

# IACSS - Newsletter

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## INSIDE IACSS

### PREAMBLE

8<sup>th</sup> International Symposium *Computer Science in Sport* in Shanghai, China, 2011.

### INTERESTED PERSONS/COLLEAGUES

At present 563 colleagues from 51 countries are interested in IACSS – they either are subscribed to receive this Newsletter or to the E-Group.

## Imprint

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## 8<sup>th</sup> International Symposium – IACSS 2011; September 21-24, 2011, Shanghai, China

The 8th International Symposium on Computer Science in Sport (IACSS 2011) will be held from 21<sup>st</sup> - 24<sup>th</sup> of September 2011 at the Shanghai University of Sport in China and will be organized by Profs. Lijuan Yu and Hui Zhang and the International Association of *Computer Science in Sport* (IACSS). The conference's main topic is "Better Computer Better Sport".

This conference is conducted with a view of bringing together academicians, coaches, trainers, physical education lecturers/teachers, fitness instructors and sports/exercise science experts on one platform to update the knowledge in various sub-disciplines of computer science in sport.

Central themes include, amongst others:

- Games analysis
- Mathematical modeling of training and games
- Artificial intelligence of training and games
- Visual diagnosis of athletic ability
- Computer diagnosis and analysis of technique and tactic
- Computer-aided training
- Computer-aided competition
- Multimedia in sport
- Sport management information system

The organizing committee of the conference invites papers for oral/poster presentations.

The deadline for submission of abstracts is 31<sup>st</sup> of May 2011. Authors will be notified of acceptance by 30<sup>th</sup> of June, 2011. All submitted abstracts must be written in English.

Each abstract is within 250 words, 10 point Times New Roman font, single-spaced, justified.

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Each accepted paper will be allotted 15 minutes for oral presentation followed by 5 minutes of questions and discussion.

Structure of the paper: Introduction, Methods/ Methodology, Results, Discussion/Conclusion.

Each submission must include title (12 point Times New Roman font), full name and professional affiliation of author(s), mailing address, telephone/fax numbers, and e-mail (11 point, 'Times New Roman' font). The presenting author's name is to be highlighted 'Bold'. The paper template can be downloaded from the official website.

Each accepted poster will be assigned to a poster session, and will be allotted a poster board space. Poster should not exceed the size of 1m x 1m.

For more information please visit:  
<http://www.sttrc.cn/en/iacss1>

## International Cooperation on Sport Sciences

The Asian Conference on *Computer Science in Sports* (ACCSS) was successfully held from 24<sup>th</sup> to 26<sup>th</sup> of September, 2010 at the JISS (Japan Institute of Sports Science) in Tokyo, Japan, under the guidance of Prof. Chikara Miyaji. During this conference Prof. Hayri Ertan and Rafet Irmak organized a workshop on the topic of "International Cooperation on Sport Sciences". The main idea is summarized in the following:

European Union Funded Projects (EU-FP) supply important financial support for scientific, technological, social and vocational education projects. Some networks should be established to develop high quality projects on specific topics in national and international levels.

Sport sciences and physical therapy have similar topics and project substructures. Engineering applications especially computer sciences have more developed knowledge and practice on different subjects. That knowledge and experience (EMG, motion analysis, athletic databases) may be transferred to applied sciences like sport sciences, physiotherapy etc.

Besides, there have been differences among the European Countries on knowledge level and experience. EU-FP may be used for transferring the knowledge and experience among these countries. Moreover, some international networks may be created among the countries that are not involved in EU member states.

Because of the reasons that have been summarized above, we want to establish a commission and a network in IACSS for potential scientific collaborations. So, the scientists who would like to be part of this idea, please first join the network. It will be the platform that we will share our knowledge, experience and ideas. Any idea, support, question and remarks are very important at the beginning of our effort.

IACSS members and the scientist who have interest may join the network from the link below:  
<http://groups.google.com/group/international-cooperation-on-sport-sciences>

## IJCSS – E-Journal

**Volume 9, Edition 2 (Special Edition) is online since August, 2010.**

This issue includes selected contributions presented at the GameDays 2010 conference in Darmstadt, Germany, organized by Prof. Josef Wiemeyer und Dr. Stefan Göbel:

*Tom Baranowski, Debbe Thompson, Richard Buday, Amy Shirong Lu & Janice Baranowski: Design of Video Games for Children's Diet and Physical Activity Behaviour Change*

*Klaus Boes & Janina Krell: Physical Activity and Motor Fitness of Children and Adolescents - Approaches for Serious Games*

*Miguel Encarnação: Beauty and the Beast - Serious Games in Health Care*

*Lennart Nacke, Anders Drachen & Stefan Göbel: Methods for Evaluating Gameplay Experience in a Serious Gaming Context*

*Atif Alamri, Heung-Nam Kim, Jongeun Cha & Abdulmotaieb El Saddik: Serious Games for Rehabilitation of Stroke Patients with Vibrotactile Feedback*

*Atif Alamri, Heung-Nam Kim, Jongeun Cha & Abdulmotaleb El Saddik: Serious Games for Rehabilitation of Stroke Patients with Vibrotactile Feedback*

*Josef Wiemeyer: Serious Games - the Challenges for Computer Science in Sport*

*Jan Sohnsmeier, Hajo Gilbrich & Burkhard Weisser: Effect of a Six-week-intervention with an Activity-promoting Video Game on Isometric Muscle Strength in Elderly Subjects*

*Annika Kliem & Josef Wiemeyer: Comparison of a Traditional and a Video Game Based Balance Training Program*

*Ute Ritterfeld, Peter Roelofsma, Priscilla Haring, Dimitrina Chakinska, Misha van den Bosch & Leo Versteeg: Head First into Serious Health Gaming - a<sup>2</sup>e<sup>2</sup> as a New Approach of Digital Exercise Coaching for Seniors*

**Volume 9, Edition 3 is online since December, 2010.**

This issue contains the following full papers and scientific reports:

*Kazumoto Tanaka, Makoto Hasegawa, Takayuki Kataoka & Larry Katz: The Effect of Self-Position and Posture Information on Reaction Time*

*Peter G. O'Donoghue: The Effectiveness of Satisfying the Assumptions of Predictive Modelling Techniques: An Exercise in Predicting the FIFA World Cup 2010*

*Thorsten Stein, Christian Simonidis, Andreas Fischer, Wolfgang Seemann & Hermann Schwameder: Kinematic Analysis of Human Goal Directed Movements*

*Takehige Nishiyama & Masaki Suwa: Visualization of Posture Changes for Encouraging Meta-cognitive Exploration of Sports Skill Game*

*Zhang Hui, Yu Lijuan & Hu Jinju: Computer-aided Game Analysis of Net Sports in Preparation of Chinese Teams for Beijing Olympics*

Both issues can be found after a proper login at <http://iacss.org/index.php?id=48>

## IACSS – Literature Search

The International Association of Computer Science in Sport has created a literature database with papers, books and other research contributions on the topic of computer science in sport. Therefore a new feature called "Literature Search" has been added to our services for search purposes, allowing members to look for English and German sport-scientific literature based on entered keywords and/or authors. The search results include the full reference of the contribution as well as a link to it (if available).

The service is accessible for registered user via the following link:

<http://iacss.org/index.php?id=48>