



**EL DEPORTE
EN EL ESPACIO
FÍSICO-DIGITAL**

Arrasate, 16 de diciembre de 201



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Investigador

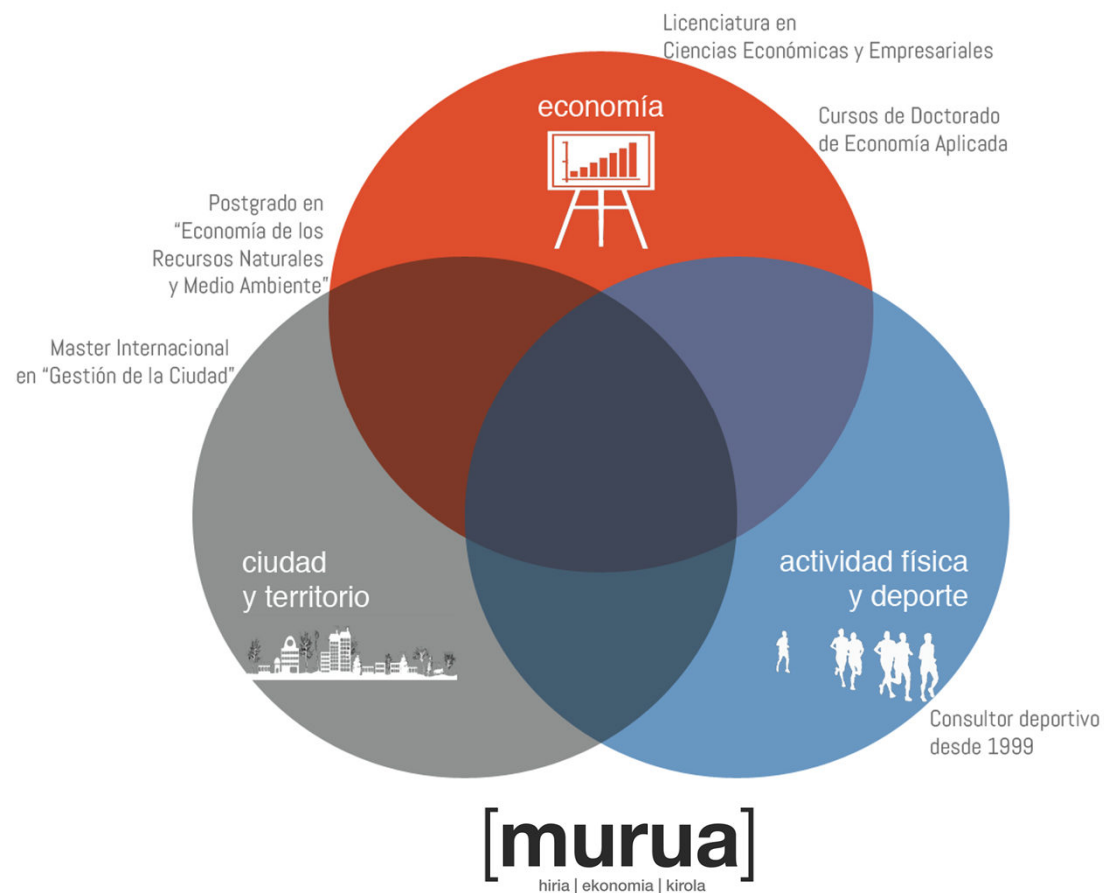
Trabajo como profesional independiente en el ámbito de la Gestión de las Ciudades y es especialista en Políticas Deportivas y de fomento de la Actividad Física. Miembro de KAIT – Asociación Vasca de Gestores del Deporte. A lo largo de 15 años de trabajo como consultor ha dirigido y apoyado el diseño y puesta en marcha de numerosos proyectos empresariales en el sector deportivo, así como Planes de Desarrollo Económico Local apoyados en el deporte.

