



TeamUp Project

Project 101090417

ERASMUS-SPORT-2022-SCP

Work Package 3

Electronic Guide for Coaches of European Football and Basketball (F&B) grassroots clubs

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1. Manual for the E-Learning Platform

The E-Learning Platform of the Hybrid Digital Tool is based on Moodle 5. It can be accessed via the following link:

<https://moodle5.schmelz.univie.ac.at/login/index.php>

There you will be asked to log in, create a new account or enter the platform as a guest (Fig. 1). Last option is not recommended since guests are not allowed to view any content on the platform due to copyright and security reasons.

a. Creating a new account

When accessing the platform for the first time, you will have to create a new account by clicking on the corresponding button (Fig. 1). You will be referred to the account creation page (Fig. 2) where you enter all the necessary information and click on “Create my new account”. City/Town and Country are optional and don’t need to be stated if you don’t wish to.

After creating a new account, a confirmation mail will be sent to the e-mail address stated in the account creation form. After confirming the creation by clicking the link in the mail, you will be able to log into the e-learning platform.

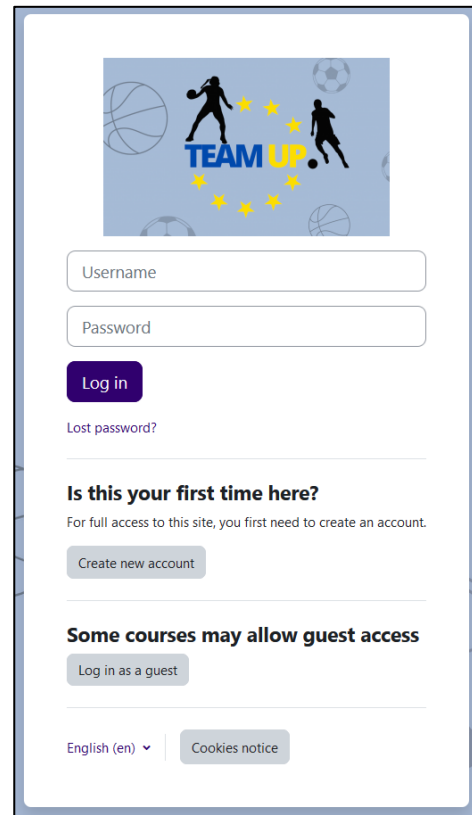


Figure 1: Log-in screen

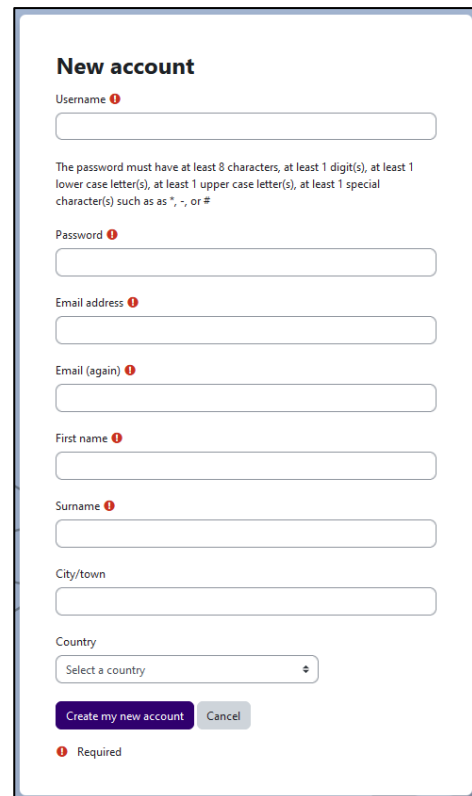


Figure 2: Account creation



b. Adding courses to your dashboard

After logging into the platform, you will see an empty dashboard with a welcoming message (Fig. 3). The e-learning platform is organized in a course-like structure. To enroll into courses you wish to take, click on “Home” in the top left corner to see a list of all available courses (Fig. 4).

