



Sambath

III BSc

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 I – February 2026 VI Semester

Class : III BSc
Major : Physical Education

Time: 2 hours
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 technology is primarily used in Tennis and Cricket to track the trajectory of the ball for officiating decisions? CO2 K1
a) VAR b) Hawk-Eye c) Catapult d) TMO
2. 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
3. What is the primary purpose of "Goal-Line Technology" in soccer? CO3 K2
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
4. 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.
5. Virtual Reality (VR) is increasingly used in sports training for: CO2 K1
a) Building muscle mass b) Cognitive training and match scenario simulation without physical impact
c) Replacing physical sleep d) Hydration tracking
6. What technology is used in "smart mirrors" for home fitness to provide real-time form correction? CO3 K2
a) Computer Vision and Artificial Intelligence b) Thermal Imaging
c) X-Ray technology d) Basic reflection optics

Part - B

3 x 6 = 18

Answer ALL Questions

Each answer should not exceed 400 words or two pages

7. a. Write about the factors influencing Sports Technology CO2 K2
(or)
7. b. Brief the technological impact on sports CO3 K3
8. a. Mention any five new technology in Sports and Games CO1 K3
(or)
8. b. Mention few technologies involved in Broadcasting of sports events CO5 K4
9. a. Brief any two machines which facilitates the players performance CO4 K3
(or)
9. b. Present your views about methods of erecting flood lights CO3 K3

Part - C

3 x 12 = 36

Answer ALL questions

Each answer should not exceed 800 words or four pages

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|---|--------|
| 10. a. Explain the need and scope of Sports Technology (or) | CO1 K3 |
| 10. b. Describe the advantages applications of Sports Technology | CO2 K3 |
| 11. a. Elaborate the impact of nano technology in sports goods and apparels (or) | CO4 K4 |
| 11. b. List the technology involved in sports equipments | CO4 K3 |
| 12. a. Explain about the Technology involved in training gadgets (or) | CO1 K4 |
| 12. b. Explain the technical aspects involved in video coverage | CO2 K3 |

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******* Staff in-charge: Dr.M.Mary Glory Ponrani**