COSISP - Newsletter

INSIDE COSISP

PREAMBLE

The 3rd International Symposium on Computer Science in Sport in Cardiff is history – we hope to meet all of you at the 4th Symposium in Barcelona in 2003.

INTERESTED PERSONS/COLLEAGUES

At present 167 colleagues from 27 countries are interested in COSISP – they are either subscribed to the E-Group or have registered to become full members of COSISP.

Imprint

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INSIDE THIS ISSUE

E-Journal

In June a discussion on a scientific Journal dedicated to Computer Science in Sport has been initiated.

Beside on the contributions, the following proposal has been worked out:

1. Title:

- ☒ International Journal of Computer Science in Sport (IJCSS)

2. Contents:

- ☒ Editorial: Comments on recent developments, to appear irregularly
- ☒ Full papers: about 3 per issue, about 15 pages, refereed, multimedia elements (animations, interaction) can be incorporated
- ☒ Reports (projects, preliminary reports): about 3 per issue, about 5 pages , recommendation of project director and topicality arguments required
- ☒ Extended essays (summaries of master theses, etc.): up to 5 per issue, about 3 pages, refereed, recommendation of supervisor required, in case of doubt refereed Conference reports
- ☒ Upcoming conferences
- ☒ Company informations (products, etc.)
- ☒ Announcement and publication of periodical discussion forums (with experts and between subscribers)
- ☒ Informations related to COSISP

3. Format and Layout:

- ☒ not specified yet

4. List of Topics:

- ☒ Modelling (mathematical, informatics, biomechanical, physiological)
- ☒ Computer aided applications (software, hardware)
- ☒ Data acquisition and processing
- ☒ Data Bases   Simulation (interactive, animation, …)
- ☒ Development of theories   Multimedia / Internet
- ☒ Presentation
- ☒ Education

5. Number of issues:

- ☒ 2 / year

6. Organizational aspects / structure:

- ☒ Editorial/scientific board, Technical board, Reviewers

7. Prices:

- ☒ Standard: 150 Euro
- ☒ Reduced for COSISP-members
- ☒ Reduced for members of specific organizations (e.g. ECSS, dvs)
- ☒ Discounts for specific groups (e.g. students)
- ☒ Institutional subscriptions

Comments and suggestions can be posted on cosisp@yahoogroups.com   (COSISP's E-Group)

Report of the 6ᵗʰ ECSS conference in Cologne

The 6ᵗʰ ECSS conference was held in the end of July in Cologne/Germany. More than 1500 colleagues from over 70 countries have joined this meeting.

Four thematic sessions related to computer science were organized during the conference. A strong interest in these sessions could be observed.

The abstracts can be found at http://www.univie.ac.at/cosisp in the section "Meetings - ECSS01"

Report: 3ʳᵈ International Symposium Cardiff

The 3ʳᵈ International Symposium on Computer Science in Sport was hosted as part of pass.com by the Centre for Performance Analysis in the end of June in Cardiff/Wales.

More than 100 scientific delegates came together to report and discuss their newest research developments and theories. Selected companies presented their products.

Each day ended with an impressive social program for the delegates. Some pictures of the pass.com conference dinner can be found on http://cpa.uwic.ac.uk/passcom/pages/framemain.htm

Invited lectures on the following topics were given:

- ☒ Mike Hughes - Establishing normative profiles in performance analysis
- ☒ Ian Franks - Analysis of coaching
- ☒ Josef Wiemeyer - Learning with multimedia - concepts and experiences
- ☒ Jean-Francis Grehaigne - Computerised analysis of soccer
- ☒ Arnold Baca - Computer Science and Biomechanics in Sports - Interdisciplinary Aspects in Research and Education
- ☒ Pekka Luhtanen - A computer aided team analysis of the euro 2000 in soccer
- ☒ Martin Lames - Designing observational systems to support top-level teams in game sports
- ☒ Waldemar Winkler - Motor skills and cognitive training for junior soccer players
- ☒ Jürgen Perl - Artificial Neural Networks in Sports: Concepts and Approaches
- ☒ Roger Bartlett - Performance analysis and the coach

The abstracts of the papers presented at the conference can be found at http://www.univie.ac.at/cosisp or http://cpa.uwic.ac.uk/passcom/pages/framemain.htm

International Association of Computer Science in Sport

About two years ago this group has been founded. During the 3rd International Symposium "Computer Science in Sport" in Cardiff and the 6th ECSS Congress in Cologne future perspectives of this working group have been discussed.