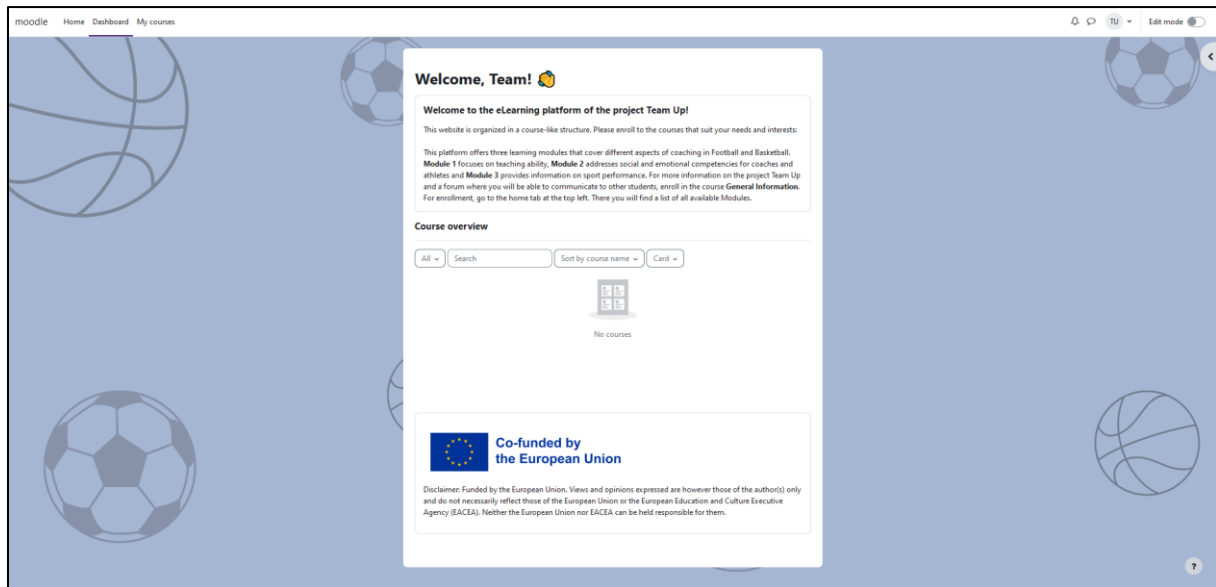


Figure 3: Dashboard (empty)

There are several courses available to enroll to. These include general information about the project and the platform and the modules 1 to 3 that are part provide the educational content of the tool. If you want to enroll to one of the courses, click on the name of the module and you will be redirected to a site where you confirm your wish to enroll to that specific course by pressing the button “Enrol me” (Fig. 5).

moodle



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Available courses

General Information and Forum ➔



Teacher: Team Up Project

Module 1 - Teaching Ability ➔



Module 1 focuses on the coaches' teaching ability, including key coaching skills and attributes

Teacher: Team Up Project

Module 2 - Social and emotional competencies ➔



Module 2 addresses the development of coaches' social and emotional competencies and how to teach these skills to young talented athletes

Teacher: Team Up Project

Module 3 - Sport Performance ➔



Module 3 provides information on performance analysis as well as training and coaching techniques and methods for team sports

Teacher: Team Up Project

Figure 4: List of available courses

Team Up / Enrolment options

Module 1 - Teaching Ability

Enrolment options

Module 1 - Teaching Ability ↗



Module 1 focuses on the coaches' teaching ability, including key coaching skills and attributes

Teacher: Team Up Project

▼ Self enrolment (Student)

No enrolment key required.

Enrol me

Figure 5: Course enrolment

After enrolling, your dashboard will show all the courses you're currently taking.

