

M.P.E. – ELECTIVE – 104 (B)COMPUTER APPLICATION IN PHYSICAL EDUCATION

Unit-I

Computer – Meaning and definition – Components of computer – input and output devices – Storage devices – Software and Hardware – Language –LAN and WAN Application software used in physical education and sports

Unit –II

Introduction to MS word – creating, saving opening a document – Formatting and Editing Features – Drawing table – page setup – paragraph alignment – spelling grammar check- Printing option – in string page number, graph, footnote and notes – mail merge – hyperlink.

Unit-III

Introduction to MS EXCEL Creating, saving and opening a spreadsheet – Formatting and Editing Features – creating formulas-adjusting columns width and row height – understanding charts- Introduction to MS POWERPOINT – Crating , saving and opening a ppt file – formatting and Editing features – slide show - design – inserting slide number , picture , graph and table- Hyperlink.

Unit-IV

Meaning and Definition of Internet and Multimedia – Application of internet and multimedia in Physical Education and sports – Computer application in physical education sports.

Unit –V

Excel package – introduction and application – creating, saving and data file – data entry and analysis of descriptive statistics ,dependent and independent t –test , one way and two Way ANOVA ANCOVA , Repeated Measure and correlation, naming the variables- editing The output file

REFERENCES

- Jerry r. Thomas Jack K. Nelson and Stephen j. Silverman., *Research Methods in Physical Activity (5th ed)*, New York: Human Kinetics. 2005
- Chris Gratton and Jan Jones., *Research Methods For sports Studies*, London Routledge Taylor & Francis Group, 2004.
- Mark B. Andersen James R Morrow, Allen W. Jackson James G. Disch Dale P. Mood, *Measurement and Evaluation in Physical Education*, USA: Human Kinetics 2005.
- Kilman Shin, *SPSS GUIDE* Mc Graw – Hill Higher Education, 1995.
- Eric L. Einspruch, *AN Introductory Guide to SPSS for Windows*, *Sage*, 2005
- Sunil Chauhan, Akash Saxena, Kratika Gupta, *Funadamentals of Computer*, *Fire wall Media* , 2006.