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Teaching Olympism: European Olympic Committees Mobile Quiz Application

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Abstract

The European Olympic Committee is a non-governmental not-for-profit organization whose objective is to propagate the fundamental principles of Olympism at European level. Olympism refers to the philosophy of the Olympic Games. Olympism seeks to create a way of life by blending sport with culture, education and international co-operation. It is based on the joy of effort, the educational value of good example, social responsibility and respect for universal fundamental ethical principles. The goal of the Olympism is to contribute to building a peaceful and better world by educating youth through sport practices with Olympism and its values. To contribute to this important aim; Olympic Culture and Legacy Commission of European Olympic Committees has been working on educational materials such as; books, leaflets, informative Power Point presentations etc. All prepared materials are sent to member countries of EOC to be used in different sport related educative environments. It is seen that, initially, the National Olympic Committees are responsible of spreading, promoting and using them. There is no specific feedback on how the guide books, leaflets etc. has an impact on young people on learning Olympism and its values. As technology grows, education materials are in need to change too. Especially young people and children who are very likely to use smartphones, tablets etc. are growing in numbers massively. As a matter of this change, Olympic Education had to have a new era in changing the way of teaching Olympism and its values. The EOC launched a mobile quiz application about Olympism and its values in February 2017, by the work of its Olympic Culture and Legacy Commission. This paper will focus on what Olympic Education is, how it is evolved through technology and discuss the newly launched 'Olympism Quiz Mobile Application' for young athletes.

Keywords: Olympism; Olympic education; mobile application; mobile quiz; sport education;

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1. The International Olympic Committee and the EOC

The International Olympic Committee is the supreme authority of the Olympic movement. Acting as a catalyst for collaboration between all parties of the Olympic family, from the National Olympic Committees (NOCs), the International Sports Federations (IFs), the athletes, the Organizing Committees for the Olympic Games (OCOGs), to the TOP partners, broadcast partners and United Nations agencies, the International Olympic Committee (IOC) shepherds success through a wide range of programs and projects. On this basis, it ensures the regular celebration of the Olympic Games, supports all affiliated member organizations of the Olympic Movement and strongly encourages, by appropriate means, the promotion of the Olympic values. The Olympic Movement is the concerted, organized, universal and permanent action, carried out under the supreme authority of the IOC, of all individuals and entities who are inspired by the values of Olympism. It covers the five continents. It reaches its peak with the bringing together of the world's athletes at the great sports festival, the Olympic Games. Its symbol is five interlaced rings. The goal of the Olympic Movement is to contribute to building a peaceful and better world by educating youth through sport practiced in accordance with Olympism and its values. The European Olympic Committee is a non-governmental not-for-profit organization whose objective is to propagate the fundamental principles of Olympism at European level.

2. Olympism and Olympic Education

Olympism is a philosophy of life, exalting and combining in a balanced whole the qualities of body, will and mind. Blending sport with culture and education, Olympism seeks to create a way of life based on the joy of effort, the educational value of good example, social responsibility and respect for universal fundamental ethical principles. The goal of Olympism is to place sport at the service of the harmonious development of humankind, with a view to promoting a peaceful society concerned with the preservation of human dignity.

3. European Olympic Committees Olympic Education Mobile Application: EYOF Quiz Game

The European Olympic Committee has launched and announced the App “EYOF Quiz Game” available free of charge on both Google Play and Apple App Store on March 2017. This App, aimed principally at European Youth Olympic Festival participants and youngsters in general but not only, tests players’ knowledge of the Olympic Games in stages, in a fun and intuitive way that will make it a very enjoyable pastime. The App is strongly recommended to be promoted to all young athletes as a way of spreading knowledge of the Olympic spirit and ideals to future generations in the hope that this can contribute to ensuring them a better tomorrow. The “EYOF Quiz Game” can be downloaded on Google Play and Apple App Stores shown in Figure 1.



Figure 1. EYOF Quiz Game Screen Shot on Apple App Store

When the application is downloaded you can open the app and see the opening page as shown in Figure 2. The application is only translated to French so it has only two options; English and French to play the quiz game.



Figure 2. EYOF Quiz Game Screen Shot of Select Language Page

After choosing the language to start the game, the application opens the home page of the quiz. On this first page, we can find the options to play the game, read the materials related to the quiz, challenge another player, see the leading board of the players and finally the login.

The Bonus part of the game opens when the player reaches a specific level in the quiz game. The homepage of the quiz app is shown in Figure 3.



Figure 3. EYOF Quiz Game Screen Shot of Home Page

When you start playing the game it directs you to the “Choose Level” page where you can see which level you are in the game. As shown in Figure 4, if a player already passed Level 1 and still trying to pass Level 2, he/she can only go on playing Level 2 until the player passes.