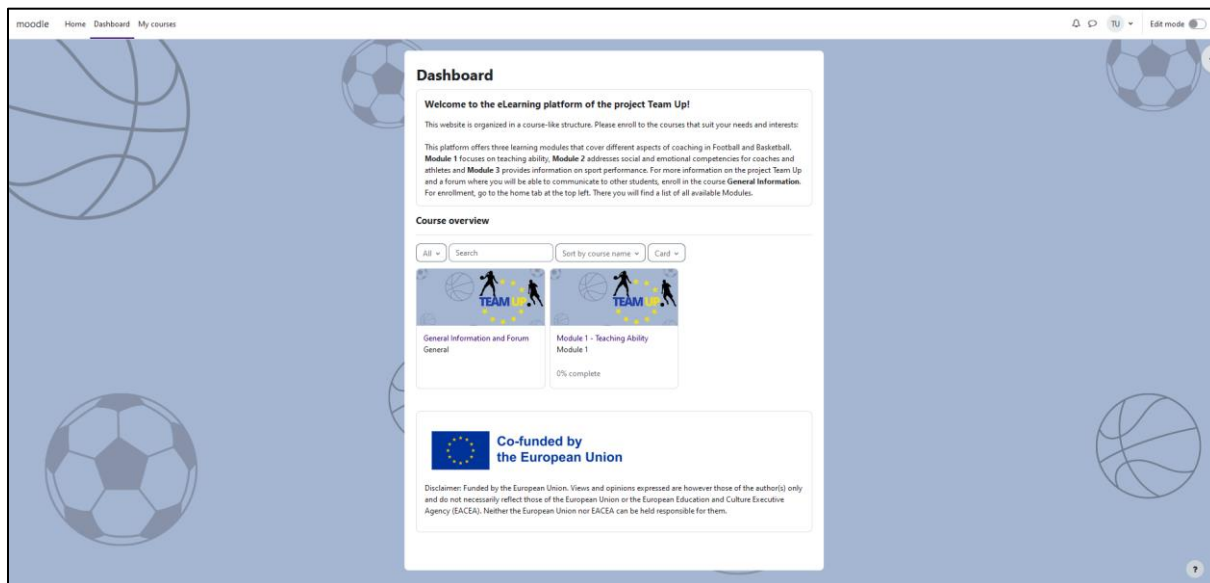


Figure 6: Dashboard (2 courses)

c. Taking a course

Once you are enrolled to a course you can open it to find a description of the content and target group of the respective module, as well as interactive presentations on each part of the module (Fig. 7).

