



## Postgraduate Diploma

Analysis and Technology in Football

» Modality: online

» Duration: 6 months

» Certificate: TECH Global University

» Credits: 18 ECTS

» Schedule: at your own pace

» Exams: online

Website: www.techtitute.com/us/sports-science/postgraduate-diploma/postgraduate-diploma-analysis-technology-football

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## tech 06 | Introduction

A 100% online Postgraduate Diploma that will bring you up to date with the most advanced technology used in football" An implementation, whose progress will be parallel to the advances made in this digital era.

In this way, professionalism within football can be further advanced with the introduction of the most innovative advances to improve the performance of both the athlete and the game. In this context, it is essential that coaches have a detailed understanding of the advances in this field so that they can integrate the most effective methodologies and procedures into daily training for analysis in this sport. As such, this Postgraduate Diploma was created, lasting six months and with 450 teaching hours of highly comprehensive and up-to-date information.

Furthermore, this program has been put together by the best team of professionals from the football elite, national coaches and analysts with extensive experience in this sport. In this way, students will learn more about technique, the audio-visual devices used to analyze the opponent's game, and whether or not to adapt training sessions based on this information or the collection of data.

The graduate can acquire knowledge via multimedia pills, specialized readings and case studies that make up the Virtual Library of this degree program. In addition, thanks to the *Relearning* method, the student moves away from long hours of study and consolidates new concepts which are approached in a simpler way.

Without doubt, this is an excellent opportunity to stay up to date in this field via this quality educational program, which is accessible at any time of the day, from a cell phone, tablet or computer with an Internet connection.

This **Postgraduate Diploma in Analysis and Technology in Football** contains the most complete and up-to-date scientific program on the market. The most important features include:

- The development of practical cases presented by experts in football, physical activity and sport
- The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional practice
- Practical exercises where self-assessment can be used to improve learning
- Its special emphasis on innovative methodologies
- 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



With this program, you will delve into the micro details for a professional football player, such as invisible training, enabling you to maintain peak performance levels"

An academic option with 450 hours of intensive learning on high-performance techniques"

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

Its 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 an immersive education programmed to learn in real situations.

The design of this program focuses on problem-based learning, by means of which the professional must try to solve the different professional practice situations that are presented throughout the academic course. For this purpose, the student will be assisted by an innovative interactive video system created by renowned experts.

Graduates just need a digital device with an Internet connection to be able to consult, at any time, the course material hosted on the online platform.

Delve into the techniques used in the game model that you intend to establish in your team at any time.







## tech 10 | Objectives



## **General Objectives**

- Understand the origin, history and evolution of football
- Explore the organization of a club and everything pertaining to the sporting environment
- Strengthen your knowledge in current technical-tactical skills
- Examine the changes in football analysis with the introduction of new technologies
- Describe physical training and re-training as a fundamental part of present-day football
- Highlight the importance of good nutrition to enable a good sports performance
- Identify each member of the coaching staff and their roles in a football club
- Explore psychology as a fundamental part of a football player's performance



Achieve your career progression goals in the world of football through this flexible and 100% online degree"





## **Specific Objectives**

### Module 1. Coaching staff

- Explore the evolution of the working methods employed by the coaching staff
- Explain the different roles played by the various members of a team's staff
- Delve into the role of the goalkeeper and their training
- Analyze the new technologies used for the maintenance of football pitches

