

Active Digital Living for Health and Physical Educators

Ву

Kevin Vázquez del Castillo

ADL Research Team & Esport Talent Canarias

Dr. Seth E. Jenny

Slippery Rock University of Pennsylvania

-Presentation content-

- 1 ADL Concept and goals
 - 2 Physical activity and sports transformation
 - 3 Benefits of digital solutions
 - 4 Actions for PE and health coaches





By the end of this presentation, you will be able to:

1) Describe the concept of Active Digital Living (ADL).

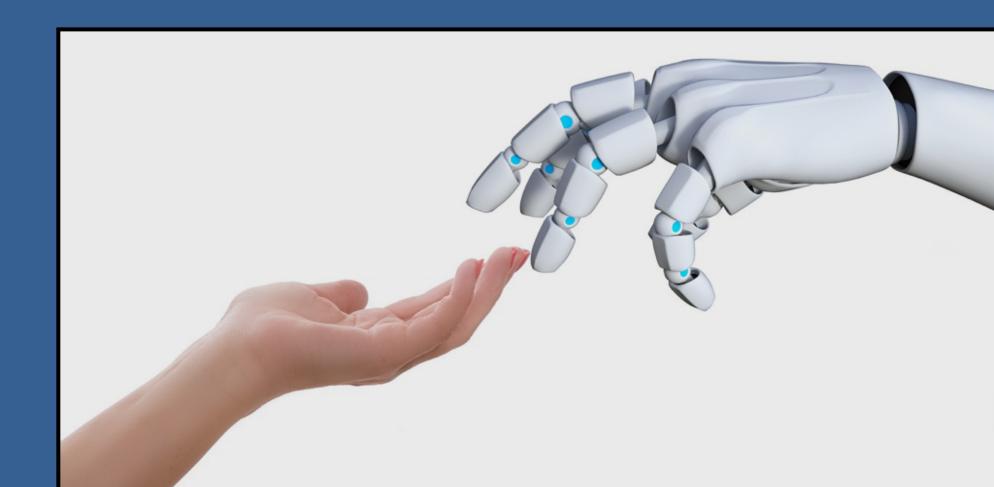
- 2) Understand how physical activity, exercise, and sport can be enhanced through technology.
- 3) Re-evaluate the role of health and physical educators in regards to using ADL principles to enhance health.







What is ADL (Active Digital Living)?







What is ADL (Active Digital Living)?



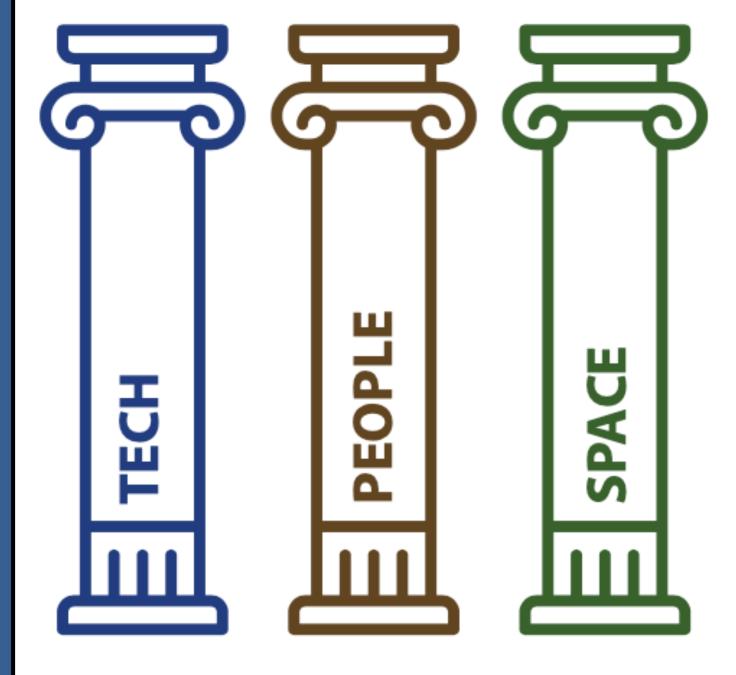
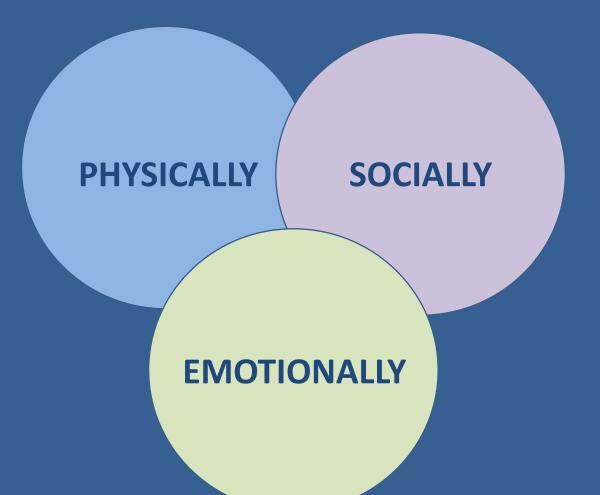