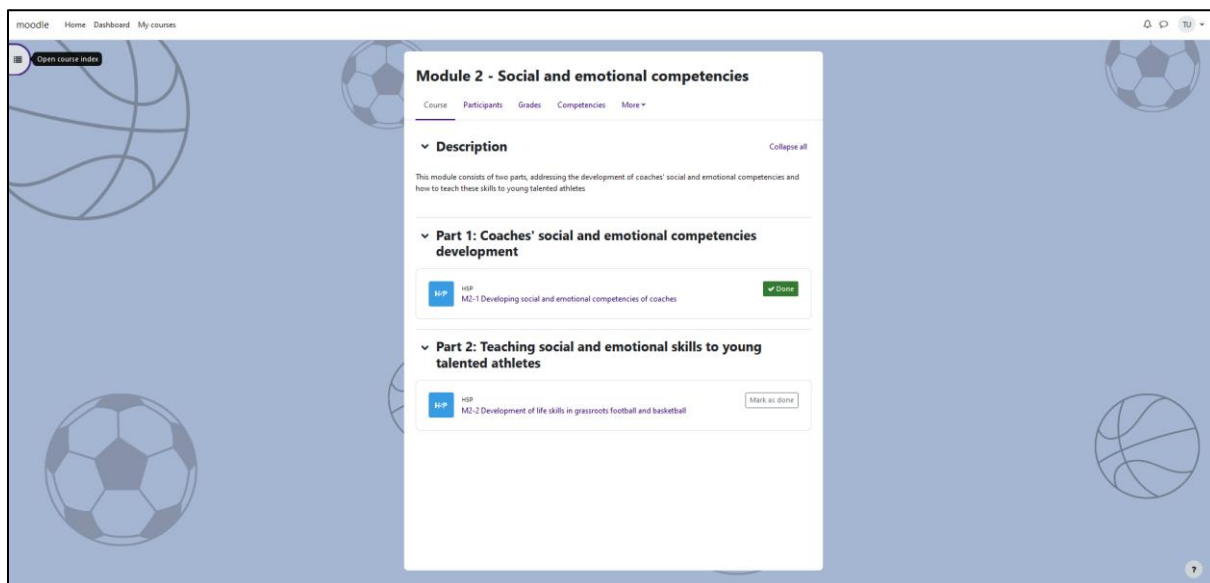


Figure 7: Module structure

These H5P presentations contain interactive elements that test the knowledge acquired (Fig. 8). Once you finish a presentation, you will see your total score at the last slide. There you can enter the solution mode to see all correct solutions or retry the interactive elements if you wish to improve. Your grade is also summarized in the “Grades”-tab of the module (Fig. 7).



Figure 8: Interactive H5P presentation

Once you are satisfied with your score you can click on the button “Mark as done” which can be found in the module page next to the respective presentation or on the above the H5P presentation when it is opened. This way you can see your progress for each module in your dashboard, marked as a percentage of completion (Fig. 9).

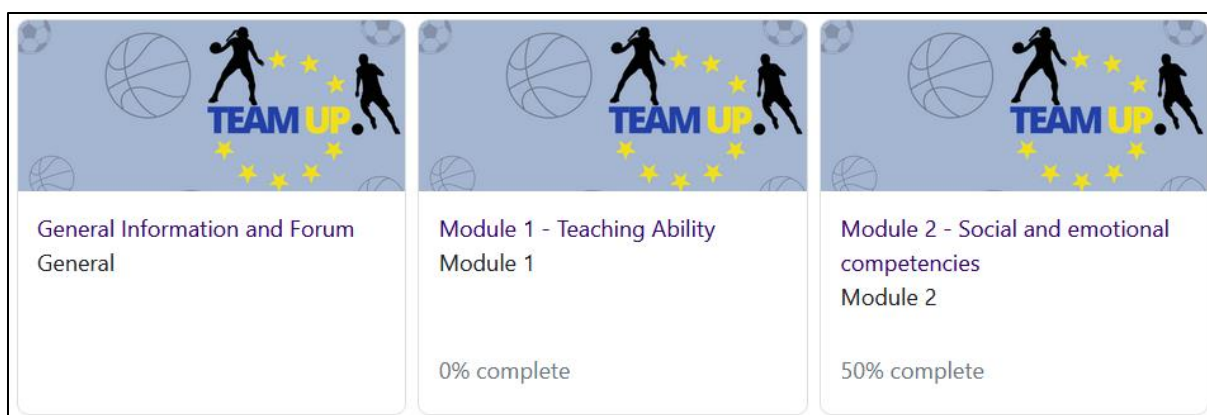
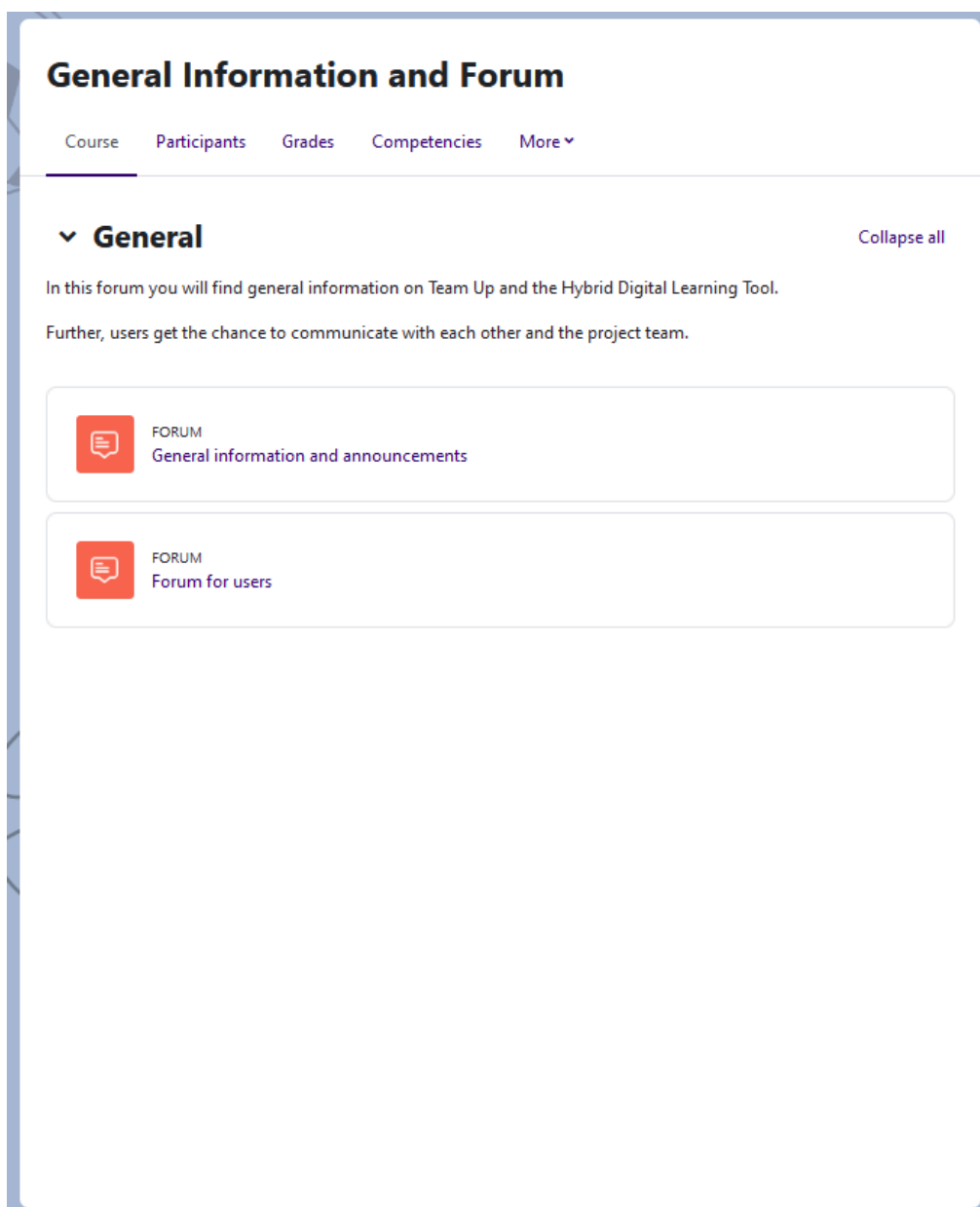


