

MODERNIZATION OF LEARNING PROCESS FOR SPORTS SWIMMING THRU GIF ANIMATOR SOFTWARE

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Keywords: students, swimming, software, visualization.

Abstract: This study makes important contributions in learning of swimming sport technique process within the aids of IT technology. Software such as GIF Animator has contributed to significant performance in terms of execution learning styles of the students swimming technique.

Introduction

For effective learning, the educational process must provide modern teaching and learning methods in order to achieve the main objectives of physical education and sport. Besides traditional methods of teaching, explanation, demonstration, we propose the use of application software for viewing animations kinograms to learn swimming.

Paul Muresan (1990) states that after learning activity we remember: 10% of what we read, 20% of what we hear, 30% of what we see, 50% of what we see and hear at the same time, 80 % of what you say, 90% of what we say and do at the same time.

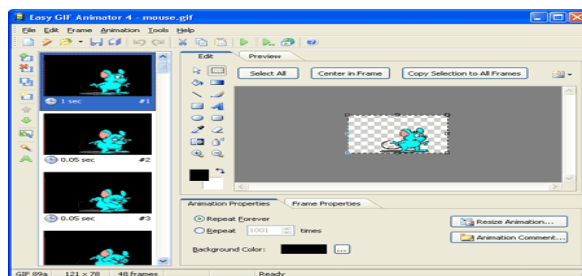
One of these applications is studied by the authors Easy GIF Animator program executions to observe technical and referral errors while running, students have the opportunity to correct mistakes regulators typically using methods (visual, animation). The motivation of this paper is Easy GIF Animator implementation in learning technical processes theoretically and practically swimming in the students of the Faculty of Physical Education and Sport in Suceava.

Easy GIF Animator is developed by Karlis Blumentals and distributed as shareware. With its special features, you can add special effects to animation. This program can handle any type of GIF animation.

Easy GIF Animator is a small and complex yet very easy to use to create and edit animated GIF with Easy GIF Animator can be:

- Creating animated GIF images
- Edit animated GIF images
- Add visual effects to animation GIF
- Add text and effects to animation GIF
- Export GIF animation to AVI, etc.

Application interface



The main menu consists of the following parts:

- Main Menu
- Toolbar
- List of frames
- Work area

Before creating an animation is done two or more individual images. With these pictures you can build an animated gif by sequential overlap.

Animation creation:

Step 1. Starting (using wizard)

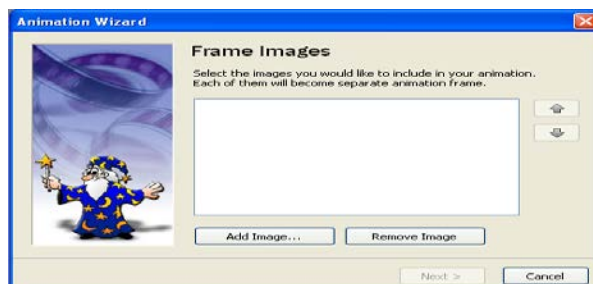


Fig. nr. 2

Step 2. Adding images

Step 3. Set the animation parameters

Step 4. View animation

Step 5. Saving animation

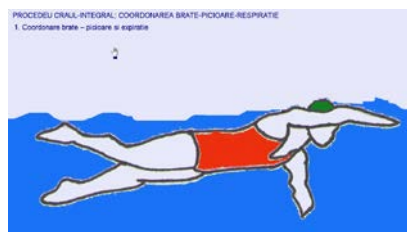


Fig. nr. 3



Fig. nr. 4



Fig. nr. 5



Fig. nr. 6

To see if the objective can be achieved on a multiple choice test was used before and after the program, students FEFS. The test contains 10 questions. Each question receives a point. The test was attended by 84 students.

