysis of cases.

The physiotherapist/kinesiologist will learn through real cases and by solving complex situations in simulated learning environments. These simulations are developed using state-of-the-art software to facilitate immersive learning.



At the forefront of world teaching, the Relearning method has managed to improve the overall satisfaction levels of professionals who complete their studies, with respect to the quality indicators of the best online university (Columbia University).

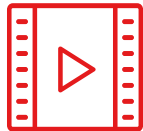
With this methodology we trained more than 65,000 physiotherapists/kinesiologists with unprecedented success in all clinical specialties, regardless of the workload. Our pedagogical methodology is developed in a highly competitive environment, with a university student body with a strong socioeconomic profile and an average age of 43.5 years old.

*Relearning will allow you to learn with less effort
and better performance, involving you more
in your training, developing a critical mindset,
defending arguments, and contrasting opinions: a
direct equation for success.*

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

The overall score obtained by our learning system is 8.01, according to the highest international standards.

This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is really specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Physiotherapy Techniques and Procedures on Video

TECH brings students closer to the latest techniques, the latest educational advances and to the forefront of current Physiotherapy techniques and procedures. All of this in direct contact with students and explained in detail so as to aid their assimilation and understanding. And best of all, you can watch them as many times as you want.



Interactive Summaries

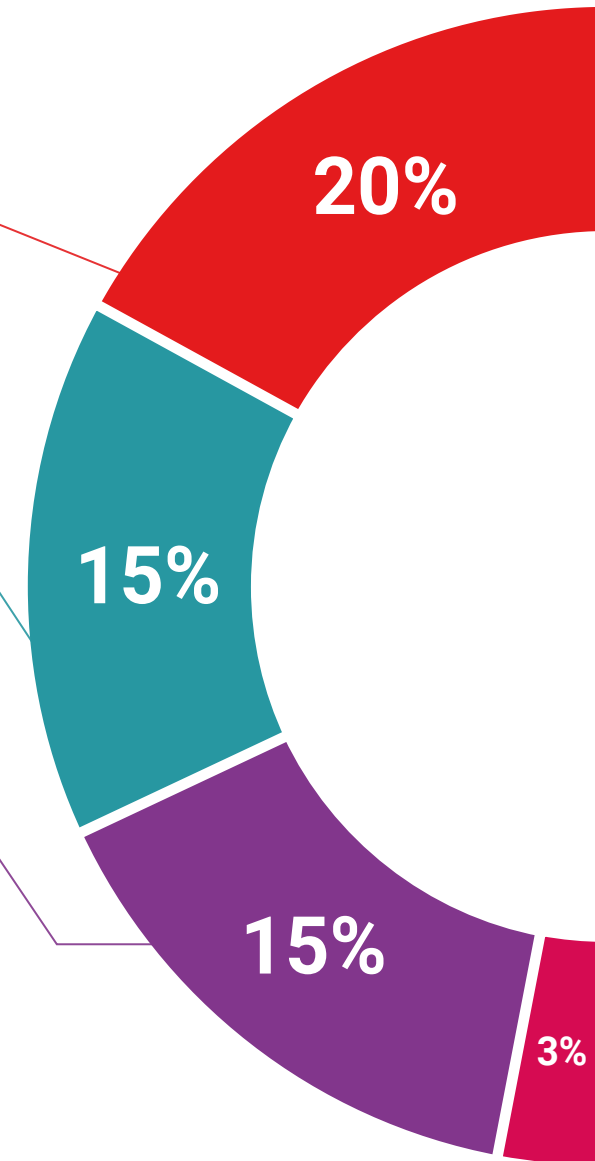
The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