Figure 9: Completion status of modules

d. General Information and User Forum

In the course “General Information” you will find two forums (Fig. 10).

The first one called “general information and announcements” contains a detailed description of the Team Up project and the Hybrid Digital Tool as well as useful links to homepages of the project partners and other interesting, related content. Further, this forum might be used for future announcements regarding the project. In the “forum for users”, you will get the chance to communicate with other users and ask questions regarding the project, the Hybrid Digital Tool or the E-Learning Platform specifically.



The screenshot shows a web interface titled "General Information and Forum". At the top, there are navigation tabs: "Course", "Participants", "Grades", "Competencies", and "More". Below the tabs, the "General" section is expanded, showing a description: "In this forum you will find general information on Team Up and the Hybrid Digital Learning Tool. Further, users get the chance to communicate with each other and the project team." Below the description, there are two forum entries, each with a red speech bubble icon and the text "FORUM" above the forum title: "General information and announcements" and "Forum for users". A "Collapse all" link is visible in the top right corner of the forum section.

Figure 10: The “General Information” module

2. Manual for the App “TeamUp”

The App of the Hybrid Digital Tool is designed for Android OS. It can be downloaded from Google Play Store via the following link:

[Link to be published](#)

a. Download the content

To get access to the most recent content, you need to download it within the app by pressing “Yes”. The process of downloading and updating content may take a while. It is necessary upon first start up. This screen will also appear during startup of the app if new content is available (Fig. 11). Content can be manually updated via the refresh button in the top right corner of each topic page (Fig. 13).

