

CONFERENCE PROGRAM

14.45 – 15.00 Greetings

Prof. Papaioannou Rector of the Aristotle University of Thessaloniki

Prof. Christoulas, Rector of the Department of Physical Education and Sport Science

Prof. Tzetzis, Director of the Department of Physical Education and Sport Science

15.00-16.00 A GAMIFIED APPROACH IN ANTI-DOPING EDUCATION

Chair: Dr. Lazuras

15.00 - 15.20: Digital technologies in the fight against doping

Dr Barkoukis, Aristotle University of Thessaloniki, Greece

15.20-15.40: Evaluation of the implementation of TARGET across Europe

Mr Bingham & Dr Lazuras, Sheffield Hallam University, UK

15.40-16.00: Challenges and opportunities in gamified anti-doping education

Prof Stanescu & Prof Croituru, National University of Physical Education and Sport, Romania

Each presentation will last 15 minutes and allow 5 minutes for discussion

16.00-16.30 LET'S PLAY THE GAME

Chair: Dr Tsiatsos

16.00-16.05: Registering for the game

16.05-16.20: Play the GAME

16.20-16.30: Feedback and comments

16.30-17.30 DIGITAL TECHNOLOGIES IN ANTI-DOPING EDUCATION: EXISTING PARADIGMS AND RECOMMENDATIONS

Chair: Prof Stanescu

16.30-16.45: I coachclean: the ADVICE project

Dr Nicholls, University of Hull, UK

16.45-17.00: Virtual and face to face Communities of Practice: the IMPACT project

Dr Lazuras, Sheffield Hallam University, UK

17.00-17.15: The use of animated videos in anti-doping education: the ANTI-DIF project

Mr Skoufa & Mr Loukovitis, Aristotle University of Thessaloniki, Greece

17.15 - 17.30: Policy recommendations for the use of digital technologies in anti-doping education

Dr Stanislovaitiene, Dr Mickevičius, & Dr Mamkus, Lithuanian Sports University, Lithuania

Each presentation will last 10 minutes and allow 5 minutes for discussion