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## CONTRIBUTION OF TECHNOLOGY IN DIFFERENT GAMES AND SPORTS

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### Abstract:-

In this paper, we discussed about technology and how the technological tools is used in sports and games. For this purpose, we review the existing lines of research on this topic. The use of technological applications is now widespread across many games and sports disciplines. The revolutionary innovations in technology have changed the shape of sports scenario in which athletes are monitored in daily training and competitions environment. Technology is the best way to avoid mistakes in organization and administration of various sports and games at all levels. The uses of electronic technologies and internet applications have made the teaching-learning process more efficient. This paper elaborates the use and benefits of collaboration of technologies and sports and games.

### Keywords:-

Technology, sports, internet, electronic gadgets, computer

### Introduction:-

Technology Play an important role in the life of an individual particularly in field of games and sports. Technology in sports and games established scientific discipline, improve learning and Coaching, data analysis and various measurements have evolved. Most of the schools and sports organization included technology in their programmes. Another important fact of technology used in sports and games is seen in the analysis done by administration in sport, franchises and leagues. Computer and internet offered many sports applications and other useful information like storing data, displaying the score of a game, uploading pictures, prepare fixture of tournament, download various skilled pose and video of any match etc.

Today most of the high level tournaments like UEFA Champion League, U.S Open, Olympics, Wimbledon, IPL etc have modern scoreboard, high tech 3D Cameras, Video recorder, drone cameras for different angle images, stored previous data of world record and much more information related to the teams participating in the tournament.

With the help of internet and other Web networks, like matches of sports event have easily available in the home. Sports Scientist develops various skills and updates the field of games and sport to make the Competition more

interesting and meaningful. High tech video recorder helps the referee and Umpire to make their decision accurate. Like the third umpire has been used for certain situation in the Cricket matches. Third umpire can communicate with other Umpire via wireless technology.

Many innovations in technology have shaped the way; data is collected and processed and had a big impact on the way in which athletes are monitored in the daily training and competition environments. With the help of technology may be attributed to the inherent desire to gain an advantage over the opposition in competitive sports in order to provide additional information to the Coaches and athletes. The use of technology is not new in sport, nor does it suggest the use of expensive standard measurement tools. Rather, it suggests technology involves a moving scale from low cost and to use measurement tools. Because of these technological tools available to coaches and sports Scientists, this choice paired with the increased desire to collect and process information rapidly and at minimum cost. A number of technology used in sport like global positioning system, micro technology sensors in team sports, vision-based motion analysis in sport, video use in Coaching, integrated technology such as accelerometer, pedometer, heart rate monitor in team sports.

### **Technological Tools Used In Games and Sports:-**

**E.P.T.S (Electronic performance and tracking system):-** E.P.T.S is technologies used to monitor and improve player and team performance. E.P.T.S primarily track player position but can also be used in combination with micro electromechanical devices like accelerometer, gyroscopes, heart rate monitors as well as other devices to measure load or physiological parameters. E.P.T.S technology is used in vests of male and female as GPS/GNS satellite system which help to get information about athlete during game play like body temperature, water percentage, heart rate.

**QUS BODY CONNECTED: -** QUS is the world first washable smartest textile that provides accurate body data capturing, QUS sports bra for women. Intelligent sensor in the QUS a shirt record all relevant data without a chest strap save it to the cloud and helps you optimize your training. QUS helps you not only in the training programs but support you as you need.

**GPS (Global Positioning System) Tracker: -** This technology tool is used by physical instructor and coach in their training plan like firtlek training. In this type of training, the task is given to the trainee to explore natural environment in particular area with activating GPS tracking in their mobile or it is also available in the smart watches, on the other side coach or physical education teacher search their trainee's pin point location at the same time. So the technology eases the workload of coach to see the trainee's location at home by using mobile and internet.

**CD-ROM:-** Information takes form of graphics and text, being accompanied by sound and moving videos.

**Wristwatch/ Smart Watch:-** Usually, a strap fits around the chest and contains a radio to transmit the heartbeat to the monitor in the wristwatch.

**Digital Cameras:-** The taken pictures are stored in the computer memory rather than on a film, as in the case of an ordinary Camera. They can be displayed directly onto the Computer monitor or imported into a graphics package for editing.

**Video Camera:-** A video camera that can be connected to the computer. Video sequences or still images can be stored on the computer and edited.

**Data Handling:-** Information can be stored in a database.

**Presentation Software:-** For example, Microsoft PowerPoint, a software displaying information under the slide form.

**Audio-Visual Aids:-** The use of these types of tools in physical education lessons represents a modern system contributing to the physical exercise Quick learning. At the same time, they facilitate the increase of pupil's interest in working individually with these devices, for they understand how to correctly perform movements, errors are corrected, their institution is improved. Thus the audio visual aids provide an intuitive knowledge through the visual analyzer. When learning new technology procedure, some photo static aids such as photos, slides prove to be very useful.

**High Tech Video Camera:-** There are sports activities which, through their form and content, cannot be studied and analyzed by athletes, because of the quick progress pace like gymnastics, athletic events, throwing Jumping. In these situations these high tech video projection is particularly efficient. The utilization of video techniques through which athletes can error their performances facilitates a quick error correction. Thus placed in front of a monitor or a screen, the pupil, under the Coaches' guidance, can evaluate his own motor performance.

### **Benefits Of Using technology in games and sports:-**

Here are some of the ways technology can provide most of the types of support that someone trying to become physically active needs. Now a day's computer is widely used as a teaching aid. In this era of globalization black board is quit away. Power point presentation, Video clips, Animating, Graphics and sound have become much more

effective and needful, CD, DVD, Mp3, is more useful in teaching. In some way computer is applied in sport sciences, scoring system, computerized test. A Coach keep monitoring on the players. Computers help us if any deficiency is found. Record of the player can be maintained for future plan. Selection of players for various game and sport is an important point many ways. Hence technology plays an important role in storing research data and its analysis.

Technology like iPods, Dance Revolution and Nintendo Wiki sports make physical activity fun. Step counters and accelerometer allow us to gauge our activity level at any time and set goals that can be easily tracked.

### **Conclusion:**

This paper has shown how technology contributes in games and sports. The integration of technology helps players to attain a greater understands of movement principles and concepts. There are various software programs and web browsers which are necessary for research and instruction that help the sports organizations to use and display the best technological material for players, officials and spectators and promote interdisciplinary learning. Technology helps in games and sports has established scientific discipline, research activities, improve learning and coaching, assist referee to make their decision, biomechanical analysis of various scenes and field research have evolved. We cannot ignore the modern technology, which has tremendous impact and influence on games and sports that makes the interesting and entertaining environment for players and spectators. So, there is no doubt that technology has and will continue to have an impact on games and sports.

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