

Voici une compilation de la recension de janvier 2022. Vous y trouverez 36 références. Vous noterez dans cette revue de littérature une certaine concentration d'articles liés à l'aménagement d'espace vert, de plein air. À quand une concentration dans vos préoccupations plus spécifiques? Nous y travaillons en modifiant nos mots clefs et lorsque vous nous précisez vos besoins.

Article coup de cœur du mois :

["What's next? Calling beer-drinking a sport?!": virtual resistance to considering eSport as sport](#)

L'équipe de l'OQL vous souhaite de belles découvertes !

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## 1. Développement du sport

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Résilience organisée  
Anti-fragilité  
Stresseur extérieur



[Theorising organisational resilience for sport management research and practice](#)

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eSports  
Genre  
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[Augmenting the formation of esports gameplay intention: interaction effects of genre and gender](#)

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eSports  
FIFA  
Sports traditionnels



["What's next? Calling beer-drinking a sport?!": virtual resistance to considering eSport as sport](#)

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eSports  
Performance  
Sports traditionnels



[The future of eSports : factors affecting performance in Thailand](#)

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Histoire des femmes  
Mode  
Brassière de sport



[The Material Culture of the Sports Bra: Supporting Innovation and Femininity in Athletics](#)

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eSport  
Enfants autistes  
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Digitalisation  
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Entraînement



[The impact of COVID-19 lockdowns on Norwegian athletes' training habits and their use of digital technology for training and competition purposes](#)

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Financement		<a href="#"><u>Effective Sporting Organisations: A Practitioner’s Perspective</u></a>
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## 2. Développement du loisir


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Covid-19		
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Partage de promenade		

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Loisir en plein air		<a href="#"><u>To whom does this place belong? Whiteness and diversity in outdoor recreation and education</u></a>
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Pensée systémique Modèles mentaux Propriétés émergentes		<a href="#">Thinking like a system in the turbulent world of outdoor recreation management</a>
Covid-19 Parcs publics Distanciation physique		<a href="#">Predicting physical distancing on recreational trails during COVID-19</a>
Consommation Chine Transition économique		<a href="#">Green Transition and Sustainable Social Governance</a>
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Ville verte Nature urbaine Accessibilité		<a href="#">What Ways Are There to a Green City?</a>
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## 4. Développement de l'activité physique

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universitaires  [Development of smartphone application for personalized physical fitness education for university students in COVID-19 pandemic era](#)

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## 5. Sécurité et intégrité dans les sports

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Politiques [Past, Present, Future: Policy and Gender Equity in English Sport Leadership and Governance](#)

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# Résumés

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## 1. Développement du sport

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### Theorising organisational resilience for sport management research and practice

**Purpose/Rationale:** Helping individuals and teams achieve their goals by being resilient is an established research field in sport. How sport organisations can be resilient in adversity is comparatively neglected, so the purpose is to provide firm foundations for conceptualising organisational resilience in sport management.

**Research question:** “How can organisational resilience best be theorised for sport management research and practice?”

**Design/Methodology/Approach:** From a critique of the resilience literature, a new Framework for Organisational Resilience Management (FfORM) is developed, based on the theory of organisational resource conversion and the separation of normative and descriptive levels. The FfORM is applied to sport management contexts, including the resilience of National Governing Bodies of Sport (NGBs) to reductions in UK Sport funding.

**Results and Findings:** Organisational resilience is conceptualised as a means to an end, to achieve externally generated goals, emphasising its dynamic, temporal nature. The FfORM illuminates the challenges for NGBs in developing organisational resilience because of trade-offs in the actions they take.

**Practical implications:** As well as being an evaluation tool, the FfORM will be of utility to sport organisations addressing the unprecedented challenges arising from COVID-19.

**Research contribution:** Development of theory on organisational resilience, for use in both sport and other contexts.

Bostock, J., & Breese, R. (2021). [Theorising organisational resilience for sport management research and practice](#). *Managing Sport and Leisure*, 1-17. doi:10.1080/23750472.2021.1930113

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## Augmenting the formation of esports gameplay intention: interaction effects of genre and gender

**Purpose:** While each genre and gender has been revealed as significant moderators for esports gameplay intention, exploring the interaction effects between genre and gender could broaden our understanding of the drivers' relative effects on esports gameplay intention. Thus, the purpose of this study is to examine the interaction effects of gender and genre in the relationship between esports gameplay intention and its drivers (i.e. hedonic motivation, habit, price value, effort expectancy, social influence and flow).