Juanma@murua.eu

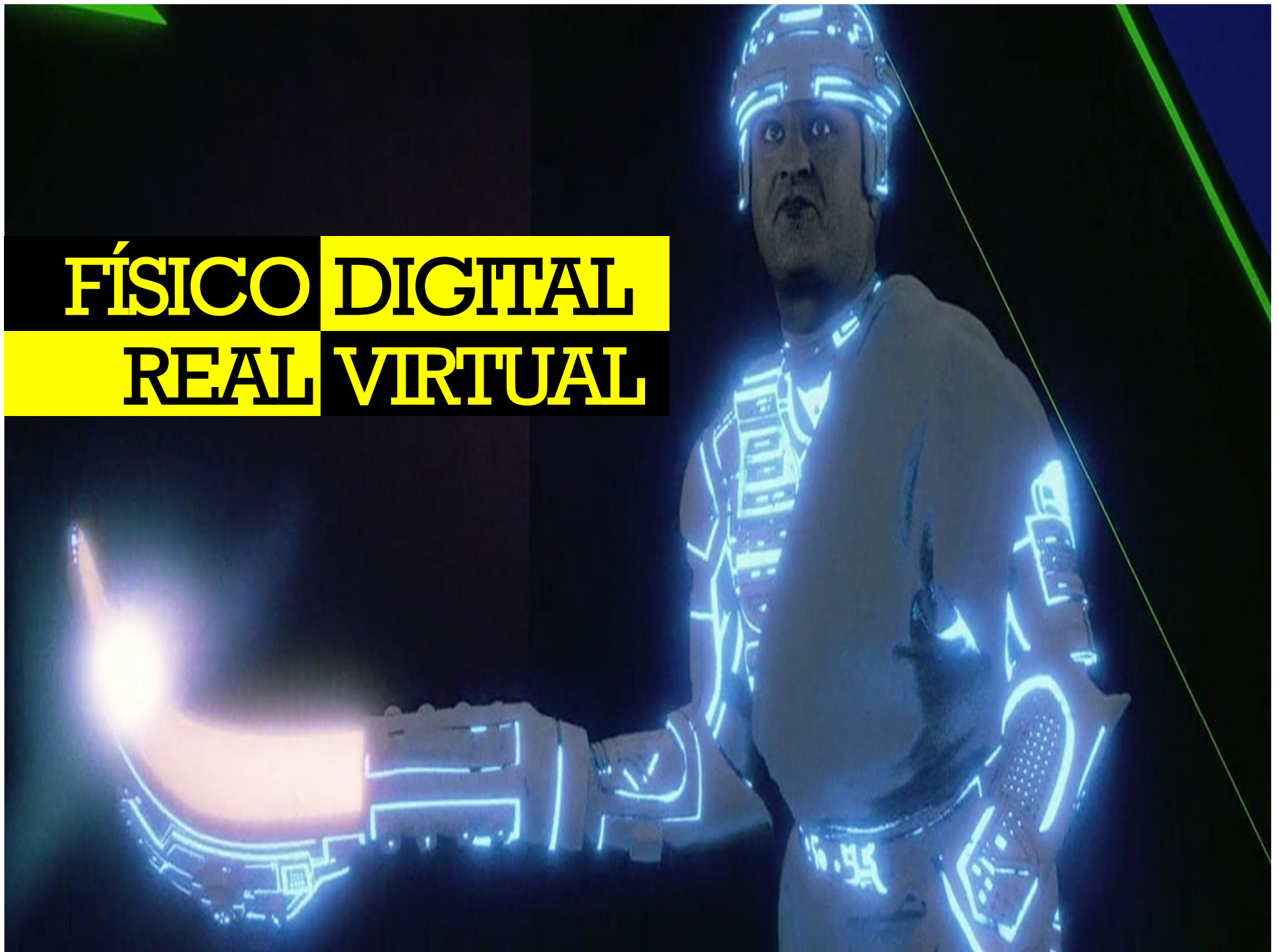
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<http://economiaenchandal.com>



FÍSICO DIGITAL
REAL VIRTUAL



5:6



DEPORTE

VIRTUAL

ESCENARIO

DIGITAL



E-SPORTS



E-SPORTS



¿COMPETENCIA AL DEPORTE ESPECTÁCULO?

