**The name of the academic discipline:**

**“Information technology and mathematical statistics in physical education and sports”**

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| **Specialty code and name** | 7-06-1012-01 Physical Education and Sports |
| **Year of study** | 1 |
| **Semester of study** | 1 |
| **Number of in-class academic hours:** | 32 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 8 |
| - |
| - |
| 24 |
| **Form of the current assessment (*credit/ graded credit /exam*)** | credit |
| **Number of credit points** | 3 |
| **Competences** | UC-2 Solve research and innovation problems based on the use of information and communication technologies.  UPC-3 Apply modern computer technologies for collecting, processing, storing and transmitting information, use methods of mathematical modeling and optimization to solve research problems in the field of physical education and sports. |
| **Summary of the academic discipline:**  The purpose of the course is to develop the competencies of master's students that will enable them to effectively use a personal computer as a tool in solving professional problems of a research teacher. The first part of the course involves deepening the knowledge of master's students in the field of preparing multimedia materials for developing their own distance learning courses. To do this, master's students study graphic packages, video editing programs, and e-learning course management systems. The second part of the course is to deepen knowledge in the field of mathematical statistics, without which it is impossible to process the results of scientific research.  Objectives of the academic discipline:  – master the techniques of effective work on processing multimedia information on a computer;  – deepen knowledge, skills, and abilities in statistical methods of processing the results of scientific research using specialized computer statistical programs. | |