**Design/methodology/approach:** The hypothesized model was examined using data from a sample ( $N = 1,194$ ). For the purposes of data analysis, confirmatory factor analysis and structural equation modeling were used to examine the hypothesized model. Then, a series of structural invariance tests were conducted to compare the interrelationship between the six determinants and esports gameplay for the six-group model.

**Findings:** The results of the six-group model comparison indicated that the interaction between gender and genre moderates the relationship between drivers and esports gameplay intention. In particular, the following moderation effects were observed: (1) "social influence-esports gameplay intention" between "male-physical enactment" and "female-physical enactment"; (2) "habit-esports gameplay intention" and (3) "effort expectancy-esports gameplay intention" between "female-imagination" and "female-physical enactment"; (4) "hedonic motivation-esports gameplay intention" and (5) "effort expectancy-esports gameplay intention" between "female-physical enactment" and "female-sport simulation."

**Originality/value:** The findings of this current study contributed to clarifying the genre and gender effects in esports gameplay intention and thus the extension of the Esports Consumption (ESC) model (Jang *et al.*, 2020a) and the technology adoption literature. Since the ESC model grounded the Unified Theory of Acceptance and Use of Technology 2 (UTAUT2), the improvement of the ESC model extended UTAUT2. In consumer behavior research in the esports context, this current study contributed to the extension of UTAUT2 on the new moderating mechanisms by adding the interaction between gender and esports game genre.

Jang, W., Byon, K. K., Williams, A., & Pedersen, P. M. (2021). [Augmenting the formation of esports gameplay intention: interaction effects of genre and gender](#). *Sport, Business and Management: An International Journal*, 11(5), 620-646. doi:10.1108/SBM-04-2021-0049

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## "What's next? Calling beer-drinking a sport?!": virtual resistance to considering eSport as sport

The purpose of this paper is to study virtual resistance towards the introduction of Norway's first professional eSport league in the category of sport video games (SVGs), Eserien – the professional FIFA league and its inclusion in the Norwegian Football Federation. A qualitative content analysis of texts published from the first season of Eserien was launched (December 2018) and during the first season of Eserien (April 2019 to December 2019) in Norwegian online spaces.

Based on this approach, a total of 23 texts were subjected to a qualitative content analysis. The theoretical framework for the analysis of the material is Guttman's (1978/2004) characteristics of modern sport and processes of sportification, as well as conceptualizations of the sport-health ideology in national and international sport policies today. The arguments made against the inclusion of the professional FIFA league Eserien as part of the Norwegian Football Federation revolves around three main themes: (1) eSport as something unhealthy and inactive, (2) issues of cheating and match fixing in professional eSports and (3) threats professionalized eSport poses for traditional football clubs and players in terms of securing sponsorship and gaining media attention.

A limitation is the small sample size consisting of data from the first season of the first professional FIFA league organized by a Norwegian governing sport body. More research is needed to support the results found here, and readers should be careful

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to transfer the findings from this study to other sporting contexts. This study is an empirical exploration of resistance towards eSport expressed by traditional sport fans. These insights expand on existing sport management research on spectators, commercialization and professionalization of eSport.

Tjønnndal, A. (2020). [“What's next? Calling beer-drinking a sport?!”: virtual resistance to considering eSport as sport](#). *Sport, Business and Management: An International Journal*, 11(1), 72-88. doi:10.1108/SBM-10-2019-0085

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## THE FUTURE OF E-SPORTS: FACTORS AFFECTING PERFORMANCE IN THAILAND

E-Sports or electronic sports is becoming famous throughout the world in this present day. When comparing with traditional sports, e-sports can be viewed as a growing industry due to the rise in the number of gamers and prize earnings. This study aims to (1) emphasize the importance of e-sports on a global scale, (2) study the differences between traditional sports and e-sports, and (3) analyze the e-sports performance based on economics factors in Thailand. The data set of e-sports performance consists of Thailand prizes awarded in e-sports tournaments from 2010-2019, a total of 10 years. The study is carried out using the descriptive statistics and regression model, Ordinary Least Square (OLS) approach, as analysis methods. The results were divided into three parts. Firstly, gaming industry is growing rapidly which gives a new opportunity to emerging countries especially for SEA region. Secondly, traditional sports and e-sports have five main attributes differences, which are the cost of participation, professional training, award, contract, and government support. Lastly, in terms of economic factors, internet subscription is positive significant on the e-sport total prize winning. On the other hand, the factors of gross capital formation and high-technology export is insignificant for e-sports. From the result, focusing on the construction of internet broadband infrastructure can be one direction to position the country as a global leader in the e-sports sector, as well as attracting foreign players and investors to come and invest more in Thailand.