### Module 2. Techniques in football

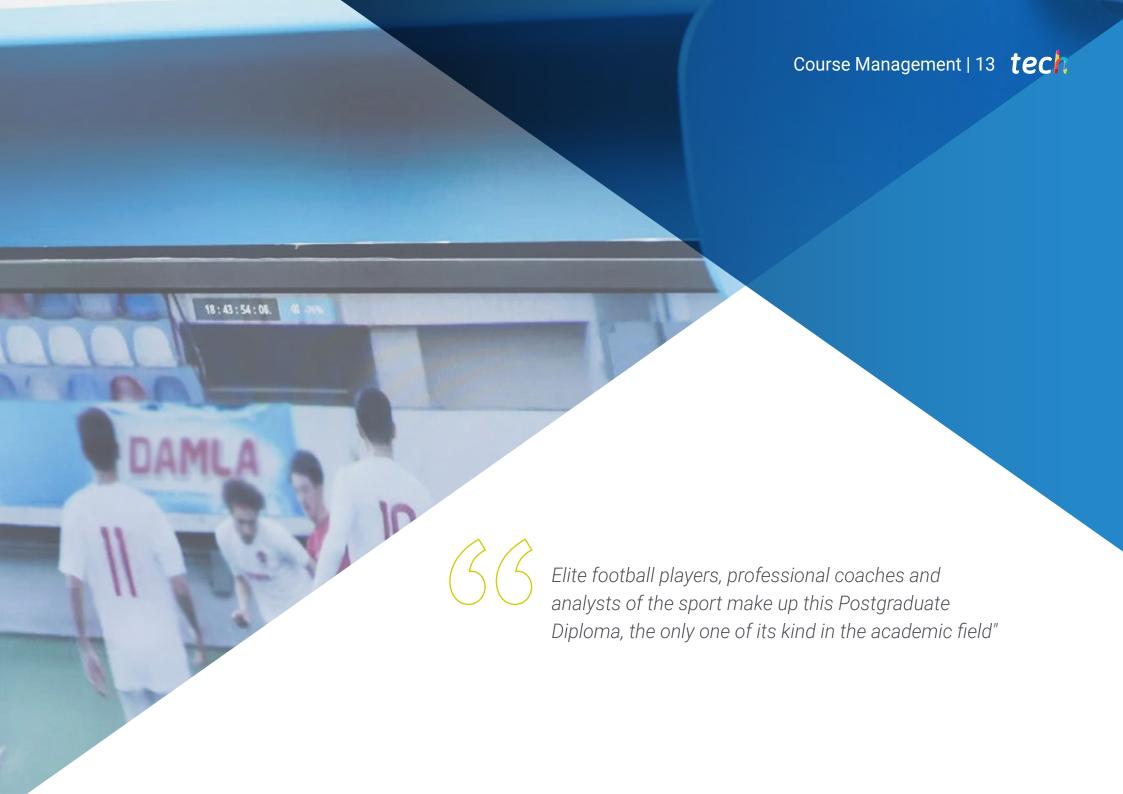
- Include techniques in a game model
- Differentiate between collective and individual technical aspects
- Know how to plan training sessions based on technique
- Identify micro technical details in a professional football player
- Gain knowledge of the purpose of technique
- Give greater importance to technique in grassroots and professional football

### Module 3. Analysis in football

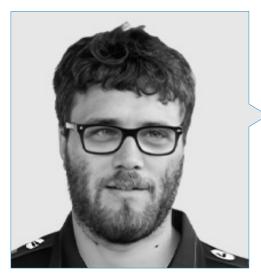
- Understand and recognize the role of an analyst within the coaching staff, as well as the types of analysts that currently exist
- Know how to analyze individually and collectively their own team and the opposition
- Learn how to give information about the opposition to players
- \* You will understand the different phases of match analysis: Pre-, during, postand final match evaluation
- Learn how to work with the technological tools available today
- \* Tagging and recognizing the different events that occur during a football match







## Management



## Mr. Fernández Fernández, Ángel

- Scout and manager for the northern area for the Athlete Management Group (PHSport)
- Futsal and football coach
- Scout for the Asturias area for the Athlete Management Group (Vilasports)
- Sports Director of CD Mosconia
- Commentator for Real Oviedo in RadioGed
- Sports Technician, Middle Grade, specializing in football at the "Asturian Sports School" Levels 1 and 2



