

Call for Chapters

Technology, Sport and Recreation: Physical Activity in the Digital Age

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Overview of Book

- The book aims to explore the intersection of technology and physical activities, shedding light on innovative trends, emerging technologies, and their impact on the way people play, compete, and stay active.

Chapter Areas:

2. Wearable Technology and Personal Fitness
 - The role of wearables in tracking and improving athletic performance
 - Health and wellness benefits of integrating digital technology into recreational activities
3. Gamification of Fitness and Training
 - How gamification motivates individuals to stay active
 - Case studies of successful fitness apps and platforms
4. Inclusive Gaming and Adaptive Technologies
 - How technology is making sports recreation more accessible to people with disabilities
 - The role of inclusive design in creating digital sports experiences for everyone
5. Artificial Intelligence in Sports and Recreation
 - Discover how AI is impacting sport performance
 - Explore AI-driven practices and the opportunities and challenges of AI in sport industry
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6. Virtual Reality and Augmented Reality in Sport
 - How VR and AR are enhancing training techniques for amateur and professional athletes
 - Immersive fan experiences: Watching sports through VR and AR
7. Digital Sports Communities, Social Engagement, and Social Media
 - Building online communities for sports enthusiasts
 - The impact of social media on sports culture and fandom
8. Sports Analytics and Data-driven Performance
 - How data analytics are revolutionizing team strategies and player performance
 - The ethical implications of collecting and using sports data
9. Sports Tech Startups and Innovation
 - Profiles of innovative startups shaping the future of sports and recreation
 - Investment trends in sports tech and potential market disruptors
10. Challenges of Recreation and Sport in the Digital Age
 - Privacy concerns in the age of wearable tech and data sharing
 - Balancing screen time with physical activity for healthy lifestyles
11. Digital Transformation of Traditional Sports: Trends and Innovations
 - Adapting traditional sports to digital platforms such as exploring the rise of e-sports leagues and tournaments
 - Incorporating sensor technology in traditional sports equipment for performance tracking and analysis
12. eSports: Performance and Ethics
 - Performance and experience of esports players, coaches, teams, and fans
 - Ethical considerations of inclusivity and participation, as well as fairness and competition

Chapter Structure and Details:

- 4,000-6,000 words per chapter including references; maximum of 3 tables or illustrations in each chapter.
- APA style 6th edition (no abstract needed). Times Roman, 12 point, double spaced, 1 inch margin
- Delivery of the final manuscript would be required by June 30, 2025

Chapter Outline

- **Introduction** (2 -3 paragraphs)
- **History/Background** (2 - 3 paragraphs)
- **Key Concepts for Understanding (main body of your chapter)** - This section should cover min. 4 concepts)
- **Trends and Current Issues** (discuss min. 3 key trends and/or current issues - min. 4 paragraphs)
- **Practical Piece** (short summary of an interview with a practitioner or a short case study or equivalent) (box that would fit on a half-page of the book)
- **Chapter Summary** (max. 2 paragraphs)
- **Key resources** (websites, apps, digital tools, social media sites, etc.). At least 5 recommended online links so that readers can visit for more information on your chapter or to support your key points
- **References**

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