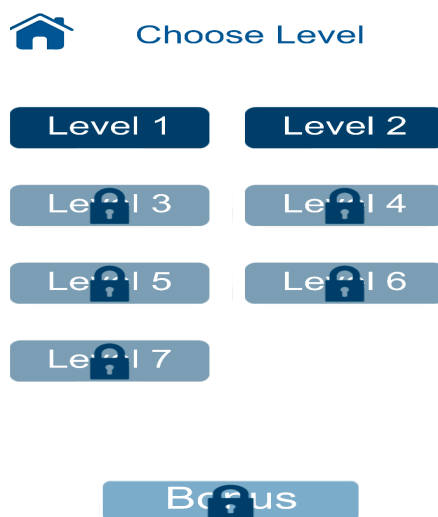


Figure 4. EYOF Quiz Game Screen Shot of Choose Level Page

When the player starts to play the game on Level 2 and clicks the box, automatically the quiz questions starts to pop up and there are 15 questions in each level about Olympic Education. As soon as the players start the game, they should try to answer the questions one by one, by clicking on the answers they think that is correct (Figure 5). If they click on a wrong answer, the application high-lights the answer in red and doesn't let you to find the correct one. If they click on the right answer, the application high-lights the answer in green.

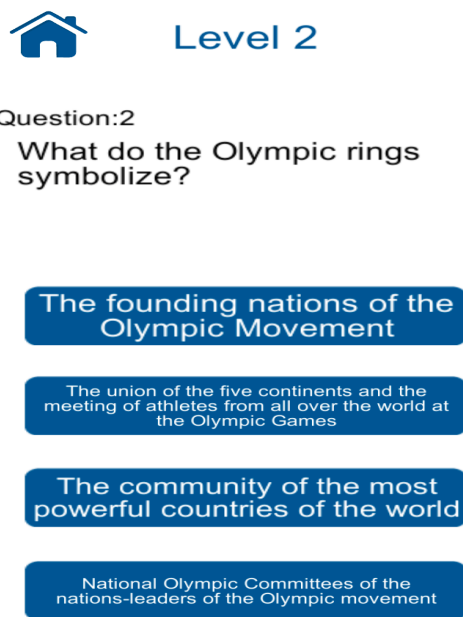


Figure 5. EYOF Quiz Game Screen Shot of Sample Questions

The questions go on and there is no time limit to answer the questions. At the end of the Level quiz, the player gets a total score in “Result” page, including how many answers were right and wrong (Figure 6).

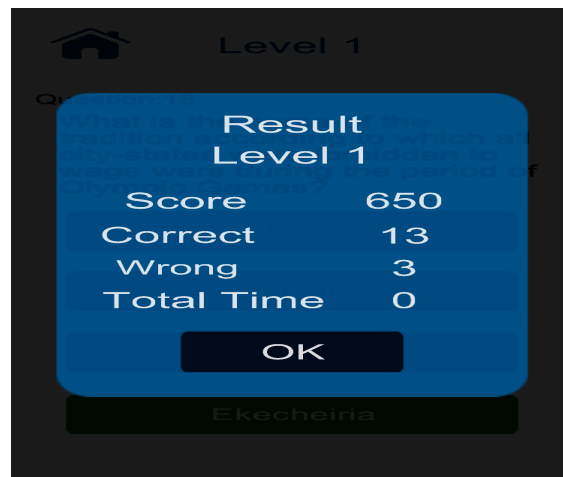


Figure 6. EYOF Quiz Game Screen Shot of Results

In order to reach next Levels in the App the players should find the correct answers of each questions. If they are not sure about the answers they can always go back and read the texts about the related topic on Olympic Education. An example of the reading texts in the App is shown in Figure 7 below.

