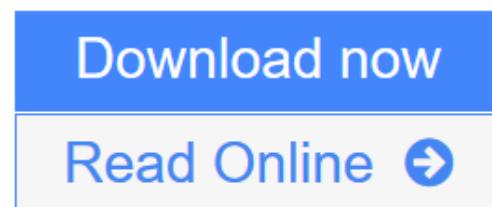




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Sports Engineering and Computer Science contains papers presented at the 2014 International Conference on Sport Science and Computer Science (SSCS 2014), held September 16-17, 2014 in Singapore and at the 2014 International Conference on Biomechanics and Sports Engineering (BSE 2014), held October 24-25, 2014, in Riga, Latvia. The contributions have been grouped under the following five headings:

Section 1: Education, physical education and training; Section 2: Social sports and sports economy; Section 3: Computer science and applications in sport; Section 4: Materials science; and Section 5: Biomedical.

The contents of this volume will prove useful for researchers and practitioners in developing and applying new theories and technologies in Sports Engineering, Sports Science and Computer Science.



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