

key concepts

Key Concepts in Sport and Exercise Science

DAVID KIRK, CALTON COOKE,
ANNE FLINTOFF & JIM McKENNA



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DAVID KIRK, CARLTON COOKE,
ANNE FLINTOFF AND JIM MCKENNA

Key Concepts in Sport & Exercise Sciences



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The editors dedicate this book to all of the students and staff they have worked with and learned from over many years of teaching sport and exercise sciences.

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Introduction

Over the past 30 years the number of courses in sport, exercise and related topics has grown enormously, making sport currently one of the most popular fields of study in schools, colleges and universities. Many of these courses involve multidisciplinary study of sport and exercise, crossing the biophysical sciences, social and psychological sciences and the humanities. Part of the popularity of courses in sport and exercise is due to the variety that multidisciplinary study provides. But the sheer range and diversity of disciplines involved is also very challenging for students.

Alongside this growth in popularity of school and university courses, research activity has also increased, creating a mini 'knowledge explosion' in sport and exercise. Where once only a few general journals served the sport and exercise research community, now there are usually several journals in each of the specialist areas of study. For students beginning their course of study in sport and exercise, mastering this large and growing body of diverse specialist knowledge can be a bewildering and daunting prospect.

This book seeks to serve as a reader-friendly source of Key Concepts in five of the main areas of study in sport and exercise courses: biomechanics, exercise physiology, pedagogy, psychology and sociology. Each section of the book contains entries on the concepts that organise each of these areas of study. Understanding these concepts is the starting point for understanding sport and exercise more broadly and will allow students beginning their courses to move on to acquire more specialised knowledge. It will also serve as a useful means of preparing for examinations and other forms of assessment for those undertaking more advanced studies who need to refresh their memories.

Each of the entries is concise, explaining in easily accessible language the essential ideas of each of the areas of study in sport and exercise. Serving as a starting point for more advanced study, each entry also offers one or two references for further reading, where each Key Concept is explained in more depth.

So the book is intended primarily for students beginning their college and university courses in sport and exercise sciences, physical education and related topics such as leisure and sport development. It will also

provide a valuable and challenging introduction to key ideas for students of A Level physical education and sports studies.

The editors and most of the entry writers are members of academic staff at Leeds Metropolitan University's Carnegie Faculty of Sport and Education. The faculty traces its origins to the Carnegie Physical Training College. Carnegie has been a byword for excellence in sport and physical education since it opened its doors in October 1933. In its 75th year (2008–9), Carnegie is the provider of the most comprehensive range of undergraduate and postgraduate courses in sport and related topics in Britain, including many foundation degrees offered by partner further education colleges in its unique Regional University Network. Supported by colleagues in other well-known institutions for the study of sport, the editors and writers bring all of their research expertise and experience of teaching on these courses to the preparation of this book.

PART I

Biomechanics

INTRODUCTION

Biomechanics is the area of sport and exercise science where the laws, principles and methods of mechanics are applied to the structure and function of the human body. Mechanics can be divided into two categories: statics, which is the study of stationary objects, and dynamics, which is the study of moving objects. Examples of static analysis in sport include standing, different balances in gymnastics and acrobatics and certain resistance exercises where no movement is apparent but large forces may be exerted such as in a scrum in rugby or a closely matched tug-of-war contest. Most activities in physical activity and sport involve movement and therefore require the application of dynamics to understand that movement.

Two other subdivisions are often used to describe different levels of biomechanical analysis: **Kinematics**, which is a description of the movement in terms of time and space, and kinetics, which is concerned with an explanation of the underlying mechanics of the movement and typically involves an assessment of forces. Kinematic analyses in sport typically rely on images recorded by video and other cameras, which can be played back many times either at normal speed or frame by frame, pausing on key frames that show important aspects of the technique. Kinetic analyses in sport and exercise also employ images, but supplement these with force plates and other force transducers, that allow the forces exerted against the ground or on sports equipment to be measured. An example of kinetic analysis related to health is gait analysis, which typically combines ground reaction force data captured as an individual steps on and off a force plate synchronised with frame-by-frame images recorded by a camera. Such an analysis may help a podiatrist to diagnose the cause of problems in walking, where the data collected can assist in prescribing orthotics, which are inserts to go into shoes to help alleviate problems in walking. A typical example from sport would also combine

frame-by-frame images synchronised with force measurements, such as the video recording of a kayak paddling stroke, while simultaneously recording the magnitude and direction of the forces exerted on the shaft of the paddle.