CRECIMIENTO DE LA AUDIENCIA DE 1.500% EN 4 AÑOS

71,5 MILLONES DE ESPECTADORES VIRTUALES EN TODO EL MUNDO

TWITCH:

- 45 MILLONES DE USUARIOS,
- 12.000 MILLONES DE MINUTOS,
- 6 MILLONES DE RETRANSMISIONES

Vía Xataka: <http://www.xataka.com/consolas-y-videojuegos/17-cifras-para-entender-lo-que-mueven-l>

A photograph of a man and a woman playing a motion-controlled video game. The man, on the left, is wearing a brown t-shirt and has a beard. He is holding a white motion controller and looking intently at the screen. The woman, on the right, is also wearing a brown t-shirt and is holding a white motion controller. She is looking at the screen and has a focused expression. The background shows a window with white curtains and a dark door. The lighting is warm and indoor.

**ACTIVIDAD
FÍSICA
ESCENARIO
DIGITAL**



Wii[™] Sports





Wii Fit™



Nintendo

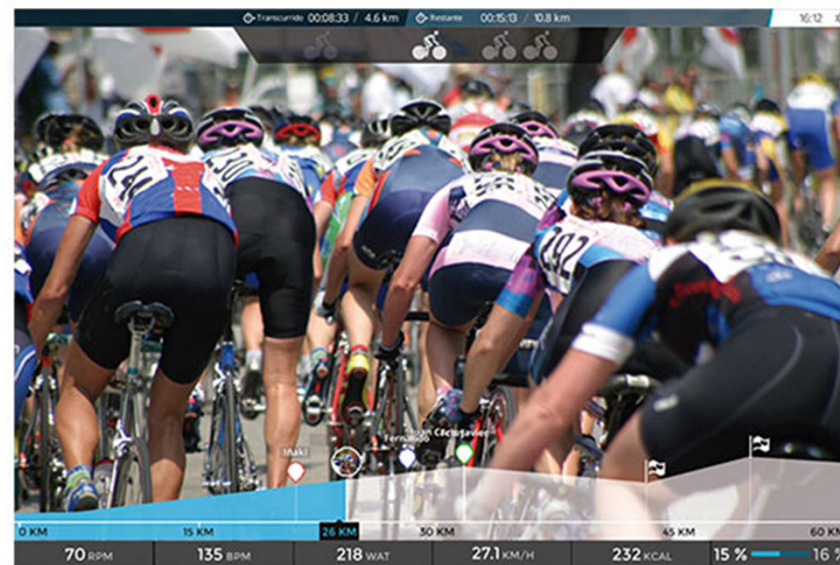
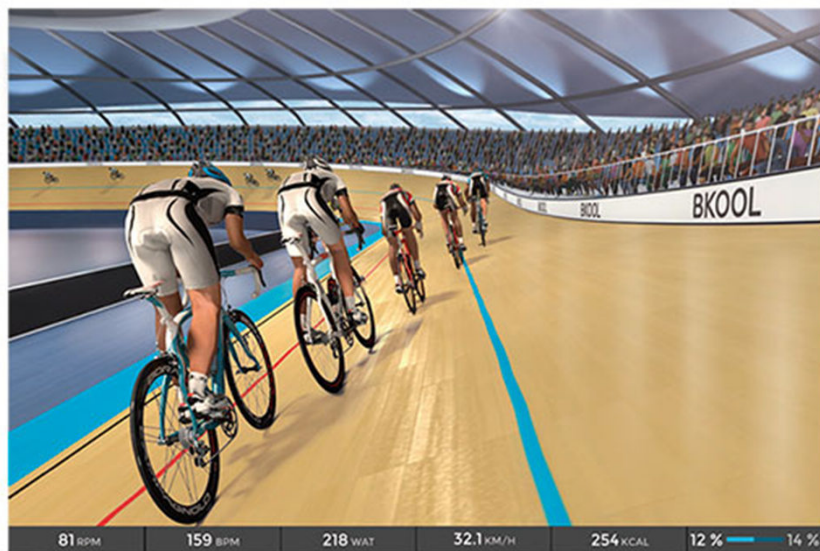


