



Kambath

Avinashilingam Institute for Home Science and Higher Education for Women
Deemed to be University Estd. u/s 3 of UGC Act 1956, Category A by MHRD (now MoE)
Re-accredited with A++ Grade by NAAC. CGPA 3.65/4, Category I by UGC
Coimbatore - 641 043, Tamil Nadu, India

Continuous Internal Assessment Test II – March 2026
VI Semester

Class : III BSc

Time: 2 hours

Major : Physical Education

Maximum Marks: 60

23BPEDE11 – Sports Technology

Course Outcomes:

At the end of the course, students will:

1. The Course will train the students how to transfer knowledge into Practical situation
2. Based on real life scenarios give them insight on the complexity of the development
3. Utilize theoretical and practical knowledge of engineering education on issues in sports
4. To link the knowledge from previous courses to new issues and application
5. Using mathematical technique to communicate technology to people without technology education

Part - A

6 x 1 = 6

Choose the Correct Answer

1. Which wireless communication technology is most commonly used in stadiums to allow thousands of fans to connect to the internet simultaneously? **CO1 K2**
a) Bluetooth Low Energy b) High-Density Wi-Fi (Wi-Fi 6) c) NFC d) RFID
2. What is the primary purpose of "Goal-Line Technology" in soccer? **CO3K2**
a) To determine if a player is offside b) To analyze the goalkeeper's heart rate
c) To determine if the whole ball has crossed the goal line d) To measure the speed of the kick
3. Why were full-body polyurethane swimsuits (like the LZR Racer) banned by FINA in 2010? **CO1 K3**
a) They were too expensive for amateur swimmers
b) They provided unfair buoyancy and reduced drag significantly (Technological Doping).
c) They were prone to tearing easily d) They restricted the swimmer's breathing.
4. Virtual Reality (VR) is increasingly used in sports training for: **CO2K1**
a) Building muscle mass b) Cognitive training and match scenario simulation without physical impact
c) Replacing physical sleep d) Hydration tracking
5. What technology is used in "smart mirrors" for home fitness to provide real-time form correction? **CO3K2**
a) Computer Vision and Artificial Intelligence b) Thermal Imaging
c) X-Ray technology d) Basic reflection optics
6. Which of the following is a benefit of using drones in sports training? **CO1K3**
a) Capturing aerial footage for tactical analysis b) Replacing referees
c) Reducing ticket prices d) Enhancing player nutrition

Part - B

3 x 6 = 18

Answer ALL Questions

Each answer should not exceed 400 words or two pages

- 7.a. Write your views on Placing and Positioning the camera for live sports events **CO3K3**
(or)
- 7.b. Describe the different types of materials in sports surfaces **CO2K1**
- 8.a. Write short notes on the modern technology involved in indoor playfields **CO3K4**
(or)
- 8.b. Write short notes on e sports **CO1K2**
- 9.a. Brief – Prediction Technology **CO2K3**
(or)
- 9.b. Write about the modern technology involved in swimming **CO3K1**

Part - C

3 x 12 = 36

Answer ALL questions

Each answer should not exceed 800 words or four pages

- 10.a. Explain about the Technology involved in training gadgets **CO1 K4**
(or)
10. b. Describe the modern surfaces in playfield **CO2K3**
11. a. Elaborate the modern technology involved in outdoor playfields **CO4 K4**
(or)
- 11.b List down the wearable Technology and explain it. **CO1K2**
- 12.a. Explain any two softwares which analyses the sports performances **CO3K1**
(or)
- 12.b. Present your views on Digital transformation of sports **CO2 K3**

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