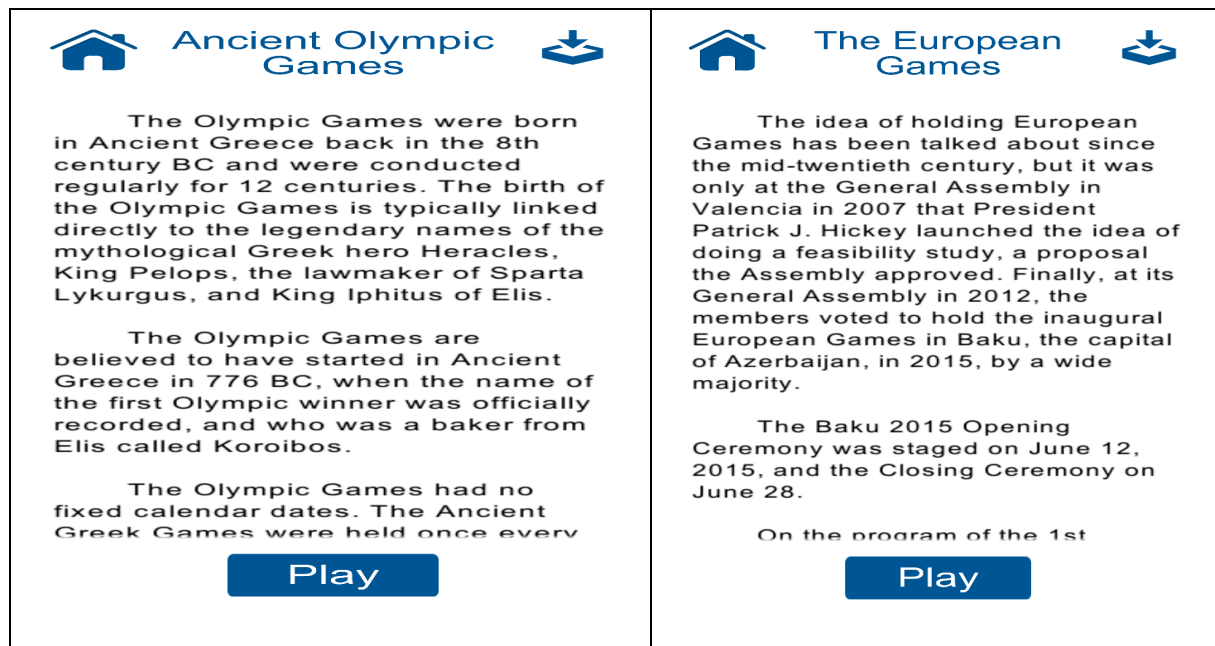


Figure 7. EYOF Quiz Game Screen Shots of Reading Texts

The motivating part to play this quiz and learn about Olympic Education is to give the players a chance to challenge popular athletes or other young players. The aim of the Challenge part of the quiz is to make young athletes pass a certain level and then have a chance to play the game with the athlete they see as a role model. By this part of the application more young athletes will try to pass the levels to have a chance to play a game online with popular athletes. This screen is shown on Figure 8.

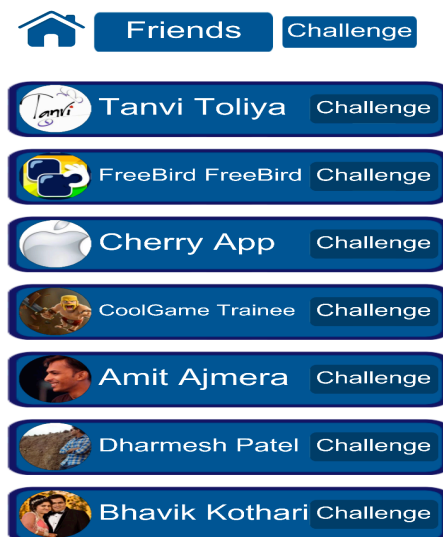


Figure 8. EYOF Quiz Game Screen Shots on Challenge

4. Discussion and Conclusion

As Rogge said (2009): “The Youth Olympic Games are about much more than competition. They are about educating young athletes in Olympic values, healthy lifestyle, and social responsibility. Therefore, any Educational program is as important as the competition itself.” Education belongs to one of the three main aims of YOG that were identified for this event at the 13.Olympic Congress of 2009 in Copenhagen in the Factsheet for Theme 4 :

- To provide a platform to the 14- to 18-year-old elite athletes in all Olympic sports and introduce to them the Olympic spirit at a younger age;
- To combine the sports event with an educational program linked to important issues such as the fight against doping and healthy lifestyles;
- To reach out through young people worldwide on the basis of appealing and powerful Communications initiatives that allow young people all over the world to benefit from the sports and educational program offered to the athletes and the public at the YOG (Wong, 2011).

The idea to educate youth through Olympic ideals had started way back in 2009. This was usually practiced in young athlete’s events and technology was not used. Cultural and social events were organized to bring young people together around Olympic ideals. This paper tried to introduce that technology can be used to bring these young athletes together and also educate them through sport. Because the application is newly launched the effects cannot be analyzed immediately.

Discussions can be made around the question “Can an Olympic Quiz App, bring youth together to interact around Olympic values and give them an opportunity to learn?” By starting from this question, first of all we can say that, this is a starting point of a new method of Olympic Education. According to the educative aims for youth made in the Olympic Congress (2009) ; Olympic Quiz application is an opportunity to bring 14-18-year-old young athletes in a platform. It can combine the sports event with an educational program linked to important topics such as; Ancient Olympic Games, Olympic Games Revival, Olympic Symbols and Ceremonies, The EOC and EYOF and the European Games.

Some important topics such as; fight against doping and promoting healthy lifestyles are the missing points in the education concept. These can be revised and added in further stages as the application develops.

Reaching out through young people worldwide through the application, is a powerful communications initiative that allow young people all over the world to benefit from the educational program offered.

One of the limitations of the application is the language issue. The Olympic Quiz application is only launched in English and French. In order to spread worldwide, it is a must to have the application in many languages as much as possible. Young athletes contributing to European youth games are mostly native speakers and may not know a second language. This would make a discrimination and it might not suit the vision of Olympism.

Another limitation of the platform is the “Challenge a Friend” section. In order to challenge a friend, the user must be a Facebook user. According to the age of the young athletes, they may not be allowed to use Facebook or they might have limited access. The application should be developed for not only logging in on Facebook but also logging in with other social media platforms or by e-mail.

Although the limitations, need to be revised and developed sections of the platform, it is structured to bring young athletes together in a learning environment. It a short and easy way to engage them in a competitive environment which they mostly like and enjoy. This starting point of the EOC, should be considered as a big step in changing the old-style education to the new technology driven world.

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