EUR



KINECT
SPORTS
SEASON TWO







ACTIVIDAD

FÍSICA

ESCENARIO

FÍSICO-DIGITAL

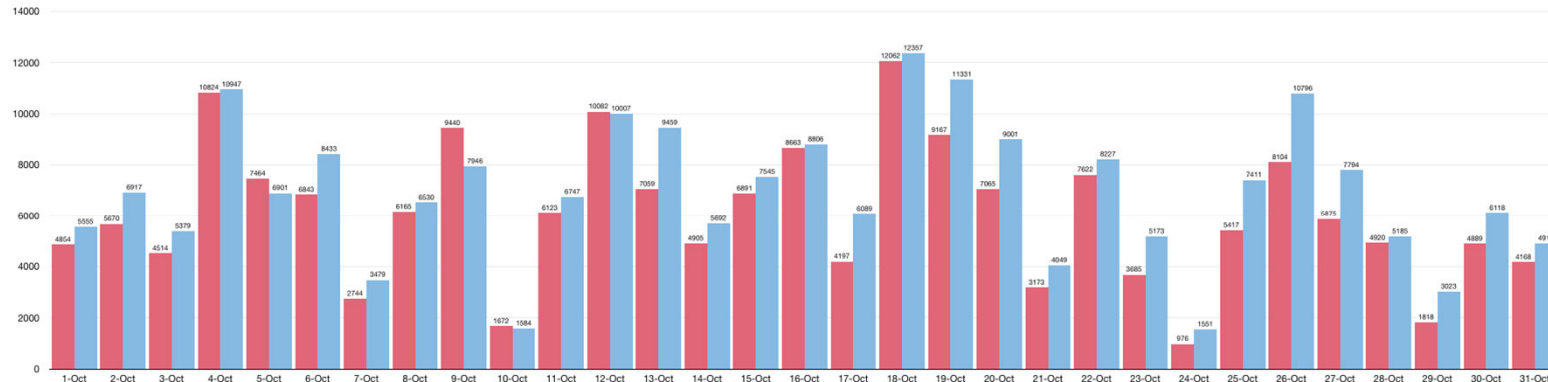


QUANTIFIED SELF

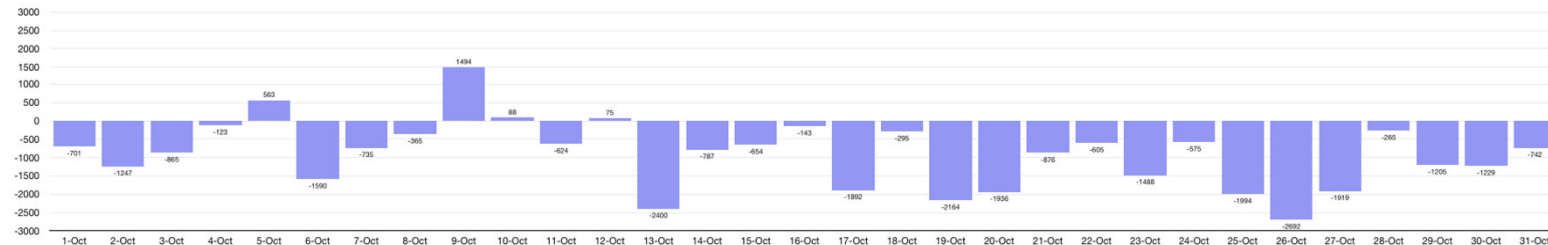


El teléfono móvil se perfecciona como medidor de la actividad física

iPhone M7 vs FitBit Zip



Difference













Notes

I used both devices as I would normally. So, when walking around, I carried my iPhone in my left jeans pocket, and my FitBit Zip in the right pocket. There were plenty of times where I used my phone while walking, which likely affected the results. Again, this was a test based on my own normal usage. I always had both devices on me, but no effort was made to keep them moving in perfect unison.

