

Dear Researcher / Innovator

Greetings from Sports Engineering Association, India.

You are invited to witness the transformation – attend the 2nd International Sports Engineering Conference as a listener / present your original research work / participate in an innovative design contest and win attractive prizes. Early Bird registration ends 10th July 2021.

Register now: <http://icse.sportsea.org/registrations.php>

We invite original research contribution for ICSE-2021 Conference. All the accepted and presented papers will be published by Springer.

Conference theme

SPORTS TRAINING AND TECHNOLOGY

Main tracks

- Engineering & technology
- Data science in sports
- Applied sports technology in practice

#	Attractions
I	All accepted and presented papers in proceedings by Springer with ISBN
II	Best Conference Paper award in all tracks, total cash award £ 1350
III	Extended version of selected papers in Scopus indexed journals
IV	Pre-conference workshop on 21 st Oct. with hands-on in sports technology
V	Keynote by International experts from Japan, UK, USA in Sports Technology
VI	Pan India Open Design and Demonstration Contest, total cash award Rs 1.1 L
VII	Additional funding opportunity for winners to carrying out project
VIII	Pan India Student's Design Contest, total cash award £ 600
IX	Especially designed for Graduate and Undergraduate students in Indian Univ.
X	Delegates / listeners are welcome, avail Early-Bird discount up to 10 th July

Best Conference Paper award

Total cash award £ 1350

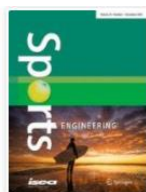
Submit Paper: <[Paper submission link](#)>

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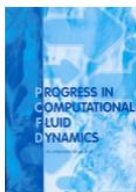
Conference Theme: Sports Training and Technology		
#	Main tracks	Sub-tracks
1	ENGINEERING & TECHNOLOGY	Design, manufacturing and testing of synthetic sports surfaces Design of training aids in sports, Fitness and recreation activities Simulation and mathematical modelling of sports performance Designing sports facilities including indoor/ outdoor stadium Sports Apparel Wearable Exoskeletons and Prosthesis in para-sports Olympic and Paralympic Sports Equipment Rehabilitation and Technology E-learning delivery & practice in physical education
2	DATA SCIENCE IN SPORTS	Artificial intelligence in sports training & performance Machine Learning and Computer Vision Computer aided design and application in sports Computer supported sports training and performance prediction Video analysis and Image processing Sports analytics and Data Science Virtual reality and Practical application Wearable technology and Human Movement prediction Data management and analysis in health & physical education
3	APPLIED SPORTS TECHNOLOGY IN PRACTICE	Sports Biomechanics and movement prediction Sports injuries related to equipment and facilities Technology used in sports training Gender related technology issue in sports Performance enhancement through equipment & sports facilities Sports Training and Sports performance Ethical issues in Sports and Technology

* Submit abstract at: <https://easychair.org/conferences/?conf=icse20210>

Consent received from journals about publishing extended version of selected papers



SportsEngineering
by
Springer



Progress in Comp. Fluid
Dynamics, by
Inderscience

International Journal
of Child Health and
Human Development



Int. J. of Child Health and Human
Dev. by
Nova Publisher



Computation Journal
by
MDPI

Conference and Pre-Conference Workshop

Since it is a relatively new area, we also welcome listeners, avail Early Bird conference registration at <http://icse.sportsea.org/>

PRE-CONFERENCE WORKSHOP

A pre-conference Workshop will be organized on 21st October, the first day of the conference. It is planned to conduct demonstration on hands-on application on sports training during the same. This workshop is specifically designed Sports engineers, Physical education teachers & students, Coaches, Athletes and also for Engineering who would like to know how to apply the technology & science in sports.

DURATION: Two hours

RESOURCE PERSONS: Internationally known sports engineers, performance trainers and Coaches from Germany, Japan, Malaysia, UK & USA will conduct the workshop and deliver Keynote.

WHAT THE WORKSHOP IS ALL ABOUT

The workshop is intended to help participants to incorporate a technology aided framework into their existing sport lessons and trainings. This will equip them with deeper understanding of the essential components of technology in sports as it is practiced, help to calculatedly design sporting activities and add value to the profession.

THE WORKSHOP WILL COVER

- Practical Demonstration of Values-based training session
- Motion capture and concepts of sports biomechanics in applied sports training.
- Exercise techniques of using exercise machines for sports and fitness training.
- Refreshing change on exercises (Dos and don'ts) including science of breathing during exercises.
- Wearable devices used in sports training for tracking performance or injury risk in real-time.

WHO CAN PARTICIPATE

Attendance to the Workshop is open to delegates registered for the main conference, paying an additional fee of Rs. 500/- (\$30 for foreign delegates) during registration. Please Note: Workshop-only registration is NOT permitted. One cannot opt to register for the workshop only without the registration for the conference.

- Sports Engineering Association, India (SEA)

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