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## USING TECHNOLOGY IN A SPORTS ENVIRONMENT

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### ABSTRACT

This in research sports and technology concepts, as well as the Olympics sports in networks applied technological systems and of them use fields briefly remind will be passed and sports in the fields different different applications and from systems use methods briefly statement will be done. Often used today and many sports to the fields customized technological systems and these systems with Olympics networks between relationships learned since , to the fields special examples are also given.

In addition, sports in networks applied this technological of systems networks and high level to athletes influence, of them use purposes, use places, sports in networks use frequency and of technology modern Olympics to the games effect shown . In research technological of systems integration with of sports to size about literature is also included. Research in sports from technologies use according to don't collect is research.

### KEYWORDS

Sports, technology, sports technological tools, olympics games, physical training, equipment, elite, cloudy count technology.

### INTRODUCTION

Technology today social of life great impact on development is showing. Technology is human his life

facilitating and from time efficient to use which provides science is to apply. Technology any concept

digital car or mechanic equipment as is expressed. However technology the word from the past present until the day checked, this word not only mechanic equipment, maybe theoretical own measure too into to say that he will get it can. In general in terms of technology, science, machinery, technical events and operations, organization, culture and society concepts own into received and with them mutually depends without application apparently is standing Technology concept, eng simple in the form of technology of the concept wholeness as is defined.

Sports in the sciences technology and application fields today's day to the conditions suitable respectively consistent developed and expanded is going Especially the past in the century fast development and to technology has been need increased is going Saying It may increase going need with of athletes short time inside high to the results reach desire sports networks own effect is holding Sports the most high level from technology uses, which of sports many rapid development in the fields enable will give. Saying maybe it's fast development and changes of the world the biggest sport organization as known Olympia to the games readiness watching of athletes indicators to increase their coaches by athletes bring up ability service is doing.

Sports and technology concepts along with Olympics sports in networks applied technological systems and use fields note done, sports in the fields

different applications and of systems use forms to the language received. This of research purpose used today sports and sports technologies and modern Olympia games between relationships is learning.

### Technology and technological systems

It is noted that technology the word ancient from the Greek root " techne ". received being art and skill meanings means. It is a technique to the concept object work release or in nature there is has been things for a specific purpose reach for necessary to knowledge have has been without , none how interested didn't happen without , a person in his life to use which provides to tools rotate that describes.

Technology when you say tools, machines and another many in the fields technical formulas and work basics is understood. Technology of science development with equipment and of equipment fast development with appear has been practical a kind of science being very a lot different different to definitions have has been technology concept instrument and equipment , machines and them work exit and apply that describe can.

Saying maybe we are sports often encountered in the environment coming technological systems is the internet of things . More precisely by doing in other words , this is ours in our world of objects connection and mutually the effect of this to objects integrated or near located sensors, cloud systems and wireless or as

wired internet determination can \_ Object and sensors Wi -Fi, Bluetooth, NFC, Zigbee such as local wireless network connections through communication does; They like GPRS, GSM, 4G, 4.5G, 5G and LTE technologies using present is enough

Today, most of us, especially athletes frequently used by and of our body values from time how our use, our activity level, development and results about digital information present which smart bracelets or smart hours that called equipment. Virtual reality applications, navigation systems, virtual environment provider glasses , to action using sensitive sensors smart to stop places, patients observation systems, often used in the transport industry location and direction determination applications, esp high by level people preferred done smart houses last in years professional athletes and safe training opportunities provides.

This is the street and environment lighting such as many systems input can Saying maybe to the Internet connected of objects of use increase diary life significant level makes it easier and from time efficient use enable will give. An example for , past in years the elite athletes long time continue which and great danger giving birth repeated training would spend they are this training as a result injury get danger under will be.

However, it works today developed software supply and smart sensors of the body different to the parts placing through muscle groups need when and need when exercise to do can. So so it is possible has been of injuries prevention to get and unnecessary actions and time of loss prevention to get directed.

Cyber or physical systems (SFS) whole the world across contact provide for physical processes manage and information exchange for used computers, networks and software supply such as contact from technologies uses. For example, sensors, smart networks, health storage information monitoring do, industry processes manage systems, robotic devices and automatic management and command electronics.

These practices sports also occurs in the environment. For example, tennis, football, taekwondo, karate networks cyber systems and simulations apply field that to say can. Before long term and repeated training as a result received data instead of, now smart sensors and integrated systems using fast information watching the athlete too much except repeated from stress which keeps and instantly observable in more detail and personalized information get can.

