Newsletter 1



The GOAL4PDM (Gamified and Online Activities for Learning to Support Player Development Managers) project, which began in May 2022, aims to up-skill and re-skill various target groups to become Player Development Managers (PDM) specialized in supporting the Dual Career of Athletes.

What is a PDM?

A Player Development Manager (PDM) is a dedicated professional who focuses on the Personal Player Development (PPD) of athletes. PDMs help athletes with daily personal, social, and professional issues. Due to the lack of athlete PPD curriculum, this field lacks qualified experts.

Addressing the Gap

The project seeks to provide digital educational content organized as Massive Open Online Courses (MOOCs) and an online platform with responsive services (gamified learning activities) to assist PDM training. To aid PDMs in supporting adolescents/ youngsters, the project will provide a PDM toolbox for adolescents/ youngsters including digital interactive content and apps.

Target Groups

Primary Target Groups

- Coaches In Sport Academies
- Young Scientists (Students Of Physical Education And Sport Departments)
- Physical Education Teachers
- Former Athletes

Secondary Target Groups

 Adolescents/ Youngsters doing sports

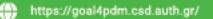
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Key Project Outputs

GOAL4PDM aims to support the primary and secondary target groups through the following outputs:

- Virtual Community of Practice (VCoP) for PDMs: A collaborative platform for the primary target groups to share knowledge, discuss ideas, and collaborate on the development of PDM qualifications.
- Massive Open Online Courses (MOOCs): Comprehensive online courses that train and guide coaches, former athletes, and Physical Education and Sports students interested in becoming PDMs or dual career paths.
- PDM Toolbox for Adolescents /Youngsters: A digital interactive toolbox with content and applications for young athletes. PDMs can utilize these resources to support and educate their players. The toolbox includes informative materials (slides, reading materials, and quizzes), and mini-games for personal skill development.



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Multiplier Sport Event I

Each partner country -Portugal, Spain, Greece, Germany, Lithuania, Cyprus, Italy- hosted the first Multiplier Sport Event (MSE). MSE I was a hybrid workshop that communicated project objectives to target groups (students, athletes, coaches) and collected essential information about target groups' required skills and educational needs to become effective PDMs.



Portugal, September 2022 (CP & SJPF)



Italy, October 2022 (APD)



Spain, October 2022 (AJFSF)



Greece, October 2022 (AUTH)



GOAL4PDM

Cyprus, October 2022 (EUC)



Lithuania, September 2022 (LSU)





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Germany, September 2022 (DSLV)

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