



Application of Information Technology among Physical Education Students at Payam Noor University Tehran-Iran

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ABSTRACT

The purpose of this study is to describe the status of information technology use among Physical Education students at University of Payam Noor. In addition, the study is a descriptive survey type. The statistical population of this study was 250 students of whom 125 were selected based on Krejcie and Morgan tables. The research tool: A researcher-made questionnaire whose reliability attained through Cronbach alpha Data were analyzed through descriptive and inferential statistics using SPSS software. The most important results in the research are as follows: 86% of students would work with personal computer at home or at work on the daily basis. 28% of students would use virtual libraries and databases on a weekly basis such as: **Science Direct PROQUEST** 91% of respondents would completely agree that "Due to the process of rapid development of new information technologies, it is necessary for students to use it". 95% of respondents were opposed to the option that "learning to use computers and the Internet and digital devices are difficult for the students". The respondents felt Amount of training required for e-commerce learning was very much obvious. 32% of respondents referred to lack of easy access to some sites and scientific databases as a factor hindering IT use.

Key words: Information Technology; Student; Physical Education and Sport Sciences; University.

INTRODUCTION

Generally, information technology means using information technology tools and management information including a set of tools and services for the production, storage, processing, distribution and exchange of information. In other words, IT refers to a wide range of information technology (IT) based - computer technology and Internet information and communication (Chung, 2007, Landry, 1995). This concept widely includes related technologies such as radio, TV, video, CD player (CD) and DVD (DVD), telephone, mobile, computer, electronic journals and the Internet and all of them at the top databases (Dibrell, *et al* 2002). These mechanisms facilitate transfer of information forms, such as content, audio and video. In addition, information technology meets demands of people through gathering, distributing, processing and analyzing of information (Dedrick, *et al* 2003).

Modern sports organizations have been complicated in the complex competitive environment due to environmental, organizational and technology changes. In fact, in this competitive environment and virtual organizations, sport authorities need to consider a variety of modifications in the organizations, and most of them probably need an overall review and redesign in their organizations' structure (Chien 2007).

Today, the status and usage of information technology students is considered as a challenge for universities, because they pursue information technology toward teaching and learning development and research processes. Of course, some contradictory facts have been reported. For example, Bad Peima found usage of information technology by students graduate degree in Agricultural Extension and Education at a low level (Dorup, 2004).

Landry conducted a study in 1995, in this regard. His results showed that Organization's decision support systems (ODSSs) greatly increased recognition (Heysung, *et al* 2004). Dadryk *et al* (2003) carried out a Review on the 55 researches, and concluded that further investment in information technology leads to an increase in productivity through Changes such as increased decentralization in decision-making as well as tasks and jobs restructuring and... (Larena, *et al* 2008).

Glenda Gay & Sonia McMahon (2006) in a study on 166 students in the country found these results: over 90% of them had used the virtual courses (Green, 2007). Most students have a positive attitude towards ICT. Plus; Most of them had access to computers and the Internet. In this study, university administrators were recommended to pay more attention to the differences of gender and age of the students for greater use of information technology and creating a positive attitude towards (Larena, *et*

a/2008).

FINDINGS

- 86% of students would work with personal computer at home or at work on the daily basis.
- 28% of students would use virtual libraries and databases on a weekly basis such as: **Science Direct**

PROQUEST

- 91% of respondents would completely agree that "Due to the process of rapid development of new information technologies, it is necessary for students to use it".
- 95% of respondents were opposed to the option that "learning to use computers and the Internet and digital devices are difficult for the students".
- The respondents felt Amount of training required for e-commerce learning was very much obvious.
- 32% of respondents referred to lack of easy access to some sites and scientific databases as a factor hindering IT use.

CONCLUSIONS

Based on the findings, 86% of students were using from a personal computer at home or dorm on a daily basis. Of course, using a personal computer can be used as the main criterion to as for information technology usage. So, the percentage of users refers to a high index of information technology application among students graduate degree Physical Education and Sport Sciences. This result is consistent with that of Dovrap (2004) who performed a study on medical students in Denmark and declared that the majority of students had access to PCs and also results of Zayd and Lamys Rajab (2005) confirmed the fact that that 64% of Jordanian students used personal computers. 32% of students used the Internet search engine in connection with educational activities and research.

Also based on the results, the use of virtual university courses, participation in electronic courses, distance learning, chat related educational and research activities and the use of multimedia software ranked the lowest uses of information technology by students of Graduate Course of Physical Education and Sport Science. The reasons for this problem may include lack of sufficient knowledge for using these facilities, lack of knowledge about their advantages and cultural and scientific problems for using these tools among students graduate of Physical Education and Sport Science.

Considering the results of this study to with regarduse of information technology, because virtual courses and university courses and electronic distance education had a minimum room among students and the importance of E-learning, on the other hand, we propose that the respective authorities hold seminars and e-learning workshops to increase awareness of students regarding educational advantages of this system and motivate them to use it effectively and efficiently.

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