Also, these graphs aren't intended to be a statement about the accuracy of either the M7 or FitBit Zip — I have no idea which is more accurate and these graphs alone don't draw any conclusions. For my purpose, I think both work well.

@marcedwards

Funciones

-  Descripción general
-  Procesos de carga sencillos
-  Referencia rápida de estado
-  Registro de entrenamiento
-  Análisis útiles
-  Mapas detallados
-  Segmentación de datos
-  Repetición de actividades
-  Seguimiento de las metas
-  Récords personales

Comparte información con los demás usuarios


Personaliza tu perfil

La página de tu perfil te permite mostrar tus actividades, tu información personal como tus objetivos, ubicación o grupo. Tú controlarás lo que se muestra y quién lo ve.

REDES

SOCIALES


DIGITALES



Greg Smith
Denver, CO

Last 12 Months


| | | | |
|------------|----------|--------|----------------|
| 176 | 137 mi | 94 hrs | 477 ft |
| Activities | Distance | Time | Elevation Gain |



Personal Records

| Activity | Time | Year |
|-------------------|-------|------|
| 5 km Running | 18:14 | 2011 |
| 10 km Running | 44:14 | 2012 |
| Farthest Distance | 18 mi | 2012 |

Greg Smith 2 days ago
Training session

 2.3 mi | 15:27 @ 7:19 min/mi

Felt pretty good. Hoping I can get things going a little faster next time.

TENDENCIAS21

TENDENCIAS TECNOLÓGICAS

No hay viento favorable para el que no sabe a dónde va. Séneca.



...anidando ideas.
En 2013 las
echamos a volar

CIENCIA TECNOLOGÍA SOCIEDAD MEGATENDENCIAS MICROTENDENCIAS BREVES21 ENTREVISTAS21 LIBROS BLOGS CURSOS

REVISTA ELECTRÓNICA DE CIENCIA, TECNOLOGÍA, SOCIEDAD Y CULTURA. ISSN 2174-6850.

Búsqueda

Página de inicio > TENDENCIAS TECNOLÓGICAS

Zapatillas “inteligentes” ayudan a planificar entrenamientos y a evitar lesiones

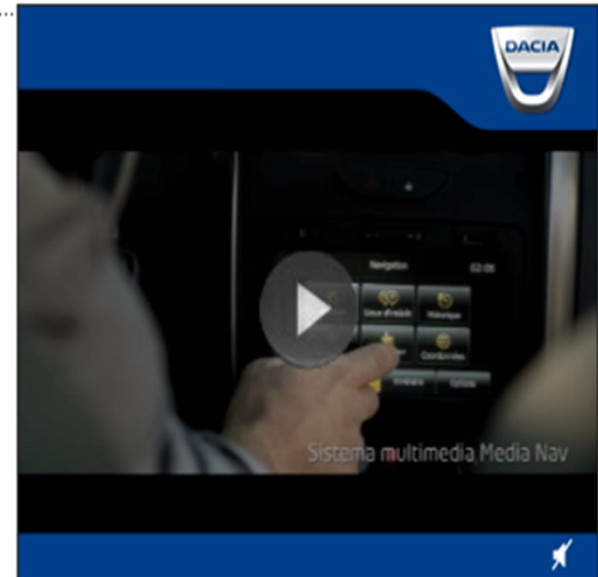
Científicos españoles y Kelme desarrollan un sistema basado en parámetros biomecánicos que mejora las deportivas

WEARABLE TECHNOLOGY

ca de ropa deportiva Kelme trabajan en el es decir, capaces, mediante un dispositivo entrenamiento y a evitar lesiones. El sistema es al usuario en tiempo real.