The following entries introduce the different components of biomechanics and will help students gain a good understanding of how to analyse movement and learn how to explain how it is produced. The ability to separate good and bad elements of the mechanics of techniques and style is a requirement for all biomechanists who wish to be able to explain how movement patterns in physical activity and sport can be improved.

CARLTON COOKE

Kinematics

Video analysis has become a very popular method to assess sports performance. The recording and repeated observation of motion captured by video cameras is relatively straightforward, especially now that the technology is so readily available and feedback on what has been recorded is immediate via playback through the camera.

However, there are different approaches to motion analysis, which are characterised by the principles and methodology underpinning them. Qualitative analysis (non-numerical and descriptive) is based entirely on visual observation of a movement, sequence of movements or a game performance and it draws its validity from the knowledge and experience of the person who observes and analyses the selected motion. In contrast a quantitative approach (numerical analysis) guarantees objective results as long as the correct mechanical principles and scientific methodology are used. The branch of **Biomechanics** that describes human or object motion mainly via image analysis is called kinematics. Kinematics describes motion in terms of space and time, and it provides valuable information regarding the position and the rate of movement of the human body, its segments or any implement used in a sport and exercise situation.

TYPES OF MOTION AND MECHANICAL QUANTITIES

The pathway of the motion experienced by moving bodies can be described as either straight line (rectilinear motion), or curved line (curvilinear motion) or they can rotate about an axis (*angular motion*). For example, an ice hockey player gliding straight across the ice with the same posture will result in all the segments of his body moving the same distance over the same time period (translation). In addition a discus travelling in the air following a curved path is an example of *linear motion* since its motion is translational too. In contrast, a gymnast who rotates around the high bar with a straight body position undergoes rotation about an external fixed axis where all the body segments travel through the same angle, in the same direction, in the same time, but covering different curvilinear distances with the segments further away from the axis (e.g. feet) travelling further than the segments closer to

the axis (e.g. shoulders). There are also occasions where angular motion is observed with respect to an imaginary axis, which in many events could be located outside the physical boundaries of the human body (e.g. rotations in gymnastics or diving about the centre of gravity during flight). However, the most common form of motion in sport and exercise is a combination of angular and linear motion; this is called *general motion*. For instance in cycling, some body segments (e.g. thighs and legs) and parts of the bicycle (wheels) undergo rotation about joints of the body and the centre of the wheel respectively, whereas other body segments (e.g. hips and head) and bicycle parts (e.g. bicycle frame) undergo translation with the total movement of the system (bicycle and cyclist) being linear.

Once the type of motion has been established the kinematic analysis can be performed by applying mechanical principles and formulae that provide information about the changes in the distance covered, the speed of movement and temporal pattern of the movement. In other words, by using vector quantities (magnitude and direction) instead of scalar (magnitude), the *position displacement, velocity and acceleration* of a body and/or object can be measured and expressed in S.I. units by using the same techniques and formulae for both angular and linear kinematics. The names, symbols and specific units differ between linear and angular quantities to allow inclusion of the characteristics of each type of motion. For example, the definition of velocity is the rate at which a body changes its position with respect to time and it can be obtained if the change in displacement is divided by the time taken for the change in displacement. In linear motion this velocity is denoted by the Latin letter v and it is measured in $m.s^{-1}$. In angular motion it is denoted by the Greek letter ω and it is measured in $rad.s^{-1}$ since the change in angular position is represented by the change in angle measured in radians (radians are used because they provide a means of calculating linear velocity of any point rotating around an axis by using the equation $v = \omega r$, where v is linear velocity ($m.s^{-1}$), ω is angular velocity ($rad.s^{-1}$) and r is the radius (m). There are 2π radians in 360°).

ANALYSING MOVEMENT IN PHYSICAL ACTIVITY AND SPORT

One of the main uses of biomechanics in sport and exercise science is in the analysis of patterns of human movement in either physical activity or sport. General movement patterns have common elements in terms of segment movements, axes of rotation and planes of movement and