

IACSS - Newsletter

Volume 4, Issue 2

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INSIDE IACSS

PREAMBLE

IACSS is a member of ICSSPE.

5th International Symposium *Computer Science in Sport* in Hvar, Croatia, May 25th-28th, 2005.

IACSS cooperates with IASI.

INTERESTED PERSONS/COLLEAGUES

At present 371 colleagues from 43 countries are interested in IACSS – they either are subscribed to receive this Newsletter or to the E – Group.

Imprint

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Cooperation with ICSSPE

IACSS has become an institutional member of ICSSPE, the International Council of Sport Science and Physical Education. Detailed information on this organization can be found at <http://www.icsspe.org>.

Cooperation with IASI

During the 5th International Symposium *Computer Science in Sport* in Hvar, Croatia, a Statement of Cooperation and formal Letter of Agreement will be signed between IACSS and IASI, the International Association for Sports Information.

The International Association for Sports Information (IASI, <http://www.iasi.org>) is an international association aiming to bring together a worldwide network of information experts, librarians, sport scientists and managers of sport libraries, information and documentation centres. Founded in September 1960 in Rome, the primary purpose of this association is to stimulate and support activities in the field of international documentation, and promote the dissemination of information to physical educators, sport scientists, documentalists and sports researchers.

IASI and IACSS's members have mutually beneficial aims and rationale. Both have a mandate to provide information and serve the educational and research needs of sport organizations, sport administrators, teachers, coaches, and sport science researchers.

IACSS and IASI intend to build a common Workshop composed by common members of both institutions, in order to improve the quality and the diffusion of sport information in their respective organizations, and particularly regarding the new technologies in Sport science and information.

IACSS will serve as a consultant to IASI for information related to new technologies in sport and physical education information, particularly in the specific fields of competence of its members.

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12th IASI World Congress Beijing 2005 (19.05.2005-21.05.2005)

Contributions may be made in one of two formats: oral presentation or poster presentation. They should be in the context of one of the five major themes of the Congress:

- Information Services for Olympic Games and International Competitions
- Sport Archives and Digitalization
- Sport Statistics, Standards & Services
- Sport Information for Elite Athlete Development
- Future Needs of Sport Information

For details on each of these themes and for a copy of the Call for Papers Submission Form, please visit the Congress web site at <http://www.iasicongress2005.org/>

IJCSS - E-Journal

Volume 3, Edition 1, is online since July 2004. The issue contains the following full papers:

O'Donoghue P./William J.: An Evaluation of Human and Computer-Based Predictions of the 2003 Rugby Union World Cup

Chisamore Ch./Katz L./Paskevich D./Kopp G.: The Visualization Multimedia Design Model - A New Approach to Developing Personalized Mental Training Technological Tools to Enhance Elite Athlete Performance

De Mestre N.: The Mathematics and Physics of Body Surfing

Quinn M. D.: Modelling the Effect of Wind Resistance in the 200-m Sprint

In addition, the following report has been included:

Perl J./Weber K.: A Neural Network approach to pattern learning in sport

The next issue is scheduled for December, 2004.

Past Congresses & Meetings

9th Annual Congress of the European College of Sport Science

As in previous years, sessions related to Computer Science in Sport were included in this ECSS conference, which took place from July 3-6, 2004, in Clermont-Ferrand, France. In the invited symposium "Information technology and management" (organized by Joachim Mester) Jordi Calvo, Spain, explained concept, assessment and evaluation of *The virtual Campus of Sport Barcelona*. Arnold Baca gave a lecture on *E-learning and curriculum*.

Within the thematic session "Technology / Computer" the following lectures (selection) were presented: "Development of a bow riser optimized for mass and stiffness using evolutionary computing" (Juergen Edelmann-Nusser et al., Germany), "Non-linear lens distortion correction procedure in biomechanical analysis of human movement" (Aritan Serdar et al., Turkey), "Movement analysis systems and their applicability to study karate techniques" (Kerstin Witte et al., Germany), "A novel computerised notation and analysis system in football (Rahnama Nader et al., United Kingdom), "Conflict activity of complex dynamical systems in sport competition (exemplified by game sports)" (Felix Lebed, Israel).

11th Pre-Olympic Congress

In the course of the cooperation of IACSS and ICSSPE a symposium on "Computer Science in Sport" was organized as part of this Congress, which took place from August 6-11, 2004, in Thessaloniki, Greece. Four presentations (Juergen Perl, Arnold Baca, Mike Hughes and Natalia Balagué) were included.

Lectures specially related to *Computer Science in Sport* were also presented in the sessions titled *New Technologies* and *Research Methodology*.

1st International Working Conference IT and Sport & 5th Conference dvs-Section Computer Science in Sport

(Cologne, September 15-17, 2004)

More than 100 participants from 15 countries have joined the well-organized meeting, organized by the German Sport University Cologne.

Seven keynote lectures were presented, nine thematic sessions with over 25 oral presentations were held. The conference ended with an impressive demonstration of two Robocup-Teams. Extended versions of selected papers will be published in IJCSS.

7th Australasian Conference on Mathematics and Computers in Sport

This conference took place from August 30 – September 1, 2004, at Massey University, Palmerston North, New Zealand. Titles, authors and abstracts for each of the 30 papers delivered at this conference will be made available on the website of IACSS shortly.

5th International Symposium Computer Science in Sport

The International Association on Computer Science in Sport - IACSS and the Croatian Association on Computer Science in Sport - CACSS will organize the 5th International Symposium on *Computer Science in Sport* in Hvar, Croatia, between 25 and 28 May, 2005.

The symposium will provide delegates with the unique opportunity to hear international speakers reviewing their current research; to share in debates that will inform on future research and practice; and to reflect on how the future can promote and foster excellence, and engage the support of the IACSS community.

Program

At the highest level, sport training is a complex process producing specific and systematic effects on performance in situations of competition. Today, with the support of new technologies, a number of researches are conducted intending to analyze performance from data acquired directly in situations of competition. With the development of new technologies, simulation appears as a method to dynamically reconstruct sport situations. Thus, there is a more affirmed need to consider and understand the operations involved in the identification and tuning of simulations and their associated tools, and also to analyze the methodology used in the perspective of training, education and performance in competition.

Topics

- Data Acquisition and Databases
- Data Analysis
- Multimedia and Educational Tools
- Information Technology and Programming

- Artificial Intelligence
- Modeling, Complex Systems and Simulations

Symposium dates:

15.01.2005 - Submissions of titles and abstracts
15.02.2005 - Notification of acceptance
15.03.2005 - Early registration ends
01.05.2005 - Official Programme

Further details: <http://www.iacss2005.hr> or e-Mail: office@iacss2005.hr

IJCSS – E-Journal - Prices

Prices:

- Standard: 35 Euro
- Students: 15 Euro
- IACSS-members: free
- Members of specific organizations (e.g. ECSS, dvs): 30 Euro
- Institutional subscriptions: 100 Euro

More information:

http://www.iacss.org/ijcss/iacss_ijcss.html

IACSS - Membership

The membership is open to individuals, groups, and national and international organizations interested in computer science in sport. Membership in the Association consists 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.

Fees:

Professional Membership: 35 Euro per year.

Student Membership: 15 Euro per year.

Special Membership: 15 Euro per year.

Organization: In agreement with the Board (of Directors).

This includes the annual subscription to the E-Journal 'International Journal of Computer Science in Sport' (IJCSS).

The membership year is the calendar year.

The Membership Application Form can be found on www.iacss.org under IACSS-Registration.