El Instituto de Biomecánica de Valencia (IBV) y la marca de ropa deportiva Kelme trabajan en el diseño de unas zapatillas de correr que llevarán integrado un dispositivo que permita a los deportistas planificar mejor su entrenamiento y evitar posibles lesiones durante la



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The shoe with built-in GPS: \$100 smart trainer vibrates to point you in the right direction - and even counts calories burned

- The Lechal shoe is the brainchild of two engineering students in Bangalore India and was originally designed to help visually impaired people
- Shoes are connected to a user's smartphone via Bluetooth to ascertain a person's current location as well as their destination
- They vibrate to tell the wearer to turn left or right
- Shoes and insoles can be pre-ordered for \$100

By SARAH GRIFFITHS

PUBLISHED: 14:47 GMT, 19 March 2014 | UPDATED: 16:32 GMT, 19 March 2014

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Reading a map on a smartphone can be distracting and cumbersome.

But now two engineers have created a shoe that can guide the wearer by simply vibrating.

The footwear's investors claim they have created the world's first 'haptic feedback shoe' and while they initially designed it to be used by the visually impaired, they think their technology could prove useful to anyone navigating their way around a new city.

Scroll down for video



The Lechal shoe (pictured) is the brainchild of engineers Anirudh Sharma and Krispian Lawrence, who originally designed it to help the estimated 285million visually impaired people across the globe

The Lechal shoe is the brainchild of Anirudh Sharma and Krispian Lawrence, engineering graduates from the University of Michigan, Ann Arbor and MIT, who now live in Bangalore, India and originally designed it to help the estimated 285 million visually impaired people across the globe.

The shoes will be connected to a user's smartphone via a Bluetooth connection to work out a person's location as well as their destination.

LECHAL SHOE FEATURES

Navigation: The shoes use haptic feedback (vibrations) to tell a wearer which way to turn to reach their destination.

They can do this as they are linked to a smartphone via Bluetooth to ascertain the wear's location and destination.

The shoes and insoles were originally designed to help visually-impaired people.

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SPORTS BUSINESS

Under Armour bulks up on a digital fitness platform

Published: Thursday, 14 Nov 2013 | 9:00 AM ET



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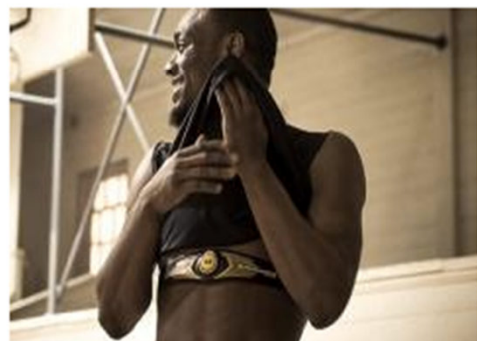
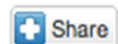
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Source: underarmour.com

Under Armour announced Thursday it is acquiring MapMyFitness in a \$150 million deal to take over the digital fitness tracking platform that has more than 20 million registered users.

MapMyFitness is an open platform that integrates more than 400 fitness tracking devices, sensors and wearables, Under

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Apple patenta unos auriculares inteligentes que permiten monitorizar la actividad física

Apple ha logrado la patente sobre unos auriculares especiales que monitorizan la actividad física de sus usuarios y pueden detectar gestos con la cabeza.

El 18 de febrero de 2014 por Jaime Domenech 0

La salud y el fitness son dos campos que han ido ganando relevancia en el universo Apple y ahora una nueva patente mete de lleno a la compañía en esos sectores.

La marca de la manzana ha conseguido la **patente sobre unos cascos inteligentes** que se podrán llevar **mientras se practica deporte y ejercicio**, y que gracias a la inclusión de sensores permite conocer el rendimiento del usuario, escriben en [Cnet](#).

El objetivo de Apple con ese dispositivo, que está preparado para detectar los gestos de los usuarios con la cabeza, estos puedan **conocer su actividad física, temperatura, sudoración y ritmo cardíaco**.