## Mr. González Arganda, Sergio

- Physiotherapist at Atlético de Madrid Football Club
- CEO of Fisio Domicilio Madrid
- Lecturer for the Master's in Physical Preparation and Sports Rehabilitation in Footbal
- Lecturer in the Postgraduate Diploma in Clinical Pilates
- Lecturer in the Master's in Biomechanics and Sports Physiotherapy
- Master's in Osteopathy of the Locomotor System from Madrid School of Osteopathy
- Expert in Pilates Rehabilitation from the Royal Spanish Gymnastics Federation
- Master's Degree in Biomechanics Applied to Injury Assessment from Comillas Pontifical University
- Physiotherapy Graduate at Comillas Pontifical in University



## Course Management | 15 tech

### **Professors**

### Mr. Pantic, Milinko

- Football Coach
- \* La Liga Champion and King's Cup winner with Atlético de Madrid
- Former professional football player with Atlético de Madrid, Panionios, AC Le Havre

### Mr. Di Giosia Alonso, Jonatan

- Coach for Racing Rioja
- Scouting for Real Oviedo and FC Cartagena
- Coach for Regional Sportsk in United Arab Emirates
- Coach of the Brazilian national team in the Madrid Integration World Cup
- Degree in Psychology from UNED
- Higher-Level Football Coach

## Mr. Domínguez Allely, José Eutiminio

- Analyst at GiocaMeglio
- Goalkeeper Coach in grassroots and regional categories
- National Coach
- Instructor for 11-a-side football and futsal
- Sports Technician Level





## tech 18 | Structure and Content

## Module 1. Coaching Staff

#### 1.1. Coach

- 1.1.1. How to Become a Coach
- 1.1.2. Types of Coaches Based on their Approach to Team Management
- 1.1.3. The Coach as a Key Player across the Entire Coaching Staff
- 1.1.4. What a Coach can do when they don't have a Team

#### 1.2. Assistant Coach

- 1.2.1. How is the Assistant Coach selected?
- 1.2.2. What is their Role?
- 1.2.3. The Assistant Coach is more in tune with the Football Players
- 1.2.4. Striking Cases of Assistant Coaches

#### 1.3. Goalkeeper Coach

- 1.3.1. The Importance of a Good Goalkeeper Coach
- 1.3.2. Their Role
- 1.3.3. Individual Work with Goalkeepers
- 1.3.4. Other Roles within the Coaching Staff

#### 1.4. Team Official

- 1.4.1. What is a Team Official?
- 1.4.2. Differences from the Grounds Official
- 1.4.3. Team or Club Delegate?
- 1.4.4. Main Duties

#### 1.5. Fitness Coach

- 1.5.1. What is the Fitness Coach in charge of?
- 1.5.2. Without Fitness Training there is no Football
- 1.5.3. The Evolution in Working Methods
- 1.5.4. Types of Fitness Coaches

#### 1.6. Analysts/Scouts

- 1.6.1. What is an Analyst and what are their Responsibilities?
- 1.6.2. The Scout within the Coaching Staff
- 1.6.3. Differences between Analysts and Scouts
- 1.6.4. The Symbiosis between the two and the Coaching Staff

#### 1.7. Medical Staff

- 1.7.1. The Importance of the Club's Medical Staff
- 1.7.2. What are the Components that make up the Medical Staff?
- 1.7.3. Not everything can be treated at the Club
- 1.7.4. Medical Insurance for a Football Club

#### 1.8. Psychologists

- 1.8.1. What does a Psychologist do in a Football Team?
- 1.8.2. Working with Players and Staff
- 1.8.3. Working with other Staff
- 1.8.4. How to choose a Psychologist

#### 1.9. Coaching

- 1.9.1. Introduction to Coaching
- 1.9.2. Individual Coaching
- 1.9.3. Team Coaching
- 1.9.4. Systemic Coaching

### 1.10. Group Culture among Staff Members

- 1.10.1. Methods of Cohesion among Members
- 1.10.2. The Idea of Shared Objectives is important
- 1.10.3. Loyalty plays a Fundamental Role
- 1.10.4. Is Language an Obstacle?