Soodmee, T., & Jaroenwiriyaikul, S. (2021). [THE FUTURE OF E-SPORTS:FACTORS AFFECTING PERFORMANCE IN THAILAND](#). Paper presented at the 14th National and 1st International Conference on Humanities and Social Sciences, Virtual Conference.

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## The Material Culture of the Sports Bra: Supporting Innovation and Femininity in Athletics

The invention of the sports bra by Lisa Lindahl, Hinda Miller, and Polly Palmer Smith in 1977 is a pivotal moment in women's history: it not only influenced women's stylistic choices in clothing, but also critically impacted their participation in athletics. These women were frustrated with the lack of support their regular brassieres offered for running and took it upon themselves to solve the issue. Lindahl's husband pulled a jockstrap around his chest, and although this was intended as a joke, it inspired the first sports bra: the Jockbra (later renamed as the Jogbra), which resembled two jockstraps sewn together.

As an object, the sports bra is able to inform the viewer about the culture surrounding it: of athleticism, femininity, technology, fashion, and business. A material culture analysis of the original Jogbra patent, fabric choices for sports bras, the evolution of the sports bra, advertisements, and the photograph of Branti Chastain's victory in the 1999 Women's Soccer World Cup will be utilized to understand how the sports bra impacts women's broader experiences in society. Gender equality in athletics has been typically overlooked in academic scholarship and this paper intends to show the relevance of sports for women's history through an analysis of the development of the sports bra. Although sports bras have been sexualized and presumed to be trivial by the media and general public because of their role as undergarments, the sports bra revolutionized women's participation in athletics.

Pownall, K. (2021). [The Material Culture of the Sports Bra: Supporting Innovation and Femininity in Athletics](#). *The Coalition of Master's Scholars on Material Culture*. Retrieved from <https://cmsmc.org/publications/sports-bra>

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## Teaching esports to young students with autism: Exploring pedagogical possibilities and challenges

Esports is on the rise as a leisure activity and also as a pedagogical activity. In this paper, we explore how Danish teachers within special needs education experience the pedagogical possibilities and challenges related to the educational use of esports activities. More specifically, we interviewed teachers from four different public institutions and a teacher from a commercial esports provider that offers specially organized education aimed at young people (16-25 years old) diagnosed with autism spectrum disorder.

The results indicate that teachers generally have positive experiences with esports activities using Counter-Strike: Global Offensive (CS:GO) in relation to increasing students' well-being and social relations. However, there are also clear differences in the teachers' game literacy, as well as how they facilitate game activities through their own teaching or by visits to an external esports provider. The findings suggest that esports activities can be used as a valuable teaching resource, but that this requires expertise, ownership, and awareness among teachers of the educational possibilities and challenges.

Nielsen, R. K. L., Hanghøj, T., Boller, M., & Mollerup, P. (2021). [Teaching esports to young students with autism: Exploring pedagogical possibilities and challenges](https://doi.org/10.1145/3472538.3472556). Paper presented at the The 16th International Conference on the Foundations of Digital Games (FDG) 2021, Montreal, QC, Canada. <https://doi.org/10.1145/3472538.3472556>

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## The impact of COVID-19 lockdowns on Norwegian athletes' training habits and their use of digital technology for training and competition purposes

This article examines how strict nation-wide regulations and lockdowns affected athletes' training habits in Norway and, more specifically, their use of digital technology for sports training and competition purposes. This is analyzed using quantitative survey data from 953 Norwegian athletes collected during a lockdown in the spring of 2020. The results show that the athletes' use of digital technology for online training increased significantly during the lockdown.

Logistic regression analyses indicate that there are age and gender differences in athletes' participation in online training and virtual sports competitions. Female athletes are more likely to participate in online training than male athletes, while male athletes are more likely to participate in virtual sports competitions than female athletes. Older athletes are more likely to participate in virtual competitions than younger athletes. Athletes living in urban areas are more likely to participate in digital training than those living in rural areas.

