

# Implementation of Advanced Technology in Students Regular Curriculum

**M. Rahul**

Guest Lecturer, Govt. First Grade Degree College Varthur, Karnataka.

## ABSTRACT

Sporting technologies are man-made means developed to reach human interests or goals in or relating to a particular sport. Technology in students curriculum is a technical means by which athletes attempt to improve their training and competitive surroundings in order to enhance their overall athletic performance. It is the knowledge and application of using specialised equipment and the latest modern technologies to perform tasks more efficiently. The main focus of this paper is to discuss the role of technology in students curriculum and what are these sporting technologies.

**Keywords:** Advanced Technology, Students Activities, Students curriculum

## INTRODUCTION

From early on sport has always been very important to humans. You can enjoy it either by playing or watching it but either way it is about winning or seeing someone win. To be that winning one an athlete, his/her team, his/ her sponsors and whoever might have an influence on the athlete's career, will keep improving his/her condition, training methods and, very important, the equipment that is being used. And here comes a major conflict point in today's students curriculum: Until which point should technology be used in students curriculum? And what is its role ?

### Technology as a part of society and sport

Sport and technology have always coexisted and that technology has always been a part of students curriculum. It started with starting heels for the sprints at the Olympics, the students curriculum equipment like a soccer ball, a lawn mower which promoted lawn students curriculum and a timer, and ended (for now) with portable 3D cameras, high speed videos and new materials like Titanium, to make sport equipment lighter. Sport and technology reflect society and those advancement should be allowed at least up to a certain point' Technology changes the sporting events into better ones but for him it is a question of which bits of technology WE want. The people want to see the best athlete and not the best equipment, which can turn the competition into an "unfair" game.

Technology as an unnecessary intervention into natural justice and then there are the more concrete anti-technology opinions. Decision reviews, video replays and goal- line technology ruin the spectacle of games, and reduce them to clinical, quasi-legal inquiries. The administrators always want to get everything right 100% of the time. This though takes the fun out of the game and up to this point sport had survived as the spectacle, which enthral us without a sub-committee forming to discuss every contentious decision.

### **Technology as a modern tool in students curriculum**

Radio Frequency Identification can enhance the games themselves, secure ticketing and boost the quality of the stadium spectator experience. It can add value and visibility to different kinds of sporting events and can avoid offside decisions. But not only in soccer but also in other students curriculum, like tennis, or marathon racing, REID is used. It provides a very accurate timing of each athlete and also helpful video evidence when it comes to off decisions in tennis and similar students curriculum .

### **Technology in Students curriculum —A Conflict in Society**

Sport is very important to most of the people in our society, which makes the conflict about technology even more passionate. Some think that technology leads to better decisions and accuracy but on the other side people find themselves angry with all that technology that destroys the real competition that should be about what humans can do, and replaces it with a competition of "who has the better technology". I think that up to a certain point technology helps to keep the game fair, but when it comes to the equipment the importance of technology should be limited.

### **The Role of Technology in Students curriculum**

Nowadays, it's hard to tell the jocks from the geeks. Athletes capitalize on advances from engineering, material science, biomechanics, communication and information technologies to maximize training and performance. Develop technologies that are transforming every aspect of sport, including coaching, judging, even the design of students curriculum arenas and spectator experience.

### **What is the role of technology in students curriculum? What are these sporting technologies?**

Sport technologies are considered as means developed to help an individual reach certain goals and interests related to a specific type of sport. They are technical means wherein athletes and students curricula persons tend to enhance their training alongside with their competitive surroundings to come up with a thoroughly improved athletic performance. It basically speaks of knowledge and the application of utilizing a specialized kind of equipment along with the latest advance technologies needed to execute certain types of students curriculum efficiently.

### **Advanced and Latest Sporting Technologies: The Benefits**

The recent developments and innovations in students curriculum technologies have made it possible to produce various types Of products designed to improve and increase athletic performance. With these technologies, athletic health can also be observed and maintained while injuries are also being treated. These are possible with the help of advanced sporting technologies like monitors for heart rates, monitors for body fat, pedometers, etc. Because of such advancement in the field of sporting technologies, a profound sense of knowledge is recognized when it comes to the potential of the human body. This allows the athletes to undergo training and join students curriculum competitions even when they are already old. These sporting technologies and equipment have also been developed to enhance the safety of every athlete participating in any students curriculum events. Some of the common sporting tools and equipment which have been developed to enhance safety include helmets and other types of body protection used in the students' curriculum such as ice hockey and boxing. All of these are designed to help in the prevention of injuries. With the aid of modern and advanced sporting technologies, judging and scoring have also become more precise and accurate. The interests and

excitements of the spectators are also enhanced with the aid of stadium displays like Scoreboards and modern broadcasting equipment

### **How Sporting Technologies Improve Athletic Performance?**

There are different types of students curriculum gears like footwear and clothing and each of them has to be User-friendly. They have to be tough, strong, flexible, durable, moisture-resistant, and cost-effective. Footwear should be comfortable and helps the user avoid injury. In the field of swimming, full body suits are known to rationalize the performance of the swimmers. The use of composite racket for tennis was created to enhance ball speed and reduce to Vibration which is known to cause tennis elbow, a kind of condition which entails the damage of capillaries of the ligaments and muscles surrounding the joint of the elbow. As for the modern golf clubs, their overall mass was reduced for more achievable distance coverage and a more accurate shot. Bicycles have also come up with the latest sporting innovations like pneumatic tires, specialist wheels, pedals, and brake levers which improve rigidity and stability of the bicycle.

### **CONCLUSION**

The world of sport is continually changing over the years, and the use of technology is just one of those areas that has made an impact on many students curriculum in the modern day. One criticism of the use of technology is that it can slow down the speed of the game, but on the other hand for many people it makes watching it more enjoyable to see the correct decisions being made.

### **REFERENCES**

1. <http://www.electrastudentscurriculum.com/technology-and-its-role-in-students-curriculum/>
2. <http://www.ulster.ac.uk/scienceinsociety/technologyinsport.html>
3. [http://en.wikipedia.org/wiki/Students\\_curriculum\\_equipment](http://en.wikipedia.org/wiki/Students_curriculum_equipment)
4. <http://www.topendstudentscurriculum.com/resources/technology.htm>
5. <http://news.discovery.com/tech/gear-and-gadgets/ten-techs-transforming-students-curriculum.htm>
6. <http://spogging.wordpress.com/2011/11/22/39/>
7. <http://engineeringsport.co.uk/2011/10/12/sport-and-technology-debate-british-science-festival-2011/>
8. <http://www.theroar.com.au/2011/11/11/abandoning-the-search-for-sporting-perfection/>