## Module 2. Techniques in Football

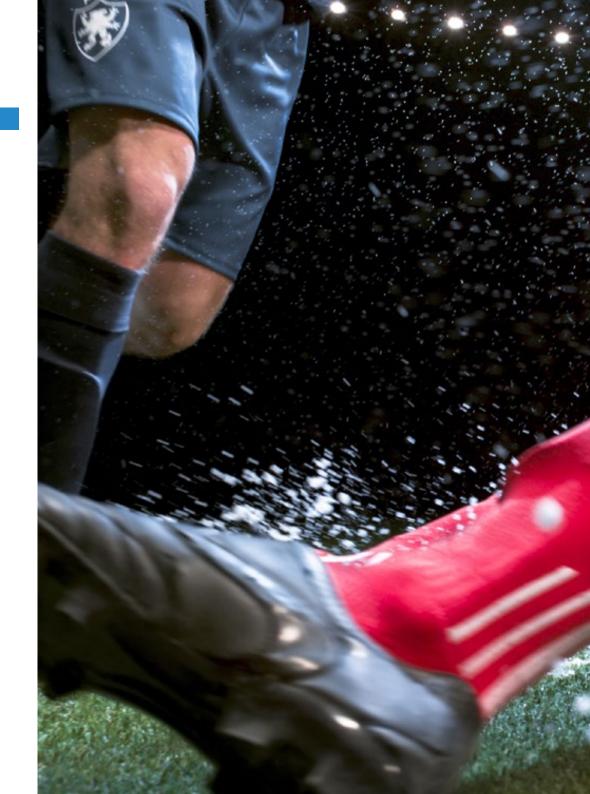
- 2.1. Techniques. Background
  - 2.1.1. General Aspects of Techniques
  - 2.1.2. Types of Techniques
  - 2.1.3. Evolution of Techniques
  - 2.1.4. Techniques/Tactics
- 2.2. Individual Attacking Technique
  - 2.2.1. Dribbling
  - 2.2.2. Shooting
  - 2.2.3. Conduction
  - 2.2.4. Control
- 2.3. Individual Defense Technique
  - 2.3.1. Tackle
  - 2.3.2. Clearance
  - 2.3.3. Charge
  - 2.3.4. Interception
- 2.4. Collective Attacking Technique
  - 2.4.1. Pass
  - 2.4.2. Wall
  - 2.4.3. Change of Direction
  - 2.4.4. Blocking
- 2.5. Collective Defense Technique
  - 2.5.1 Aerial Duels
  - 2.5.2. Timing
  - 2.5.3. Light Pressure
  - 2.5.4. Defensive Blocking
- 2.6. Technique in Grassroots Football
  - 2.6.1. U7s-U10s
  - 2.6.2. U11s-U12s
  - 2.6.3. U13s-U14s
  - 2.6.4. U15s-U16s

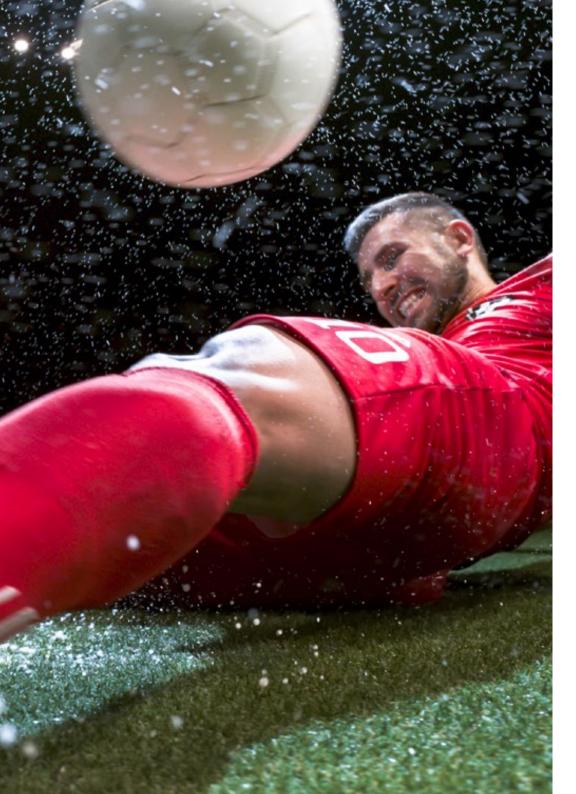
- 2.7. How do I bring Technique to the Game Model?
  - 2.7.1. Which Players do I have?
  - 2.7.2. Priority Technical Aspects
  - 2.7.3. Attack Phase
  - 2.7.4. Defense Phase
- 2.8. How do I plan Training Sessions based on Technique?
  - 2.8.1. Annual Planning
  - 2.8.2. Planning during Breaks
  - 2.8.3. Weekly Planning
  - 2.8.4. Session Planning
- 2.9. How Important is Technique in High Performance?
  - 2.9.1. Concept of Performance
  - 2.9.2. Objectives and Characteristics
  - 2.9.3. Stages
  - 2.9.4. Development and Implementation
- 2.10. The Micro Details for a Professional Football Player
  - 2.10.1. Characteristics of the All-Round Player
  - 2.10.2. Invisible Training
  - 2.10.3. Internal and External Factors affecting the Football Player
  - 2.10.4. Individual Talent in a Group Context