Tjørndal, A. (2021). [The impact of COVID-19 lockdowns on Norwegian athletes' training habits and their use of digital technology for training and competition purposes](https://doi.org/10.1080/17430437.2021.2016701). *Sport in Society*, 1-15. doi:10.1080/17430437.2021.2016701

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## Benefits of Recreational Gaming and eSports for Young People: Literature Review

The aim of this review is to look at how gaming can support young people in the domains of community building (section A), career pathways (section B) and the development of soft skills (section C). In section A we focus on how games and esports can have beneficial effects for young people and their environment, including social networks, school, and society at large. We consider mental health and wellbeing to be an integral part of healthy communities, so this will be discussed in this section as well. In section B we give an overview of the career pathways in Australia that are related to recreational games, as well as the benefits that recreational gaming might offer for employment opportunities. In section C we focus more explicitly on the soft skills that can be developed by gameplay. We discuss a selection of 21st century skills that have attracted academic interest, such as teamwork, leadership skills, self-regulation, creativity, and academic interest.

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Zomer, C., Magee, L., & Third, A. (2021). [Benefits of Recreational Gaming and eSports for Young People: Literature Review](https://static1.squarespace.com/static/5d48cb4d61091100011eded9/t/61a898f7303ae90453c53120/1638439166125/GameOn+Literature+Review.pdf). Retrieved from Sydney: <https://static1.squarespace.com/static/5d48cb4d61091100011eded9/t/61a898f7303ae90453c53120/1638439166125/GameOn+Literature+Review.pdf>

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### **Effective Sporting Organisations: A Practitioner's Perspective**

The success of national sporting systems depends on the effectiveness of its component parts. In Australia and many countries with similar sports systems, these are the national and state/regional sporting organisations through which sport is developed and promoted domestically and athletes are groomed for international competition. This paper seeks to identify the factors essential for the effectiveness of those organisations. It takes as a model a major sports research paper released in 2015. Entitled Successful Elite Sports Policies: An International Comparison of Elite Sport Policies in 15 Nations, this paper identified policy factors leading to national sporting success in the international arena by the countries covered, based on placings over a number of Olympic Games. It is now known as the SPLISS study. Based on extensive research over the 15 nations examined, the study concluded there were nine essential pillars supported by 138 critical success factors leading to a nation's sporting success. Australia ranked highly in meeting these factors, aligned with its success in international sport in recent years. National sporting organisations vary greatly in terms of size, funding and popularity. There are nevertheless certain principles contributing to success applicable to all. Like the SPLISS model, nine central pillars that contribute to an effective national sports organisation are identified, being finance support; governance, management and culture; program operations; talent identification and development; athlete welfare; training facilities; coaching; competition; and sports sciences. Critical success factors are identified under each pillar.

Ferguson, J. (2021). [Effective Sporting Organisations: A Practitioner's Perspective](https://www.scirp.org/journal/paperinformation.aspx?paperid=113802). *Open Journal of Social Sciences*, 9, 167-211. Retrieved from <https://www.scirp.org/journal/paperinformation.aspx?paperid=113802>

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### **Understanding the Perceptions of Master Coach Developers in the National Coaching Certification Program**

The National Coaching Certification Program is an adult education program in Canada that provides education to individuals engaging in sport coaching. In this program, certification is achieved through a successful evaluation. This research examines the perceptions of master coach developers, leaders of coach education in Canada, specifically exploring what factors contribute to them feeling confident and competent in leading National Coaching Certification Program evaluations. Ten master coach developers from across Canada were interviewed, and the following themes were identified: opportunity to engage, connection with participants, and perceptions of evaluation tools and processes. Constructivist grounded theory guided the research, supporting the development of the theory of evaluation leadership in the National Coaching Certification Program. This theory describes the impact of focusing on relationship, process, preparation, and practice on the perceived competence and confidence of program leaders in adult learning.

Kloos, K., & Edwards, J. (2021). [Understanding the Perceptions of Master Coach Developers in the National Coaching Certification Program](https://doi.org/10.1123/iscj.2021-0016). *International Sport Coaching Journal*, 1-11. doi:10.1123/iscj.2021-0016

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## 2. Développement du loisir

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### **The Influence of Power on Leisure: Implications for Inclusive Leisure Services**

Many people experience domination as they encounter oppression and marginalization because of power differentials limiting their leisure. We rely on Foucault for guidance to examine connections between power and opportunities for people to be included in leisure and recognize that, like Foucault, we experience privilege. Considering such privilege, we explore power and people connections, scrutinize ways power influences leisure, and examine methods to promote or resist power to increase leisure. Drawing on the analysis of power and leisure, we examine how discourse influences leisure and identify ways to facilitate inclusive leisure. We consider these aspects via Allen's (1998) modalities of power-over, power-to, and power-with. Analyzing these modalities, we address barriers to leisure associated with power, strategies people use to engage in resistance through leisure, and ways inclusive leisure might occur. We conclude that each person can make positive contributions and offer inclusive leisure.

