



DEPARTMENT OF APPLIED INFORMATION TECHNOLOGY

TIA161 Digital Innovation in Sports, 7.5 credits

Digital innovation i sport, 7,5 högskolepoäng

Second Cycle

Reading list for TIA161, to be valid from spring semester of 2023

Reading list was confirmed by Department of Applied Information Technology on 2022-11-24 to be valid from 2023-01-16.

See appendix.



TIA161 Digital Innovation in Sports, 7,5 credits

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Avancerad nivå / Second Cycle

The literature list has been selected to provide solid input on key concepts on digitalization from an information systems perspective along with domain specific studies from the multi-disciplinary domain of sport science. In the course the literature will be used for reference and as a theoretical backdrop to open discussions on digitalization, digital innovation, and studies of digital technologies in sports.

In the course, it is not mandatory to read all literature and many of the papers should be seen as reading suggestion. Additional papers might be added during the course.

Literature

Alstyne, M. W. V., Parker, G. G., and Choudary, S. P. 2016. "Pipelines, Platforms, and the New Rules of Strategy," *Harvard Business Review* (94:4), pp. 54-62.

Barker-Ruchti, N., Svensson, R., Svensson, D., & Fransson, D. (2021). Don't buy a pig in a poke: Considering challenges of and problems with performance analysis technologies in Swedish men's elite football. *Performance Enhancement & Health*, 100191.

Bentvelzen, M., Savino, G. L., Niess, J., Masthoff, J., & Wozniak, P. W. (2022). Tailor My Zwift- How to Design for Amateur Sports in the Virtual World. *Proceedings of the ACM on Human-Computer Interaction*, 6(MHCI), 1-23.

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Fogliato, R., Oliveira, N. L., & Yurko, R. (2021). TRAP: a predictive framework for the Assessment of Performance in Trail Running. *Journal of Quantitative Analysis in Sports*, 17(2), 129-143.

Funk, D. C., Pizzo, A. D., & Baker, B. J. (2018). eSport management: Embracing eSport education and research opportunities. *Sport Management Review*, 21(1), 7-13.

Gilgen-Ammann, Rahel, Theresa Schweizer, and Thomas Wyss. "Accuracy of Distance Recordings in Eight Positioning-Enabled Sport Watches- Instrument Validation Study." *JMIR mHealth and uHealth* 8.6 (2020)- e17118

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- Hamari, J., & Sjöblom, M. (2017). What is eSports and why do people watch it? *Internet research*.
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- Nicholls, S. B., James, N., Bryant, E., & Wells, J. (2019). The implementation of performance analysis and feedback within Olympic sport- The performance analyst's perspective. *International Journal of Sports Science & Coaching*, 14(1)
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- Nylander, S., Jacobsson, M., & Tholander, J. (2014). Runright: real-time visual and audio feedback on running. In *CHI'14 Extended Abstracts on Human Factors in Computing Systems* (pp. 583-586).
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- Westmattelmann, D., Grotenhermen, J. G., Sprenger, M., & Schewe, G. (2021). The show must go on-virtualisation of sport events during the COVID-19 pandemic. *European Journal of Information Systems*, 30(2), 119-136.
- Westmattelmann, D., Grotenhermen, J. G., Stoffers, B., & Schewe, G. (2021). Exploring the adoption of mixed-reality sport platforms- A qualitative study on ZWIFT. In *ECIS*.
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If you have impaired reading, you can also contact the University Library for access to adapted course literature. Adapted course literature includes, for example, talking books, e textbooks or Braille. You must personally certify that your ability to read is impaired. The Swedish Agency for Accessible Media records and produces adapted course literature. It takes time to produce adapted course literature, so it is therefore important to contact the University Library in good time before the start of your course.