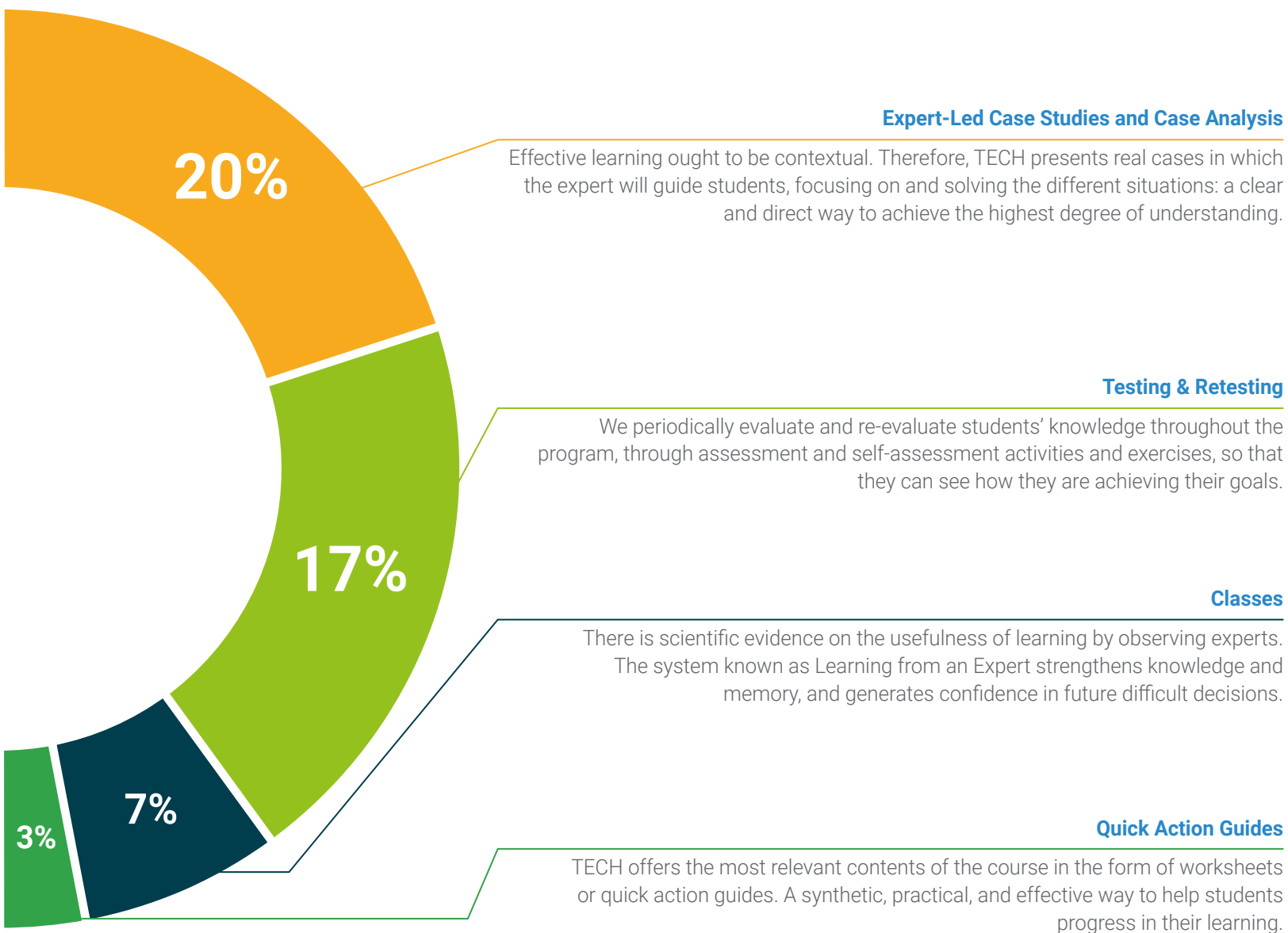
This unique multimedia content presentation training system was awarded by Microsoft as a "European Success Story".



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





06 Certificate

The Postgraduate Certificate in New Trends in Sports: Big Data & eSports guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.



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*Successfully complete this program and
receive your university qualification without
having to travel or fill out laborious paperwork”*

This **Postgraduate Certificate in New Trends in Sports: Big Data & eSports** contains the most complete and up-to-date scientific program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations and professional career evaluation committees.

Title: **Postgraduate Certificate in New Trends in Sports: Big Data & eSports**

Official N° of Hours: **150 h.**

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future

health confidence people

education information tutors

guarantee accreditation teaching

institutions technology learning

community commitment

personalized service innovation

knowledge present

online training

development language

virtual classroom

tech technological
university

**Postgraduate
Certificate**

New Trends
in Sports:
Big Data & eSports

Course Modality: Online

Duration: 6 weeks

Certificate: TECH Technological University

Official N° of Hours: 150 h.

Postgraduate Certificate

New Trends in Sports: Big Data & eSports

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