Francisco Javier Lopez, F., & John, D. [The Influence of Power on Leisure: Implications for Inclusive Leisure Services](#). *International Journal of Environmental Research and Public Health*, 18(2220), 2220. doi:10.3390/ijerph18052220

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### **Les enjeux des pratiques inclusives dans le domaine des loisirs. Du projet inclusif à la question des inscriptions sociales**

Inclusive practices in the area of recreation for children or adults with disabilities are one dimension of the collective commitment to a future society that would ideally be transformed into an "inclusive" society. Such a society should be able to ensure access to common social practices for all its members, regardless of their singularities, differences, and disabilities. But transforming high-performance, competitive, individualistic societies into inclusive societies is a paradoxical challenge, as Charles Gardou has already pointed out. As such, this inclusive project, insufficiently worked on and understood, can lead to a reproduction, or even a worsening, of situations of disability. How can we ensure that access to shared leisure spaces and ordinary leisure time practices for children, adolescents, or adults with disabilities is not limited to a tolerated co-presence with other actors? Leisure, as unconstrained time and free space, is particularly conducive to the inclusive project. The study of the forms and dynamics of sustainable social inclusion of people with dis/abilities in different leisure sport environments reveals some of the essential characteristics of inclusive leisure configurations: self-determination, gift-giving and reciprocity, plurality of experiences, and free and non-timed time.

Marcellini, A. (2021). [Les enjeux des pratiques inclusives dans le domaine des loisirs. Du projet inclusif à la question des inscriptions sociales](#). *Loisir et Société / Society and Leisure*, 1-16. doi:10.1080/07053436.2021.1935427

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### **Leisure self-care, health and well-being in women's lives**

Much of the self-care literature originates from the biomedical field and focuses on managing health-deviations. In the social sciences, there has been an increased interest in self-care as a method to promote well-being; yet self-care has not been taken up in the leisure literature. In this article, we examine how 'self-care' is conceptualized across multiple disciplines and advance the concept of leisure self-care. Emphasis is placed on women's lives and the potential for leisure self-care to reproduce, resist, or maintain gender-related ideologies (e.g. femininity, motherhood and caregiving) as well as the need to integrate research within a broad range of theories and perspectives. Finally, we identify future directions for leisure self-care research.

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Petty, L., & Trussell, D. E. (2021). [Leisure self-care, health and well-being in women's lives](#). *Annals of Leisure Research*, 24(3), 328-339. doi:10.1080/11745398.2019.1652661

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### **Innovative Leisure Practices: Cases as Conduits Between Theory and Practice Special Issue – Focus on Student Research**

The World Leisure Centre of Excellence (WLCE) at Vancouver Island University is privileged to share its fifth volume of case studies, as part of the Innovative Leisure Practices series. The series aims to provide a forum for the exchange of innovative practices in leisure. Innovative practices are defined as any unique, modern or promising approaches, strategies, or techniques that have been used to address current issues, opportunities, or trends in leisure. Our publication aims to attract many types of authors for diverse audiences. Our objective is to attract contributions from faculty and students in leisure-related academic programs internationally. It is our working assumption that scholars and scholarship can benefit from having current examples that showcase how researchers and practitioners are approaching common issues, opportunities, and trends. We also aim to create a platform for scholars and practitioners to share their innovative practices and opportunities to gain insight from research undertaken in diverse applied leisure contexts.

Excellence, W. L. C. o. (2021). [Innovative Leisure Practices: Cases as Conduits Between Theory and Practice Special Issue – Focus on Student Research](#) (Vol. 5). Nanaimo, BC: VIU Press.

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### 3. Développement du plein air

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#### **Covid-19 and outdoor recreation management: Increased participation, connection to nature, and a look to climate adaptation**

Outdoor recreation management perspectives were investigated based on the general perception of increased public outdoor recreation participation during the Covid-19 pandemic and supported by survey research at local, regional, and national levels in Sweden. There is an interest in how outdoor recreation professionals perceived outdoor recreation by the public during the pandemic and whether professionals could identify specific implications from the Covid-19/outdoor recreation experience.

Climate adaptation literature supports the idea that current global challenge coupled with projections for ongoing challenge requires a pro-active approach; this turn to climate adaptation for potential consideration or guidance is based on characteristics that the Covid-19 pandemic shares with climate change. Outdoor recreational professionals' review of a recent public survey and subsequent semi-structured interviews with this group were conducted to obtain outdoor recreation professionals' detailed perceptions on survey outcomes. Results show that the professionals confirm a rapid and significant increase in outdoor recreation participation.