Fig. 1 The ADL Pillars



What is <u>overall goal</u> of ADL (Active Digital Living)?

Experience



Physical activity





How can a <u>city</u> impact Physical Activity?







How is Physical Activity & Sports being transformed through ADL?





How is <u>Physical Activity</u> being transformed through ADL?

Examples:

- Apple Fitness+
- Mirror
- Tempo
- VRFitness







How about <u>Sports</u> being transformed through ADL?

- Digital Transformation (in general)
- Esports
- Virtual Sports in Olympics







How is Physical Activity & Sports being transformed through ADL?

Homo ludens (Huizinga, 2007)



Homo sportivus (Dogliotti, 2016)







How is Physical Activity & Sports being transformed through ADL?

Homo gamer





Homo e-sportivus







What benefits have Positive Digital Solutions had to facilitate Healthy Lifestyles moving forward?





What Benefits have Positive Digital Solutions had to Facilitate Healthy Lifestyles moving forward?

Education









What Benefits have Positive Digital Solutions had to Facilitate Healthy Lifestyles moving forward?

Health & Rehabilitation





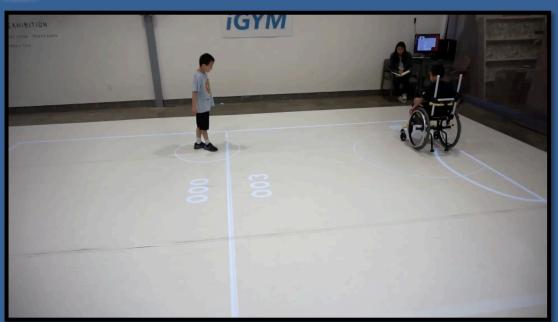


(Link)



What Benefits have Positive Digital Solutions had to Facilitate Healthy Lifestyles moving forward?

Inclusion & Reconnection







(Link)

What Benefits have Positive Digital Solutions had to Facilitate Healthy Lifestyles moving forward?

Activate public spaces









(Link)



What can Health & Physical Educators do to Facilitate Health & ADL Principles?

- 1) Social interaction and digital education through physical activity
 - 2) Learn more about esports phenomenon and research about benefits and problems of video games use
 - 3) Introduce gaming culture themes maybe through gamification or using other methodology models
 - 4) Propose new innovation programs in Physical Education
- 5) Start multidisciplinary projects to promote physical activity in the cities