Sports in the field another technology used cloudy count technologies. It is known that it is cloudy in technology "cloudy the concept of "calculation ". initially contact and information in systems networks

show for used. The cloud icon was an internet symbol until 1994 as used observed. Cloudy computing system is from the internet user belongs to to users software and hardware resources present to achieve.

Cloudy count system through the Internet cloudy count service providers because of of users requirements according to count resources easily increase or reduce can. So So, the cloud system is its own to its users of resources the most high level use opportunity will give.

Professional sports in clubs exercises , games and the results measure from the tests received sportsman information very a lot place take over considering this information safe and cheap in prices storage and need when them again work easy to say can.

Many in fields, including sports applied advanced one of the technologies is filled is reality. From sports education, medicine and the game industry such as many in the fields applied filled reality object or form sound , graphics and images with to enrich and display to the user in 3D format. Filled in reality, virtual from reality except for the person the world with where is the connection? not at all, completely does not break. Real the world with contact continue is doing and data and images real the world to the images is added.

Real and virtual in the environment happen has been objects in one place together perception will be done. Books when studied, filled truth technologies

sports can also be used in the environment observed. For example ; He is fencing, boxing, rowing easy, light athletics, taekwondo and cycling such as sports in the fields used and is filled reality technology with competition or creating a competitive environment through of athletes to use offer done apparently is standing Saying possibly expanded truth using conducted training because of stress management, training duration and of athletes technical skill will improve and with that of athletes common indicators are also positive effect shows.

Sports Another technology that is often used in the environment autonomous robots and smart are cars. Artificial from the intellect which uses , alternative decisions acceptance who does and options offer suitable what comes who chooses and activator, external of the factors information collecting, other mutually connected and smart objects with contact Robotic systems that do are also autonomous robots and installed software supply because of is used.

Understandable words with in other words, groups of intelligent robots work in release used systems in the middle coordination provides. For example , tennis, baseball, shooting , golf and from the bow shoot such as sports in the fields high level athletes by partner or to the assistant needs without being shoot and is often used in impact training to say can.



In addition, in the boxing section Olympics athletes special gloves with those who worked Press, form of blow and angle, impact speed such as important display information instantly and writing get that the ability is being counted. Autonomous robots and smart car of technologies the greatest common one of the aspects is extended reality and cyber systems such as technologies with Together, they are safe provides a learning environment.

### In sports from technology use

Sports own to the rules have was a competition in the form of physical and mental development contribution that adds up with together a person enjoyable and that educates is an activity.

Sports different in the regions living, various faith and cultures, different physical properties, different genders and different age different to the nations belongs to people combined important is an event.

Sports to a person patient and passionate to be, social groups and society with integration enable even if they give ecological influence on relationships does. Sports because people are the same experience a sense of striving towards goals sorry they start Sports dynamic and social is a field. Sports through There are many people both socially and individually to experiences have will be In society solidarity and science from getting besides, people's free choice to do and to independence achieve for road opens.

Sports many international values own into received cultural event and social behavior is the form They are human cultural behavior is an expression. Sports essence competition as well as indicators organize is enough.

Today's scientific and technological progress we are living universe order to competition encouraged. To these individuals themselves have has been resources forms change, own available opportunities and systems development and of them active use enable will give. Saying It is possible that people today healthy and good quality to life has been a lot yearly the need technology development because of being satisfied. That's it because of technology use is now a privilege not but to obligation turned. Other of the century the head as political, economic and cultural in this period in systems changes and to changes brought people technology with to meet, new technological to habits have to be and sports of culture formation contribution added. Technology development not only sports official respectively improves, maybe them updates . Sports technologies which provides systems many countries work developed and work issued. Saying possible digitization in the process appear has been technological innovations of sports in society to the role significant effect is showing . Sports in development important place held innovations next years of great importance occupation reach, sports innovation concept in literature own instead of have it

has been. This place take over process sports of innovation typology cause released. This in typology in sports at least five kind of innovations existence emphasized.

These are; social innovations, technological innovation, commerce innovations to society based on innovation and organizational innovations. That's it in terms of technique development with new of ideas appear to be and generations of the difference appear to be in this direction of sports update possibility gave.