Further, professionals identified critical trends in the increase of new or inexperienced outdoor recreation participants. A positive and proactive list of implications emerged as themes of the interviews. A review and synthesis of the themes support the national goals for outdoor recreation in Sweden. Further, results indicate a current opportunity for outdoor recreation to address concerns for diminishing nature experience and support connectedness to nature. The connectedness to nature outcome further strengthens the comparison with climate adaptation strategy given the potential relationship between connectedness to nature and pro-environmental behavior.

Beery, T., Olsson, M. R., & Vitestam, M. (2021). [Covid-19 and outdoor recreation management: Increased participation, connection to nature, and a look to climate adaptation](#). *Journal of Outdoor Recreation and Tourism*, 36. doi:10.1016/j.jort.2021.100457

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#### **Exploring the viability of walk-sharing in outdoor urban spaces**

Pedestrians, while walking alone, feel unsafe and vulnerable in certain outdoor spaces at certain times of the day. This fear of victimisation often leads pedestrians to avail costlier alternatives, such as taking viable detours or abandoning walking altogether and switching to alternative forms of transport. This fear reduces the appeal of walking, the most basic transport mode, and one that is essential for preserving our physical and mental health. In this study, we introduce walk-sharing, a hypothetical buddy-service, which is aimed at encouraging people to choose walking when it is viable, and not pursue alternative modes. In walk-sharing, a potential pedestrian will get matched to another so that they are able to walk together, instead of walking alone, and thus overcome any potential fear that arises out of seemingly unsafe walking environments. To understand whether walk-sharing can be beneficial for the community, this study will outline its core concepts and explore its viability under different plausible scenarios. We use agent-based modelling techniques under synthetic and realistic scenarios to understand the conditions in which walk-sharing will produce acceptable outcomes.

Bhowmick, D., Winter, S., Stevenson, M., & Vortisch, P. (2021). [Exploring the viability of walk-sharing in outdoor urban spaces](#). *Computers, Environment and Urban Systems*, 88. doi:10.1016/j.compenvurbsys.2021.101635

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### **To whom does this place belong? Whiteness and diversity in outdoor recreation and education**

Dominant Western cultural narratives of the outdoors imbue 'natural' places as sites of recreation, adventure, and respite from an otherwise fast-paced 'unnatural' world. This paper explores the seeming lack of racial and ethnic diversity among advocates of outdoor leisure and education in Canada, a characteristic that may reflect the preponderance of white, middle-class constituents in mainstream environmental movements in the West.

Through critical discourse analysis, and inquiry into lived experiences, the authors, two immigrant settlers from Taiwan, question the ways that environmental movements project and inscribe white experience by examining the presumed historical and cultural positions which install 'place' as an axis for outdoor recreation and education. The authors offer a Taiwanese concept of place, 鄉土 (Xiang-Tu), that engenders both the social and ecological, in hope to broaden the theoretical scope of outdoor leisure studies while mitigating the risk of reinforcing colonialism via privileged perspectives.

Ho, Y. C. J., & Chang, D. (2021). [To whom does this place belong? Whiteness and diversity in outdoor recreation and education](#). *Annals of Leisure Research*, 1-14. doi:10.1080/11745398.2020.1859389

### **Thinking like a system in the turbulent world of outdoor recreation management**

The world is turbulent, everchanging, non-linear and uncertain. COVID-19 demonstrated this uncertainty at all social scales. A consequence of this situation is that surprises are a universal occurrence. Systems thinking is a way of thinking about the wholes and making sense of what appears to be chaos. Systems thinking is oriented toward developing understanding how the parts of a system, which outdoor recreation and tourism form, relate to the system as a whole. But systems thinking is not enough to create action in this situation. We need to do three things: Dive deeper to better understand the mental models at play; Think differently to develop resolutions to challenges based on new mental models; and Act Holistically to ensure that new ideas and all voices are included and respected.

McCool, S. F. (2022). [Thinking like a system in the turbulent world of outdoor recreation management](#). *Journal of Outdoor Recreation and Tourism*, 100484. doi:10.1016/j.jort.2021.100484

### **Predicting physical distancing on recreational trails during COVID-19**

The emergence of Coronavirus 19 led to societal and behavioral changes, including intensified use of many public parks and trails for mental respite and leisure time physical activity. As visitors sought stress-relief in the great outdoors, they also encountered stressful situations as they navigated risk exposure. Recommendations to physically distance between parties was a key component to reduce risk, but compliance is unknown in the outdoor arena. This observational study of more than 10 000 trail user encounters documented distancing and enabled predictive analysis that revealed wider trails, smaller groups and signage led to greater distancing compliance. Managers and planners can integrate these findings immediately and in consideration of future trail designs to minimize risk exposure.

