

Special Session Call for Papers Digital Technology in Sports (DiTeS)

Overview

Sports play a vital role in our lives. Mobile technology, Smartphone or wearables are examples of Digital Technology products that improve the way that we made sports as well as enhance sports education.

This special session offers the opportunity to present recent results concerning the design, development, implementation and deployment of digital technology in different areas relating to sport and physical activity. The special session will act as a forum for education and knowledge transfer, between various organizations and actors in and outside sport.

All accepted papers will be included in the conference proceedings, provided at least one author pays the registration fee and is presented.

For further questions, please contact the special session chairs.

Topics

The special session aims to support education, research and innovation on sport, health and well-being according to EU strategy and with focus on digital technology in sports and especially in:

- Exploiting technology for promoting sports.
- Using technology for promoting physical activity and healthy lifestyles.
- Deploying digital technology for supporting health and sport facilities and making them more attractive for people.
- Using online education, digital communities and tools for supporting combat doping; raising awareness among stakeholders involved in the fight against match fixing; supporting prevention, educational and innovative approaches to tackle violence, racism and intolerance in sport.
- Exploiting digital and mobile technology for supporting EU Physical Activity Guidelines.
- Using online education and digital tools for supporting Dual Careers of Athletes.

Contribution Types

Proposals for participation in the Special Session can be submitted in the following formats:

- Full Paper (min. 10 max. 12 pages). These include mainly accomplished research results.
- Short Paper (min. 6 max. 8 pages). These are mostly composed of work in progress reports or fresh developments.

All submissions will be peer-reviewed by at least two reviewers. All accepted papers will be included in the conference proceedings, provided at least one author pays the registration fee. The conference proceedings will be published as IMCL2019 Proceedings in the Springer series "[Advances in Intelligent Systems and Computing](#)".

For further questions, please contact the track chair(s).

Important Dates

08 Jul 2019 Submission of complete papers for special sessions

29 Jul 2019 Notification of acceptance

06 Sep 2019 Camera-ready due & Author registration deadline

31 Oct 2019 Conference Opening

Submission

Please visit: <https://www.conftool.net/imcl-conference/> and submit your paper as in the special session "Digital Technology in Sports (DiTeS)"

Program Committee

Chair(s)

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