



# **Computer Science in Sport: Research and Practice (Routledge Research in Sport and Exercise Science)**

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# Computer Science in Sport: Research and Practice (Routledge Research in Sport and Exercise Science)

## Computer Science in Sport: Research and Practice (Routledge Research in Sport and Exercise Science)

Computers are a fundamentally important tool in sport science research, sports performance analysis and, increasingly, in coaching and education programmes in sport. This book defines the field of 'sport informatics', explaining how computer science can be used to solve sport-related problems, in both research and applied aspects.

Beginning with a clear explanation of the functional principles of hardware and software, the book examines the key functional areas in which computer science is employed in sport, including:

- knowledge discovery and database development
- data acquisition, including devices for measuring performance data
- motion tracking and analysis systems
- modelling and simulation
- match analysis systems
- e-learning and multimedia in sports education

Bridging the gap between theory and practice, this book is important reading for any student, researcher or practitioner working in sport science, sport performance analysis, research methods in sport, applied computer science or informatics.

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