

TOPIC

Application software used in Physical Education

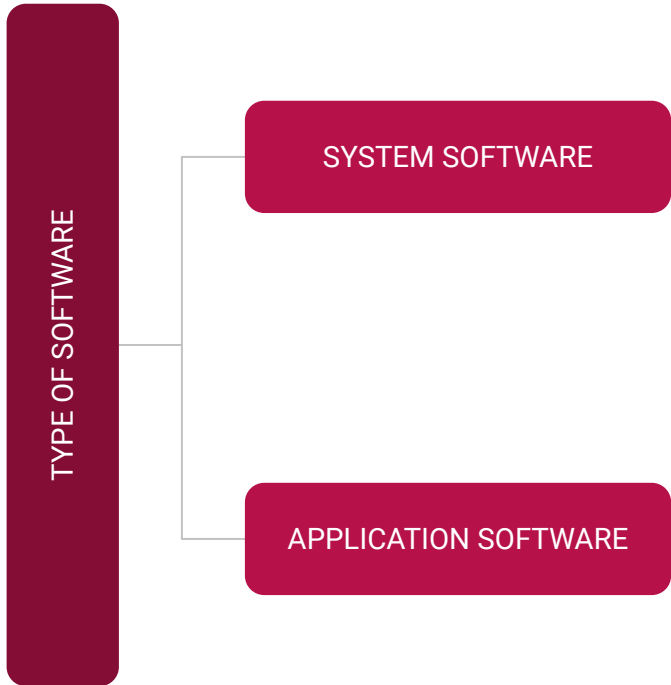
B. P. Ed III SEMESTER
COMPUTER APPLICATION IN PHYSICAL EDUCATION
UNIT NAME : INTRODUCTION TO COMPUTER

SOFTWARE

Software is a set of instructions, data or programs used to operate computers and execute specific tasks.

In 2000, Fred Shapiro, a librarian at the Yale Law School, published a letter revealing that **John Wilder Tukey's** 1958 paper "**The Teaching of Concrete Mathematics**" contained the earliest known usage of the term "**software**" found in a search of JSTOR's electronic archives,

An **algorithm** for what would have been the **first piece of software** was written by **Ada Lovelace** in the **19th century**, for the planned Analytical Engine. She created proofs to show how the engine would calculate Bernoulli numbers. Because of the proofs and the algorithm, she is considered the **first computer programmer**.



- ★ **Operating systems** are essential collections of software that manage resources and provide common services for other software that runs "on top" of them. Supervisory programs, boot loaders, shells and window systems are core parts of operating systems.
- ★ **Device drivers** operate or control a particular type of device that is attached to a computer. Each device needs at least one corresponding device driver.
- ★ **Utilities** are computer programs designed to assist users in the maintenance and care of their computers.



SYSTEM SOFTWARE

These software programs are designed to run a computer's application programs and hardware. System software coordinates the activities and functions of the hardware and software. In addition, it controls the operations of the computer hardware and provides an environment or platform for all the other types of software to work in. The OS is the best example of system software; it manages all the other computer programs. Other examples of system software include the [firmware](#), computer language translators and system [utilities](#).

APPLICATION SOFTWARE

The most common type of software, application software is a computer software package that performs a specific function for a user, or in some cases, for another application. An application can be self-contained, or it can be a group of programs that run the application for the user.

Examples of [modern applications](#) include office suites, graphics software, databases and database management programs, web browsers, word processors, software development tools, image editors and communication platforms.

APPLICATION SOFTWARE IN PHYSICAL EDUCATION

For organising teaching and learning: For organising and administering sports and other physical education programmes

For research and project work

APPLICATION SOFTWARE IN PHYSICAL EDUCATION

Hawk-Eye Software

Hawk-Eye is a computer vision system used in numerous sports such as cricket, tennis, football, badminton, hurling, rugby union, association football and volleyball, to visually track the trajectory of the ball and display a profile of its statistically most likely path as a moving image. The onscreen representation of the trajectory results is called Shot Spot.

Athlete Management System

AthleteMonitoring is the world's most versatile, flexible and budget-friendly Athlete Management System. Currently used by elite sport organizations, Olympic committees and injury research teams in 85 countries, AthleteMonitoring simplifies data collection, analysis and management. It helps optimize performance, reduce injury risk and improve collaboration at all levels, with best practice tools, IOC-aligned approaches and evidence-based methods.

APPLICATION SOFTWARE IN PHYSICAL EDUCATION

Motion Analysis Software

Kinovea ·

V1 Home ·

PhysMo ·

Tracker ·

Motion Analysis Tools ·

Yessoft Sport Video Player ·

Sports Video Analysis.

Microsoft office suite

Google Doc, Sheet, Slide

Learning Management System

Digital Library

E-Learning

SPSS (**Statistical Package for the Social Sciences**)

APPLICATION SOFTWARE IN PHYSICAL EDUCATION

Camera

Mobile Phone Camera

Film editing

Portable Media Player

Interactive whiteboard

Jam board

Video Conferencing

The virtual learning environment

Motion Analysis Software

Voice Projection system

Developing Functional skills through Physical Education , AI,
Machine Learning

Games console

Dance Mat System

Pedometer



THANK YOU