Lo cierto es que Apple también está preparando un **smartwatch** que presente la posibilidad de medir componentes como la sangre o monitorizar la actividad física del usuario, pero todavía toca esperar hasta que la marca de Cupertino estrene un dispositivo orientado al campo de la salud personal.

Get Started

UI Overview

Design Principles

Creating Notifications for Android Wear

Receiving Voice Input from a Notification

Adding Pages to a Notification

Stacking Notifications

Notification Reference

License Agreement

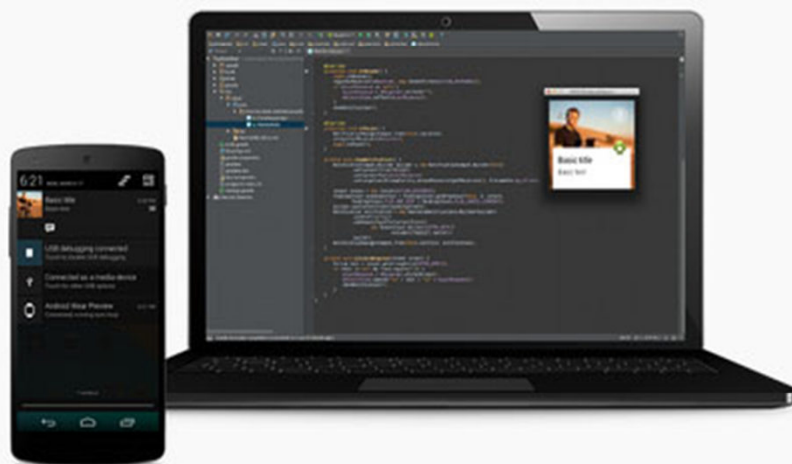
Get Started with the Developer Preview

The Android Wear Developer Preview includes tools and APIs that allow you to enhance your app notifications to provide an optimized user experience on Android wearables.

With the Android Wear Developer Preview, you can:

- Run the Android Wear platform in the Android emulator.
- Connect your Android device to the emulator and view notifications from the device as cards on Android Wear.
- Try new APIs in the preview support library that enhance your app's notifications with features such as voice replies and notification pages.

To get access to the Developer Preview tools, click the sign up button on the right, then follow the setup instructions below.



[Sign Up for the Developer Preview](#)

Signing up provides you access to:

- New notification APIs in the preview support library.
- Sample apps using the new notification APIs.
- The *Android Wear Preview* app for your mobile device, which connects your device to the Android Wear emulator.

Caution: The current Android Wear Developer Preview is intended for **development and testing purposes only**, not for production apps. Google may change this Developer Preview significantly prior to the official release of the Android Wear SDK. You may not publicly distribute or ship any application using this Developer Preview, as this Developer Preview will no longer be supported after the official SDK is released (which will



Co.EXIST



**Invisibles, Not Wearables,
Will Profoundly Change
Health Care**

**DIFFERENTES
SENSORES
DE
DATOS**

RACE YOURSELF

BEHIND!
4M

KEEP UP!



TIME

01:42.80



DISTANCE

0.29KM



CALORIES

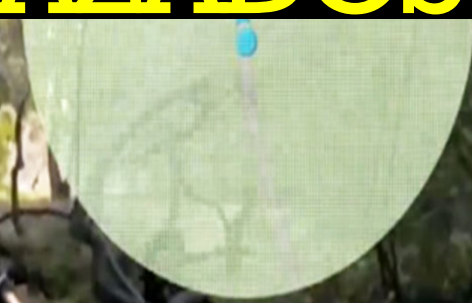
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PACE/KM

3:47

DATOS Y
REALIDAD FÍSICA
ENTRELAZADOS



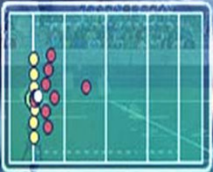
DIFERENTES PROYECTORES DE DATOS





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00:55

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MILA

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