



Australian Government

SISXIND408 Select and use technology for sport, fitness and recreation

Release: 1

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Modification History

The release details of this endorsed unit of competency set are in the table below. The latest information is at the top.

Release	Comments
1	New unit.

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to assess, use and evaluate technology relevant to work in the sport, fitness and recreation industry. The unit focuses on the ability to source and comprehend technical information and acquire skills in technology use.

Application of the Unit

This unit applies to a range of individuals working in the sport, fitness and recreation industry who require an essential and broad knowledge of technology to support their activities. This unit applies to individuals working within any sector, in any location and for any sport, fitness and recreation organisation, but is of particular relevance to those with a focus on performance enhancement.

Licensing/Regulatory Information

No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.

Pre-Requisites

Not applicable.

Employability Skills Information

This unit contains employability skills.

Elements and Performance Criteria Pre-Content

Elements and Performance Criteria

ELEMENT

PERFORMANCE CRITERIA

Elements describe the essential outcomes of a unit of competency.

Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.

1. Source and apply information on technology.

- 1.1 Access and comprehend specific technical information on commonly used and available technology of relevance to the sport, fitness and recreation industry.
- 1.2 Identify ways in which technology can be used to enhance own work.
- 1.3 Confirm access to technology and organisation conditions of use.

2. Use monitoring software.

- 2.1 Correctly install ***monitoring software***.
- 2.2 Carry out monitoring according to legal obligations and industry standards of ***ethical practice***.
- 2.3 Download data from monitoring.
- 2.4 Take action to solve common problems.
- 2.5 Interpret data and explain results clearly and concisely to ***relevant others***.

3. Use wireless communication technology.

- 3.1 Source and access information on use of current and emerging ***wireless technologies*** as a communication mechanism.
- 3.2 Identify the potential advantages and disadvantages of different technologies.
- 3.3 Access organisation protocols and guidelines for use of wireless technologies.
- 3.4 Apply knowledge of current and emerging technology in day-to-day communication with relevant others.

4. Use capture technologies.

- 4.1 Determine the purpose of capturing vision or audio.
- 4.2 Utilise techniques for obtaining the best quality vision or audio.
- 4.3 Use software applications to import and edit vision or audio as required.
- 4.4 Take action to solve common problems.
- 4.5 Share vision or audio with relevant others.

5. Maintain and care for technology equipment.

- 5.1 Use appropriate methods to care for, move, use and store equipment securely and safely.
- 5.2 Identify maintenance problems with equipment and refer to appropriate personnel for action.

Required Skills and Knowledge

This section describes the skills and knowledge required for this unit.

Required skills

- communication and organisational skills to:
 - understand information in technology documentation and user guides
 - pass on information and data obtained by technologies
 - share information using wireless technologies
- learning skills in the context of improving skills through practice
- analytical skills to review vision and audio to gather information useful to work role
- initiative and enterprise skills in the context of using technology-based equipment to enhance work in sport, fitness and recreation
- technical skills in the context of correctly installing monitoring equipment and using technology to capture vision and audio and use software applications to enhance this vision and audio
- problem-solving skills to deal with routine technology problems.

Required knowledge

- specific technical information on commonly used and available technology of relevance to the sport, fitness and recreation industry
- features of standard technology-based equipment and related software and the ways it can be used in the sport, fitness and recreation industry
- work health and safety practices, procedures and ethical standards as they apply to using sport, fitness and recreation technology
- organisational policies and procedures for the use, care and storage of technology equipment.

Evidence Guide

The evidence guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.

Overview of assessment

Critical aspects for assessment and evidence required to demonstrate competency in this unit

Evidence of the ability to:

- source initial and updated information on technologies used in the sport, fitness and recreation industry and apply this knowledge to the performance of own work role while complying with work health and safety and ethical requirements
- use wireless technology to effectively communicate with relevant others
- capture vision and audio and use software applications to enhance audio and vision for the purpose of gathering information or enhancing performance
- utilise monitoring software to gather data from athletes or clients, analyse this data and present the results in a meaningful way to relevant others.

Context of and specific resources for assessment

Assessment must also ensure access to:

- technology-based equipment and relevant software
- information sources in order to conduct research and collect sufficient information
- codes of ethical behavior or conduct
- technical documentation relevant to sport, fitness and recreation technologies.

Method of assessment

A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:

- direct observation or audio or vision recordings of individual using technology-based equipment in sport, fitness and recreation contexts
- case studies and problem-solving exercises to assess application of technologies to different situations and contexts
- written or oral questioning to assess knowledge as listed in the required knowledge section of this unit
- review of portfolios of evidence and third-party workplace reports of on-the-job performance by the individual.

Guidance information for assessment

Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, for example:

- SISXWHS101 Follow work health and safety policies.

Range Statement

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the individual, accessibility of the item, and local industry and regional contexts) may also be included.

Monitoring software may include:

- heart rate
- training load
- GPS enabled
- tracking
- speed
- analytical
- distance
- accelerometer.

Ethical practice may include:

- professional relationships
- physical contact
- client or athlete communication protocols
- agreed compliance with codes of conduct, practice or ethics
- information collection, storage and dissemination
- intellectual property
- inclusive and non-discriminatory practices.

Relevant others may include:

- athletes
- clients
- coaches
- personal trainers
- sports scientists
- support personnel
- administrators
- IT support
- officials
- media
- sponsors.

Wireless technologies may relate to:

- social media
- internet
- event or competition communication systems
- client relationship management.

Unit Sector(s)

Cross-Sector

Competency field

Working in Industry