There was agreement on the fact that an institutionalisation would be important for our society. The following draft of a proposal for an international association has therefore been worked out:

Name:
International Association of Computer Science in Sport (IACSS)

Purpose/Objectives:
Disseminating information, scientific knowledge and materials on computer science in sport
Providing a forum for the exchange of ideas
Bridging the gap between researchers and practitioners
Counselling other organisations in questions of computer science in sport
Representation of computer science in sport in other scientific associations

Tasks:
Edition of a journal
Organization of events

Organization:
The Association shall be an international, non-profit organization to carrying out activities to achieve the objectives specified above.

Membership:
Shall be open to individuals, groups, and national and international organizations interested in computer science in sport. Membership in the Association shall consist of the following classes: member, fellow, student member, special member and affiliate member. Membership generally requires the submission of an application accompanied by the appropriate fee as prescribed at the time of the application.

Member: Membership shall be open to any individual who is interested in the application of computer science in sport.
Fellow: Reserved for individuals who have made outstanding contributions to computer science in sport over a period of years.
Student Members: Membership shall be open to individuals who are attending institutions of learning as undergraduate or graduates. A student member has all the privileges of membership except those of voting and holding an elected office.
Special Member: Membership shall be open to specialists working in the area of computer science in sport that are unable to become members in the Association because of national or monetary problems. Individuals in the special membership shall have all the privileges of membership in the Association.
Affiliate Member: Memberships shall be open to international and national organizations that are interested in cooperating with the Association to achieve its objectives. An affiliate member shall have the privilege of appointing one delegate to attend and vote at meetings of the Association.

The membership year shall be the calendar year.

Administration:
The Board (of Directors) shall consist of the President (Chair, Speaker), the Secretary General, the Treasurer and 2-3 elected members (Directors).

The President, the Secretary General, the Treasurer and the Directors shall be elected for a two-year period by the members. (Majority vote through a mail ballot).

Fees:
Professional Membership: 80 Euro per year.
Student Membership: 50 Euro per year.
Special Membership: 50 Euro per year.
Organization: In agreement with the Board (of Directors).

This includes reduced subscription fees for the E-Journal 'International Journal of Computer Science in Sport (IJCSS)'. (As soon as available)

Comments and suggestions can be posted on cosisp@yahoogroups.com (COSISP's E-Group) or directly to arnold.baca@univie.ac.at

Upcoming events

4. Annual Conference - dvs-Section - Sport and Computer Science
Sport and Multimedia - Prospects for education and training
June 19 – 21, 2002

Aims and contents: The annual conference aims to make an issue of the opportunities and limitations regarding the use of "new" media in sports. The fields of use to be focused on are the following: *University education*, *Education for trainers and instructors* and *Training practice*.

Consideration is taken as well of technological and didactic aspects as of psychological aspects of learning and motivation. The contributions are arranged as follows:

> Theoretical basics
> Technical developments (hardware, software, security)
> Empirical research in the three above fields
> Reports on multimedia experiences in sport

Scientific programme: Plenary sessions (45 min. for each talk on the four areas above) are scheduled to be held by invited national or international speakers. These talks are followed by an expert response (15 min.) and a discussion. In addition, there will be four workshops for specialized talks of 20 min. and 10 min. discussion. Besides the main issues, traditional topics (5) modelling and (6) information technology will be represented in two further workshops. Further topics and projects can be presented.

Call for papers: Colleagues are invited to submit papers concerning the areas 1-6 mentioned above. Deadline for the submission of abstracts is December 31, 2001. Please fill in the abstract form on the web site: http://www.uni-oldenburg.de/ sport/ sportverwaltung/dvs_inf. Submitted papers will be refereed by the scientific committee.

Publication: The conference contributions will be published in English in an electronic version.

Chairperson of the conference: Prof. Dr. Ulrike Rockmann

Scientific Committee: Prof. Dr. M. Lames (Rostock), Prof. Dr. J. Mester (Cologne), Prof. Dr. J. Perl (Mainz), Prof. Dr. U. Rockmann (Oldenburg), Prof. Dr. J. Wiemeyer (Darmstadt)

Please note the following deadlines!

12-31-2001: Deadline for registrations at reduced rates(as per date of remittance)

12-31-2001: Deadline for abstract submission

03-31-2002: Decision about acceptance of contributions offered

4th International Symposium on Computer Science in Sport - Barcelona 2003

This international symposium will be organized in Barcelona, Spain

In view of the necessity of international cooperation a International Symposiums on Computer Science in Sport were organized in Cologne in June 1997, in Vienna in September 1999 and in Cardiff in June 2001.

Following these successful events the 4th International Symposium is again intended to provide a platform to exchange the latest experiences and ideas regarding the use of Computer Science in supporting the development of theory and practice in sport.

Details and Congress Dates will be announced as soon as possible.