

c) 2/3 attendance.



ID	3073
Curricular Unit	Digital Media and Sport Management
Regent	Alcides Vieira Costa
Learning Outcomes	a) Understand the relationship between digital media, sport and society; b) Understand the role of digital platforms in the context of sports organizations; c) Identify common and distinctive features of online platforms; d) Identify and develop conceptual frameworks for understanding the sport consumer experience through digital media, including social medias; e) Understand the impact of consumer involvement for sports organizations through digital media; f) Mastering strategic models for the development of digital media for sport organizations.
Syllabus	a) Relationship between digital media, sport and society  The impact of globalization on communication and information technologies;  The new economy and its relations with digital media and sport.  b) Digital platforms in the context of sport  Concepts;  Characteristics and applications;  Processes of improvement and productivity.  c) Managing the consumer experience in the online context  Models to analyze the experience;  Interveners of the use of digital media by consumers.  d) The involvement of the online sports consumer  Conceptualization of involvement in the online context;  Social networks in the management of consumer involvement.  e) Strategic model for the new media in sport  Involvement with sports entities;  Motivations of the users;  Contents;  Design;  Performance;  Usability;  E-commerce.
Evaluation	The evaluation will be done through: a) Group work (50%, > 10 values); b) Presentation of a group work (50%, > 10 values); a) 2/2 attendance

communication. 2 Ed. US: Human Kinetics.  Manuel Castells (2012). Era da informação: Economia, sociedade e cultura 4ª Edição. Lisboa: Fundação Calouste Gulbenkian.	Bibliography	Manuel Castells (2012). Era da informação: Economia, sociedade e cultura - 4ª Edição. Lisboa: Fundação Calouste Gulbenkian. Manuel Castells (2004). A galáxia internet - reflexões sobre internet,
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