Test before program implementation

Table nr.1

Questions	1	2	3	4	5	6	7	8	9	10
Students results	2	10	14	20	9	12	9	6	2	0

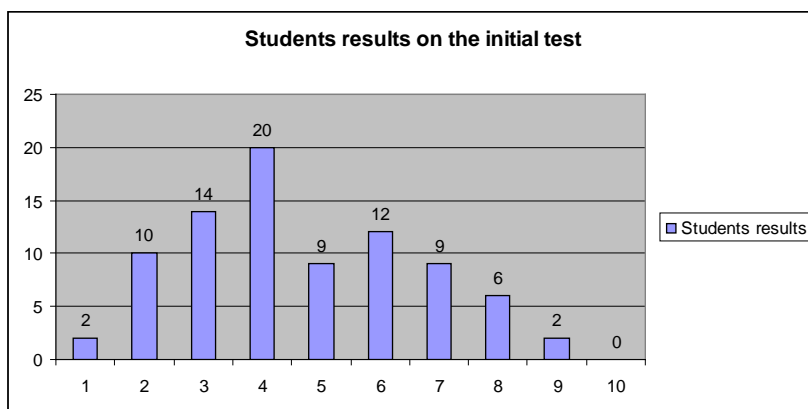


Diagram nr.1

It is noted that after the explanations given by the teacher, a very large number of students were unable to form an accurate picture of processes swimming technique, which prompted us to intervene with aids namely viewer application and explanation at the same time.

Further we present the assessment situation after technique presentation of the four methods using Easy GIF Animator program. Same number of students was evaluated for the 10 questions. After assessing students obtained the following results:

Test after using the program

Table nr.2

Questions	1	2	3	4	5	6	7	8	9	10
Students results	0	0	0	0	4	8	13	16	19	24

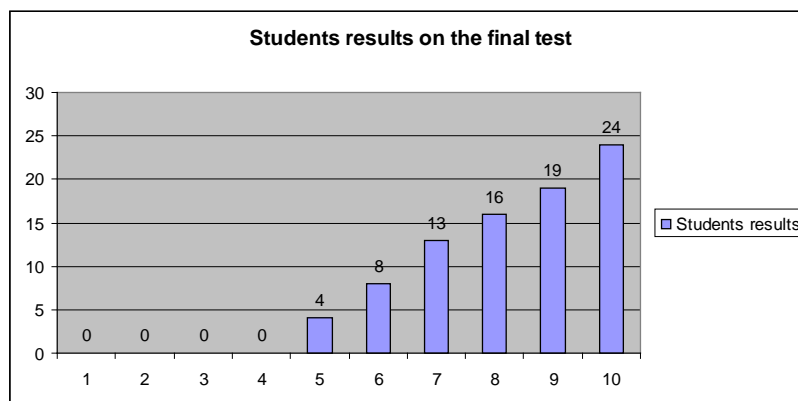


Diagram nr.2

As shown in the above chart, after the program most students improved their knowledge base on swimming technique procedures.

Conclusion

Gif animator software application type is important in the formation of corresponding image correct technical actions to be learned.

Using this method of learning can be observed an increase in the level of knowledge and involvement of students in during classes.

Following the final assessment success rate has increased considerably in comparison with the results achieved in the initial testing.

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Titlu: Modernizarea procesului de învățare a înotului sportiv prin aplicații software de tipul gif animator.

Cuvinte cheie: studenți, înot, aplicație software, vizualizare.

Abstract: Acest studiu aduce contribuții importante în ceea ce privește utilizarea în cadrul procesului de învățare a tehnicii înotului sportiv a unor mijloace ajutătoare din domeniul tehnologiei IT. Aplicația software de tipul GIF Animator a contribuit la obținerea unor performanțe însemnate în ceea ce privește învățarea tehnicii de execuție a stilurilor de înot de către studenți.

Titre: Mise à jour du processus d'apprentissage de la natation sportive par un logiciel de type GIF Animator.

Mots-clés: étudiants, la natation, le logiciel, visualisation.

Résumé: Cette étude apporte une contribution importante dans l'utilisation de l'apprentissage dans le sport de la natation aides technique en technologies de l'information. Des logiciels tels que GIF Animator a contribué à la performance significative en termes de technique d'exécution styles d'apprentissage de la natation étudiants.