## tech 20 | Structure and Content

## Module 3. Analysis in football

- 3.1. Own Team Analysis
  - 3.1.1. Micro Plan Analysis
  - 3.1.2. Functional Roles
  - 3.1.3. Mid-Level Analysis
  - 3.1.4. Macro-Level Analysis
- 3.2. Analyzing the Training and Intervention of Coaching Staff
  - 3.2.1. Session Analysis
  - 3.2.2. Task Analysis
  - 3.2.3. Dynamic Interventions
  - 3.2.4. Static Interventions
- 3.3. Individual and Collective Analysis of the Opposition
  - 3.3.1. Determining which Aspects to observe
  - 3.3.2. Individual Reports
  - 3.3.3. Group and/or Team Reports
  - 3.3.4. Content Selection and Influence on the Match Plan
- 3.4. Influence of the Opposition on the Training Tasks
  - 3.4.1. Content Introduction in Training Activities
  - 3.4.2. How do we coordinate the Performance of the Coaching Staff?
  - 3.4.3. How do we deal with the Sub-Phases of the Game?
  - 3.4.4. Training Feedback
- 3.5. Communicating the Analysis of the Opposition to the Player during the Micro-cycle
  - 3.5.1. What Information do we want to communicate?
  - 3.5.2. What type of Micro-cycle or Weekly Structure am I in?
  - 3.5.3. How do I distribute the Contents within the Micro-cycle?
  - 3.5.4. Transmission Tools
- 3.6. Pre-Match and In-Game Analysis
  - 3.6.1. Content Selection and Programming
  - 3.6.2. Transmission Tools
  - 3.6.3. Collection and Exchange of Information during the Match
  - 3.6.4. Analysis and communicating Information during Half-Time





## Structure and Content | 21 tech

- 3.7. Post-Match Analysis and Final Evaluation
  - 3.7.1. Analysis of the Team's and the Opposition's Behavior
  - 3.7.2. What, when and how do I communicate Information?
  - 3.7.3. Continuous Evaluation of the Team
  - 3.7.4. Continuous Evaluation of the Competition
- 3.8. Data analysis and Metric Analysis Department
  - 3.8.1. Implementation from the Analysis Department
  - 3.8.2. Focus on Switch of Play
  - 3.8.3. Database
  - 3.8.4. Data Selection Criteria
- 3.9. Audio-Visual Processes
  - 3.9.1. Recording Concept and what do we record?
  - 3.9.2. Use of Recordings and what is Video?
  - 3.9.3. Plan
  - 3.9.4. Common Language
- 3.10. Tagging and Event Classification
  - 3.10.1. Concept
  - 3.10.2. Event Data and what Data can we find?
  - 3.10.3. Tagging Structure
  - 3.10.4. Types of Events based on Game Moments





## tech 24 | Methodology

## Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.



At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world"



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

## A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.



Our program prepares you to face new challenges in uncertain environments and achieve success in your career"

The case method is the most widely used learning system in the best faculties in the world. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.