Schneider, I. E., Wolfson, J. A., Tarter, W. J., Wynveen, C. J., Budruk, M. S., Gibson, H. J., . . . VanderWoude, D. (2021). [Predicting physical distancing on recreational trails during COVID-19](#). *Journal of Outdoor Recreation and Tourism*, 100482. doi:10.1016/j.jort.2021.100482

### **Green Transition and Sustainable Social Governance**

After two years of research, the SPS team has put forward “8 general + 8 specific” policy recommendations and outlined the key research findings that underpin these recommendations.

[Green Transition and Sustainable Social Governance](#). (2022). In *Green Consensus and High Quality Development: CCICED Annual Policy Report 2020* (pp. 231-313). Singapore: Springer Singapore.

### **Green May Be Nice, but Infrastructure Is Necessary**

Green infrastructure is presented as a novel and innovative approach in the current environmental planning discourse, but how new is it really? An historical overview of planning ideas in both the urban and the rural contexts indicates that the concept, if not the term, “green infrastructure” has a very long and distinguished pedigree in the field of landscape and open space planning. To determine how far the concept is indeed new, definitions of green infrastructure from the literature are examined.

While “green” has long been loosely used as a synonym for natural features and vegetation in the planning context, “infrastructure” is the part of the term which is really novel. Infrastructure is otherwise understood as being either “technical” or “social”, and the common features of these otherwise very different forms are considered in order to gain a better understanding of how they might also relate to a new interpretation of green infrastructure. A number of international case studies of different “green infrastructure” projects are then presented, again to better understand their common features and potential relationship to other infrastructure types. Finally, the necessity to consider green and blue areas together and to take them as seriously as other forms of infrastructure is emphasized. The developing climate and biodiversity crises underline the urgency of implementing a flexible and multifunctional green-blue infrastructure system. This must be carefully integrated into the existing fabric of both urban and rural landscapes and will require an appropriately resourced administration and management system, reflecting its beneficial impacts.

Mertens, E., Stiles, R., & Karadeniz, N. (2022). [Green May Be Nice, but Infrastructure Is Necessary](#). *Land*, 11(1). Retrieved from <https://doi.org/10.3390/land11010089>

### **What Ways Are There to a Green City?**

The paths to the Green City can be diverse and develop in the local and regional context. This chapter describes in eight points the “main routes” of the “road map” to the Green City. The effort towards a Green City will always start with first steps to gain a perspective on the tasks to be tackled. It will always be a matter of preserving space for urban nature, gaining new space and networking it. Making urban nature accessible to all also means tapping existing urban nature potential. In general, the aim is to increase the benefits of urban nature for the citizens of the city and to include all types of nature. To this end, it is necessary to turn urban nature into a space for experiencing nature and a place for learning about nature. The classic conflict between “protecting” and “using” nature must be eliminated in the city in favour of a nature conservation concept that focuses on protection through use.

Breuste, J. (2022). [What Ways Are There to a Green City?](#) In J. Breuste (Ed.), *The Green City: Urban Nature as an Ideal, Provider of Services and Conceptual Urban Design Approach* (pp. 315-383). Berlin, Heidelberg: Springer Berlin Heidelberg.

### **What Constitutes Urban Nature in the Green City Concept?**

The Green City is a guiding principle and a vision. The broad concept of the Green City contains urban nature as its core. In the Green City concept, urban nature is “conceptualised”. It is linked in parts or as a whole with development goals and prepared for planning; all this in order to achieve better living conditions for the city’s inhabitants. In this conceptual mosaic of action goals for the Green City, a national policy in Germany has only been discernible since the 2017 White Paper on Urban Greening by the Federal Ministry for the Environment. Already the garden city movement gives urban nature a first face at the beginning of the twentieth century with the concepts of “light, air and sun”, which should be granted to all. At the beginning of the twenty-first century, new fields of action are being developed for this purpose, because the problem situations (for example, population density, climate change, lack of open space) have become more acute. Systemic and networked thinking is giving rise to the concept of “green infrastructure” and making it the subject of planning and design action. High expectations are placed on the now recognised capacity of urban nature to benefit city dwellers, often too high (for example, reduction of air pollution). Urban biodiversity, contrary to popular perception, is not just the diversity of species and can be consciously designed to benefit people in the city. The exclusively ethical perspective of protecting rare native species from humans is no longer the general way of looking at urban biodiversity. This also requires new paradigms.

