



Newsletter 2

PDM Curriculum and CoP Operation Framework design

The objective was to collect data in order to provide input to the Curriculum design and development of the digital services.

Collected data from over 853 active and former athletes. The analysis of those data extended our knowledge about athlete’s needs (GOAL, 2017). Additionally, we proposed for vote 10 courses/seminars regarding athletes’ personal skills and professional career orientation.

Proposed courses/seminars:

- **Mentoring** (Motivational Skills/Athlete Empowerment/Support of Education)
- **Mental Health and Well Being** (Risk and Protective Factors Identification/Creating Safe Environment)
- **Teamworking** (working with others, Collaboration on tasks; Sharing resources)
- **Leadership** (Different Styles/Evaluation of Impact in Leadership/ Setting Plans)
- **Emotional Intelligence** (Social Intelligence/Empathy)
- **Behavior Changing Technics** (performance, self-actualization, achievement and well-being individuals)
- **Athletes’ Dual Carer** (Ecosystem/Career Orientation/ Self-awareness)
- **Interpersonal Communication** (Active listening/ Constructive Criticism)
- **Athlete’s Personal Branding** (SocialMedia/Networking/Self Marketing)
- **Financial Literacy** (Financial Resources/Decision Making)

Curriculum

Based on the analysis presented on the Survey on PDM training & needs collection, with a sample of 685 representatives from different countries and after data analysis and depending on the classification and according to the number of proposed courses/seminars projected six courses with a specific framework and content. They are listed below in their order of rankings with the percentages of each of them:

Course Title	Votes	%
Mentoring (Motivational Skills/Athlete Empowerment/Support of Education)	432	63.07%
Mental Health and Well Being (Risk and Protective Factors Identification/Creating Safe Environment)	408	59.56%
Teamworking (working with others, Collaboration on tasks; Sharing resources)	389	56.79%
Leadership (Different Styles/Evaluation of Impact in Leadership/ Setting Plans)	371	54.16%
Emotional Intelligence (Social Intelligence/Empathy)	296	43.21%
Behavior Changing Technics (performance, self-actualization, achievement and well-being individuals)	253	36.93%
Athletes’ Dual Career (Ecosystem/Career Orientation/ Self-awareness)	234	34.16%
Interpersonal Communication (Active listening/ Constructive Criticism)	209	30.51%
Athlete’s Personal Branding (Social Media/Networking/Self Marketing)	187	27.30%
Financial Literacy (Financial Resources/Decision Making)	165	24.09%

Below is the list of courses that will be created:

Course Title
Mentoring (Motivational Skills/Athlete Empowerment/Support of Education)
Mental Health and Well Being (Risk and Protective Factors Identification/Creating Safe Environment)
Teamworking (working with others, Collaboration on tasks; Sharing resources)
Leadership (Different Styles/Evaluation of Impact in Leadership/ Setting Plans)
Athletes’ Dual Career (Ecosystem/Career Orientation/ Self-awareness)
Interpersonal Communication (Active listening/ Constructive Criticism)





GOAL4PDM

Transnational Project Meeting 2 – 30 March 2023

The 2nd TPM with the project staff was held with great success to update on the state of affairs and to plan the next fundamental steps for the development of the project.

During the online meeting, were presented, the programs and contents of the courses previously selected thanks to the survey, and a first approach to the toolbox related to game design was presented. Moreover, the MOOC platform is ready to implement the learning material.

About the game

The player is an athlete who seeks help and then learns about the PDM, who assigns specific tasks to the athlete.

The game is a 2D Role Playing Game (RPG) in which the player controls a character on a "journey" through an appropriate location such as sports facilities.

The user will be able to unlock different rooms by completing their tasks and gain appropriate certificates such as "What is a PDM?", "Mentoring" etc



Example from "Friend Me"

GOAL4PDM at 4th World Association for Sport Management Conference in Doha, QATAR

This year's theme "Bringing the World Together: Global and Local Perspectives on Sports Management" will bring together students, scholars, practitioners and practitioners from around the world to share expertise and knowledge on the global sports business sector.

The conference focused on practices, issues, networking, collaborations, management and marketing of the global sports business after the COVID-19 pandemic, providing a platform for the international exchange of ideas, best practices and scientific investigations. More than 200 attendees who were able to discover all the details of the Goal4Pdm project



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