## Relearning Methodology

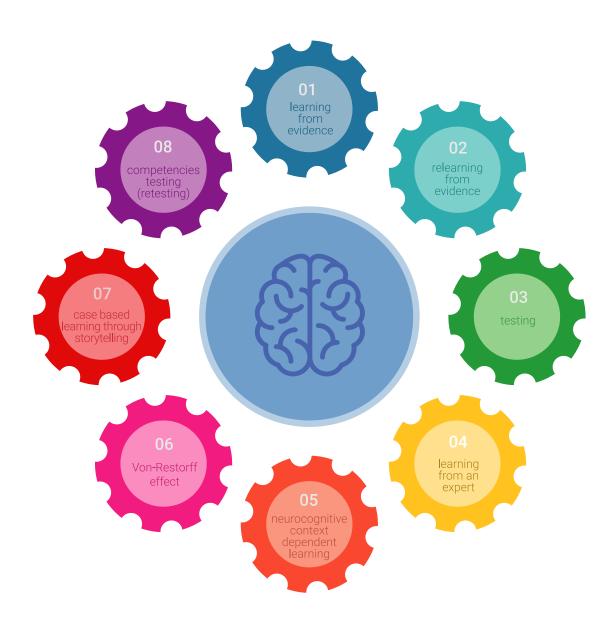
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH, you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



## Methodology | 27 tech

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. With this methodology, we have trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, markets, and financial instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

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.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.

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 highly 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.



#### **Classes**

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



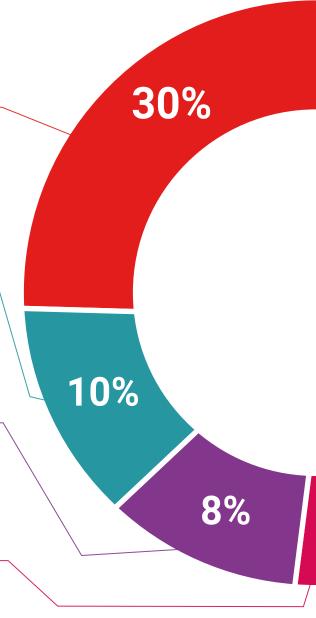
## **Practising Skills and Abilities**

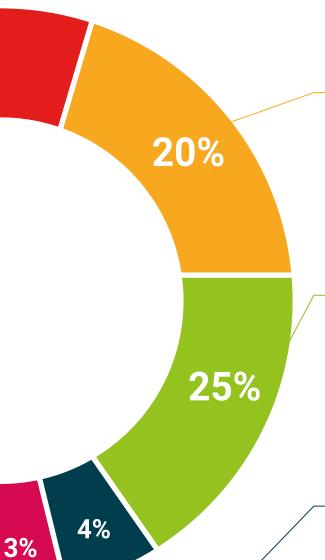
They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



### **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.





### **Case Studies**

Students will complete a selection of the best case studies chosen specifically for this situation. Cases that are presented, analyzed, and supervised by the best specialists in the world.



#### **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 exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

## **Testing & Retesting**

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We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.





## tech 32 | Certificate

This program will allow you to obtain your **Postgraduate Diploma in Analysis and Technology in Football** endorsed by **TECH Global University**, the world's largest online university.

**TECH Global University** is an official European University publicly recognized by the Government of Andorra (*official bulletin*). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: Postgraduate Diploma in Analysis and Technology in Football

Modality: online

Duration: 6 months

Accreditation: 18 ECTS



Mr./Ms. \_\_\_\_\_, with identification document \_\_\_\_\_ has successfully passed and obtained the title of:

#### Postgraduate Diploma in Analysis and Technology in Football

This is a program of 450 hours of duration equivalent to 18 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024



<sup>\*</sup>Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.

health confidence people
leducation information tutors
guarantee accreditation teaching
institutions technology learning



## Postgraduate Diploma Analysis and Technology in Football

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Global University
- » Credits: 18 ECTS
- » Schedule: at your own pace
- » Exams: online

