



E-LEARNING INNOVATION COMPETITION

Stop Motion Analysis and Sport: Worcester College of Technology

The proposal is based on simplifying the analysis of muscles, bones and joints used in simple and complex movements in sport. This will lead students to have a more interactive and engaging way of applying their knowledge of these anatomical systems.



The concept is based on stop motion analysis and requires students to:

- complete integrated project based on two to three modules at level 2 or 3 First Diploma or National
- use a high spec (Nikon / Canon) SLR or digital camera and 'gorilla' tripod
- choose a sport
- choose a sporting movement from that sport, look at preparation, execution and recovery phase and link to modules/ units and use links and applications from lectures and applications of theory into practice
- set up the camera to take a series of up to 1 hundred pictures of subject performing sports movement e.g. football kick
- use 'quick time pro' software to generate a short animation film of the sporting movement
- construct an assignment response analysing the movement
- add in relevant anatomical applicable sporting facts at appropriate times
- add in muscles, bones and joints to animated images
- use the video to present findings
- post findings onto 'Moodle' resource glossary as captured video for future reference

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