References

- Salis, J; Cerin, E; Conway, T; Adams, M; Frank, L; Pratt, M; Salvo, D; Schipperjin, J; Smith, G; Cain, K; Davey, R; Kerr, J; Lai, PC; Mitáš, J; Reis, R; Sarmiento, O; Schofield, G; Troelsen, J; Delfien, V and Owen, N. (2016). Articles Physical activity in relation to urban environments in 14 cities worldwide: a cross-sectional study. *The Lancet*. 6736. 348.
- Thompson, W. (2021) FACSM Worldwide Survey of Fitness Trends for 2021, ACSM's Health & Fitness Journal. 25, 1, 10-19.
- Ingram J, Maciejewski G and Hand CJ (2020) Changes in Diet, Sleep, and Physical Activity Are Associated With Differences in Negative Mood During COVID-19 Lockdown. Frontiers in Phychology. 11, 23028
- Qin F, Song Y, Nassis GP, Zhao L, Dong Y, Zhao C, Feng Y, Zhao J. (2020) Physical Activity, Screen Time, and Emotional Well-Being during the 2019 Novel Coronavirus Outbreak in China. *International Journal of Environmental Research and Public Health*. 17, 14, 5170
- Jenny, S. and Schary, D. (2014) Exploring the Effectiveness of Learning American Football through Playing the Video Game "Madden NFL" *International Journal of Technology in Teaching and Learning*, 10, 1,72-87
- Dogliotti Moro, P. (2016). El Homo sportivus en la formación de docentes de Educación Física en el Uruguay (1906-1956). Pedagogía y Saberes, (44), 21-34.





References

- Gibbs B, Quennerstedt M. and Larsson H.(2017) Teaching dance in physical education using exergames. European Physical Education Review. 23, 2:237-256.
- Alonso Puig M, Alonso-Prieto M, Miró J, Torres-Luna R, Plaza López de Sabando D, Reinoso-Barbero F. (2020) The Association Between Pain Relief Using Video Games and an Increase in Vagal Tone in Children With Cancer: Analytic Observational Study With a Quasi-Experimental Pre/Posttest Methodology. *Journal of Medical Internet Research*. 22, 3
- DiFrancisco-Donoghue J, Balentine J, Schmidt G, Zwibel H. Managing the health of the eSport athlete: an integrated health management model. *BMJ Open Sport Exerc Med*. 10(5), 1
- Garcia-Agundez, A., Folkerts, A. K., Konrad, R., Caserman, P., Tregel, T., Goosses, M., Göbel, S., & Kalbe, E. (2019). Recent advances in rehabilitation for Parkinson's Disease with Exergames: A Systematic Review. *Journal of neuroengineering and rehabilitation*, 16(1), 17
- Huizinga, J. (2007) Homo ludens. Alianza Editorial/Emecé Editores. (11-67)
- Betancor, M.A., Santana, G. y Vilanou, C. (2001). De espectaculis, ayer y hoy del espectáculo deportivo. Universidad de Las Palmas de Gran Canaria. (40-48).
- Tomé, M. [Oficina Innovación Cívica] (15 Feb 2021) VIDEOJUEGOS Y CIUDADES-Teaser. From: https://www.youtube.com/watch?v=p5P2oj-OPWc



Thank you!



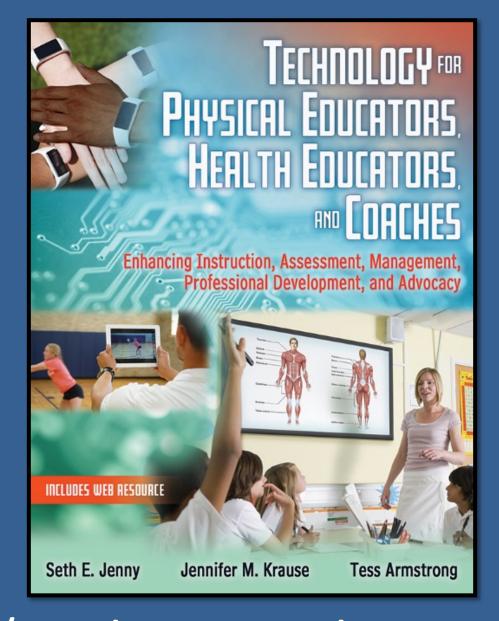
@KevinVazquez22

@DrSethJenny









https://us.humankinetics.com



Join Esport Talent Canarias for more information about gaming/esports, education and digital transformation





@esporttalentcan