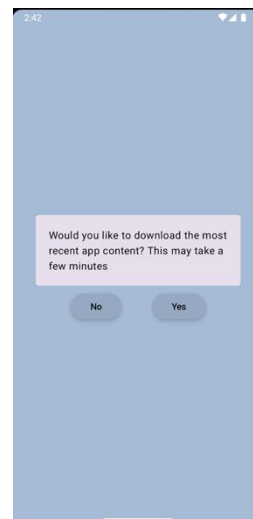


Fig. 11: Download most recent content..

b. Navigation

The menu can be accessed by swiping from the left to the right side of the screen. Here access is given to the topics, the website of the Team Up project, the online learning course, and the privacy as well as legal notices. (Fig. 13)

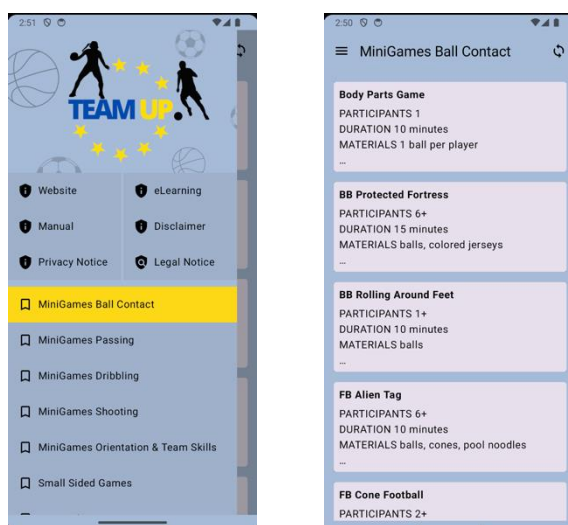


Fig. 12: Navigation

c. Topics

The content is divided into the topics, for instance skill related mini games or tests. Each topic consists of various subtopics. Subtopics that start with BB are Basketball specific, whereas Subtopics that start with FB are Football specific. If no such indication is given the subtopics can be used in both sports.

The subtopics will deliver information via text, video and images. Start the videos by pressing the play button (Fig. 14). To view the video in full screen just rotate your device to landscape mode (Fig.13).

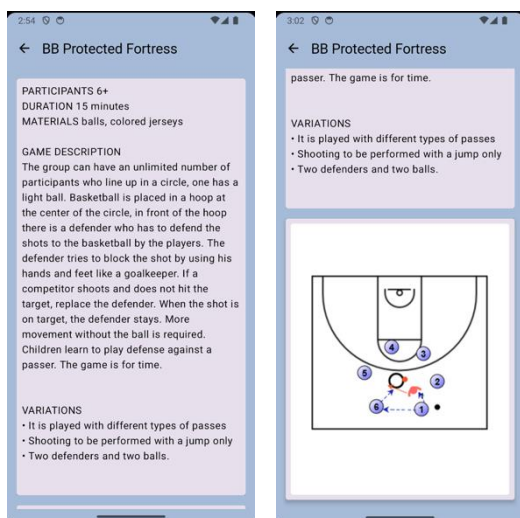


Fig. 14: Materials within the topics

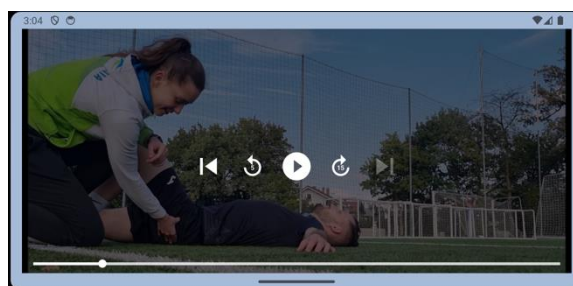


Fig.13: Landscape mode for videos