

Study program: Physical Education and Sport				
Type and level of studies: Basic academic studies				
Course title: Information Technology				
Lecturer or lecturers (for lectures): Dragan M. Mirkov; Aleksandar Č. Nedeljković				
Lecturer / Associate (for practice): Miloš M. Marković				
Course status: Elective				
ECTS: 4				
Condition: None				
Course objectives: To train student to: Use current basic computing techniques, skills, and technologies in their future work environment.				
Course outcome: At the completion of the course students will be able: Understand the fundamentals of information technology; Learn core concepts of computing and modern systems; Understand modern software programs and packages; Learn about upcoming IT technologies particularly in sport and physical education				
Contents description: <i>Theoretical instruction</i> Basic terms. Hardware. Software. Computer network. Application of IT in working environment. IT and Health. Data protection. IT Copyright issues. <i>Practical classes:</i> Internet and communication. Text processing. Working with Tables. Preparing Presentations.				
References: Dragan Mirkov, Primena informacionih tehnologija u fizičkom vaspitanju i sportu, prvo izdanje (IT Technologies in Sport and Physical Education, 1 st Ed.), Belgrade, FSFV, 2013; Ron White, Hw Computer works, 7 th Ed., Belgrade, CET 2004; Brendan Munnely i Poul Holden, ECDL4 Course book, Belgrade, Mikro Knjiga, 2005				
No. of active classes				Other classes:
Lectures: 2	Exercises/ Practical classes: 1	Other forms of teaching:	Study research work:	
Teaching method Theoretical lectures; practical lectures				
Knowledge assessment (maximum score 100)				
Exam prerequisites	points	Final examination	points	
Class Activities	10	Written examination	30	
Practical instruction	20	Practical examination		
Preliminary exam / Colloquium	40	Oral examination		
Seminar papers			