Saying perhaps the change of the 21st century and change process under the influence of was sports these are the events typologies and generations between differences under the influence of will be Of these of all come came out without, technology sports industry and sports discipline with harmonized and professional of athletes his life significant level to facilitate directed new business direction appear it has been.

Every sport field for necessary has been technical, personal, training and competition equipment work emits sector work release method to those who wait suitable respectively formed and changed , which different different technological applications sports rapid integration into the field to do enable gave.

Sports today events the number and of types increased go, sport competitions TV set or in the stadium live to see pace , newspaper and in journals

sports news reading pace , as well as sports of competitions live on the air to see pace increased to go with sports industry huge to indicators achieved apparently is standing.

Modern Olympia games and technology between contact

Saying maybe technological development because of sport is spreading fast . Sports concept international scale seeing if we go out, we are in the world the most wide comprehensive sports organization as known modern Olympia to the games face we will come Modern Olympia games first in 1896 Baron Pierre de Coubertin in Athens by conducted. Four held once a year sports organization whole in the world very important place holds Olympia of games purpose young people mutually to understand and brotherhood in the spirit bring up through more beautiful, calmer the world to create from helping consists of All today sports organizations and events with large budgets with is being held. These organizations between the most the most expensive the most famous value, respect and peace It is the Olympics. Olympia games two separately in the category organize done international a lot sports organization : summer and winter Olympia games.

It is known that Olympia in their games men and from women from 10 thousand more than more than 400 athletes in the category participation did.

Transferred competition and competitions as a result many categories according to first, second and the third seats occupied athletes gold, silver and bronze medals to the hand entering. Olympia to the games host doing of the city socio-cultural to himself characteristic strengthening from support except for this city to a certain global reputation reach for the most good is a step.

Saying maybe modern of the Olympics from the beginning present until the day different sports types own into received Olympia in their games sports networks special technological systems, especially performance and technical opportunities improving systems used. This systems athletes achieved to a large share in the success have. Achieved today sports achievements more improving goes because it's technological of systems many in the fields application day by day increased is going and that's it with together next in years different sports technologies to our lives come in goes. That's it in terms of Olympia games and in sports applied technological products in the middle directly dependence that there is to say can.

### **DISCUSSION AND CONCLUSION**

of the technique development and many technological of systems sports frequently used in science to competitions preparation watching to athletes, especially the Olympics great facilities in the departments is creating. Assumptions according to

technology to athletes the time savings through themselves wanted to success plays a big role in helping to achieve . It is known that athletes are especially safe training environment aspiration prevailed many sports in the fields themselves improve and high to the results reach for many technological from systems they use However , athletes this technological of systems financial in terms of strong federations and sports clubs often preferred by to see as a result achieved achievements, they and such to opportunity have didn't happen another athletes in the middle unfair creates a competitive environment that is thought.

" Financial in terms of strong if you are, to success you will achieve " concept sports science opposite has been many thought and practices cause release, as well as sports and to athletes has been trust to the feeling defect deliver prophecy will be done.

In addition , technology development with sports concept serious to changes face arrival, athletes, coaches, club leaders and of the audience expectations difference to do and some in networks competition formats significant level change guess is being done. Olympia in their games social of networks wide spreading because of common consumers, especially fans athletes, organizers and all players with directly in communication was without the same mega sport events according to own opinions, opinions, suggestions and the evidence criticism to do can.

That's it in terms of technology products persons or institutions between contact supports that to say can.

## SUGGESTIONS

Technological to systems have was not, however in competitions to attend to the right have has been to athletes more fair ensuring a competitive environment for held competitions before technological from systems use opportunity to give important.

That's it in terms of International Olympia committee, international and national sports organizations by necessary measures to be seen and this measures within, especially the elite of athletes competitions or competitions before technological from systems to use permission to be given need.

In addition , technological from systems athletes by competition before to use permission to give through coaches , managers and the audience for more acceptable creating a sports environment can.

International and national sports organizations sports technologies in the field, especially the Olympics sports in networks applied technological systems work exit according to activity host companies with more efficient cooperation to do recommendation to be done can.

This research Olympics sports in types sports and from technologies use according to don't collect is research . To researchers sports and from technologies use

according to studies take to go and Olympia didn't happen sports in the fields from technologies use with depends topics input offer to be done can.

From the past present until the day Olympia in their games from technology use according to systematic compilation research transfer can.

Sports faculties within of programs study to the plan in sports from technology use addition, in sports from technology use courses on or seminars transfer can.

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