

## **Module Descriptor**

Title	Applied Sport Psychology					
Session	2024/25	Status				
Code	SPOR10019	SCQF Level	10			
Credit Points	20 ECTS (European 10 Credit Transfer Scheme)					
School	Health and Life Sciences					
Module Co-ordinator	Dr Laura Carey					

## **Summary of Module**

This module builds on previous psychology modules by learning about the various theoretical models (e.g., a person-centred approach) used to help clients (e.g., athletes, coaches). Students will explore the ways applied psychologists work with clients (e.g., conducting needs analyses, designing interventions, evaluating effectiveness) and reflect on their own values and philosophy to understand how they approach applied consultancy in sport. The module will equip students with the theoretical knowledge and reflective skills that are required to understand service-delivery in applied sport psychology.

This module will assist the student in the development of key 'I am UWS Graduate Attributes' to allow those that complete this module to be:

## Universal

- Inquiring
- Emotionally intelligent
- Collaborative
- Ethically-minded

# Work Ready:

- Problem-solver
- Effective Communicator
- Ambitious

### Successful:

- Autonomous
- Creative
- Driven

Module Delivery Method	On-Campus¹		Hybrid² ⊠	Online <sup>3</sup>		Work -Based Learning⁴	
Campuses for Module Delivery	Ayr  Dumfries		Lanarks London Paisley	Learr	ning	Distance	
Terms for Module Delivery	Term 1		Term 2		Term	3	
Long-thin Delivery over more than one Term	Term 1 – Term 2		Term 2 – Term 3		Term Term		

Lear	ning Outcomes
L1	On successful completion of this module the student will be able to:
	L1. Demonstrate a critical understanding of the theoretical models of psychology for sport and performance contexts.
L2	L2. Assemble appropriate assessment methods that correspond to preferred theoretical model of practice and client circumstances in order to evaluate client needs.
L3	L3. Design a course of sport psychology support that applies a preferred theoretical model and addresses client needs.
L4	
L5	

Employability Skills and Personal Development Planning (PDP) Skills							
SCQF Headings	During completion of this module, there will be an opportunity to achieve core skills in:						
Knowledge and	SCQF 10						
Understanding (K and U)	Demonstrating a comprehensive knowledge of theoretical models in psychology applied to sport.						
	Demonstrating a critical understanding of the process of applied sport psychology service delivery.						
Practice: Applied	SCQF 10						
Knowledge and Understanding	Applying psychological models and principles to real world sport contexts.						

<sup>&</sup>lt;sup>1</sup> Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

<sup>&</sup>lt;sup>2</sup> The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

<sup>&</sup>lt;sup>3</sup> Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

<sup>&</sup>lt;sup>4</sup> Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

	Conducting a hypothetical needs analysis, design and suggest ways of evaluating an intervention.					
Generic	SCQF 10					
Cognitive skills	Providing reasoned judgements and analysis relevant to the selection and application of theory to sport psychology practice					
	Interpreting and translate theory to a client's needs.					
Communication,	SCQF 10					
ICT and Numeracy Skills	Presenting or conveying, formally and informally, information about models of psychology.					
	Using a range of IT applications to support and enhance work.					
	Interpreting, applying and evaluating data to achieve goals.					
Autonomy,	SCQF 10					
Accountability and Working with Others	Exercising autonomy and initiative in learning activities and assessment preparation during the module.					
	Working in ways which take account of own and others' roles and responsibilities when working as a team.					

Prerequisites	Module Code SPORO9058	Module Title The Psychology of Sport
	Other	
Co-requisites	Module Code	Module Title

## **Learning and Teaching**

In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.

The teaching and learning approach will use a flexible approach to learning with a combination of asynchronous and synchronous activities. Core theoretical content will be predominantly delivered through a series of online materials hosted on the VLE, including recorded lectures and engaging tasks. Synchronous sessions will comprise of interactive workshops and tutorials. Much of the learning will be achieved through experiential tasks, directed independent study tasks, group work and/or class discussion, and creative problem solving.

Learning Activities  During completion of this module, the learning activities undertaken	Student Learning Hours
to achieve the module learning outcomes are stated below:	(Note: Learning hours include both contact hours and hours spent on other learning activities)
Tutorial / Synchronous Support Activity	26
Asynchronous Class Activity	18
Independent Study	156
Please select	
Please select	
Please select	

**TOTAL** 200

#### **Indicative Resources**

The following materials form essential underpinning for the module content and ultimately for the learning outcomes:

Core texts:

Tod, D., and Eubank, E. (2020) Applied Sport, Exercise, and Performance Psychology. Current Approaches to Helping Clients. Abingdon, Oxon: Routledge.

Taylor, J. (2017) Assessment in applied sport psychology. Champaign, Il: Human Kinetics.

(N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk\*) to wait until the start of session for confirmation of the most up-to-date material)

### **Attendance and Engagement Requirements**

In line with the <u>Student Attendance and Engagement Procedure</u>, Students are academically engaged if they are regularly attending and participating in timetabled oncampus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time.

For the purposes of this module, academic engagement equates to the following:

In line with the Academic Engagement Procedure, Students are defined as academically engaged if they are regularly engaged with timetabled teaching sessions, course-related learning resources including those in the Library and on the relevant learning platform, and complete assessments and submit these on time. Please refer to the Academic Engagement Procedure at the following link: Academic engagement procedure

### **Equality and Diversity**

The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code.

In line with current legislation (Equality Act, 2010) and the UWS Equality, Diversity, and Human Rights Code, our modules are accessible and inclusive, with reasonable adjustment for different needs where appropriate. Module materials comply with University guidance on inclusive learning and teaching, and specialist assistive equipment, support provision and adjustment to assessment practice will be made in accordance with UWS policy and regulations. Where modules require practical learning or assessment, alternative formats and/or roles will be provided for students with physical disabilities which impact participation.

Please refer to the UWS Equality and Diversity Policy at the following link:

**UWS Equality and Diversity Policy** 

(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

Divisional Programn	ne Board	Spo	Sport Exercise Health						
Overall Assessment	Results	☐ F	☐ Pass / Fail ☐ Graded						
Module Eligible for		\	☐ Yes ⊠ No						
Compensation			If this module is eligible for compensation, there may be cases where compensation is not permitted due to						
		l l		-		n is not permitte requirements. Pl			
		1 -	the associated programme specification for details.						
School Assessment	Board	Spo	rt, Exerc	ise and	Health				
Moderator		Drev	w Wallac	е					
External Examiner		Ben	Ives						
Accreditation Detail	ls	N/A							
Module Appears in C catalogue	CPD		∕es ⊠ N	<b>1</b> 0					
Changes / Version N	lumber	1							
Assessment (also re	fer to As	sessm	ent Out	comes (	Frids be	low)			
Assessment 1									
Class Test									
Assessment 2									
Written Case study									
Assessment 3									
(N.B. (i) Assessment of below which clearly of (ii) An indicative sche assessment is likely to	demonstr dule listi	ate hov ng appr	v the lea oximate	rning ou times w	tcomes	of the module wi academic calen	ll be assessed. dar when		
Component 1									
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours		
Class Test						40			
			•			•			
Component 2									
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours		
Case Study		$\boxtimes$				60			
Component 3	Component 3								
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours		

Combined total for all components						hours

# **Change Control**

What	V	When	Who