Breuste, J. (2022). [What Constitutes Urban Nature in the Green City Concept?](#) In *The Green City: Urban Nature as an Ideal, Provider of Services and Conceptual Urban Design Approach* (pp. 255-314). Berlin, Heidelberg: Springer Berlin Heidelberg.

### **What Urban Nature Provides Which Services?**

Natural elements are found in cities that also occur outside them. What makes their urbanity special, however, is the density of their distribution, the intensity of their use and the variability of their often small-scale structure. The aim in the city is to preserve, re-establish, maintain and develop these natural elements in such a way that they can meet the needs of urban dwellers as far as possible. To this end, the services of urban nature of various kinds should be wisely considered so that they also correspond well to the changing needs of urban dwellers. Many demands on urban nature contradict each other or are only expressed by certain groups of the population. Some cannot be realised at the same time at all. A formative moderation process is therefore required between the services of urban nature and the needs of the population perceiving these services. First of all, there should be clarity about which services can actually be provided by which urban nature and how they are already being used. That is the subject of this chapter. For a better overview, four frequently occurring, typical urban nature types were considered in a selected manner.

Breuste, J. (2022). [What Urban Nature Provides Which Services?](#) In *The Green City: Urban Nature as an Ideal, Provider of Services and Conceptual Urban Design Approach* (pp. 131-227). Berlin, Heidelberg: Springer Berlin Heidelberg.

### **Société, nature et biodiversité - Regards croisés sur les relations entre les Français et la nature**

Pilotée par le service statistique du ministère de la Transition écologique, cette enquête, conduite en 2020 auprès d’un vaste échantillon représentatif de la population française, avait pour ambition d’explorer en profondeur la place qu’occupe la nature dans l’imaginaire collectif et dans les préoccupations sociales (voir encadré). Les premiers résultats de l’enquête ont été diffusés sur le site du Service des données et études statistiques (SDES), sous la forme d’un article de synthèse et d’un outil de datavisualisation accessible à tous.

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Ministère de la Transition écologique de la France (2021). [Société, nature et biodiversité - Regards croisés sur les relations entre les Français et la nature.](#)

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### Exercising under COVID-2x: Conceptualizing Future Green Spaces in Australia's Neighborhoods

The COVID-19 pandemic has proven to be a social and economic disruptor on a global scale, severely curtailing people's ability to travel and engage in many recreation activities. Periodic lockdown and stay-at-home orders have exacerbated the situation. In this social climate, urban green spaces have attained a high significance for the maintenance of the physical and mental health of the population. Given the presence of similar coronaviruses in animal populations, it can be predicted that future epidemics and even pandemics will occur. Urban planning needs to incorporate the lessons learnt during COVID-19 in order to future-proof our communities. This paper reviews the role that urban green spaces played during the COVID-19 pandemic. Based on these observations, the paper discusses a range of options for the provision of pandemic-sensitive spaces for physical exercise and mental recreation. Design concepts for long-term planning adjustments as well as for future ad-hoc solutions are provided. These include the provision of social distancing 'pods' embedded in design and landscaping of permanent parks, the design of ad-hoc, socially distanced 'parklets' on a quietened street and a rethink of the design of curb-to-boundary setbacks (nature strip) in residential streets.

Spennemann, D. H. R. (2021). [Exercising under COVID-2x: Conceptualizing Future Green Spaces in Australia's Neighborhoods.](#) *Urban Sci.*, 5(93). Retrieved from <https://doi.org/10.3390/urbansci5040093>

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### Cities after pandemic: enabling social distancing as a new design standard to achieve urban immunity

**Motives:** COVID-19 pandemic has caused worldwide implementation of unprecedented measures of physical distancing to decrease the potential of the COVID-19 infection. As cities respond to closure measures in order to flatten the infection curve, the challenges associated with the spread of the epidemic and the increasing numbers of infected and deaths that compel us to fundamentally rethink the formation of our cities, especially their streets, the research presents an urban review of the impact of the pandemic on cities and find solutions to recover, achieve a safe and sustainable healthy environment, and prepare better for any pandemic that may occur in the future, the research seeks to strengthen the theory of prevention, which the research proposes to call (urban immunity) by including social distancing as a design criterion in the city that has proven effective in flattening the curve.

**Aims:** This paper focuses on the mechanisms related to sustainable mobility after COVID-19 in shaping urban mobility and initiating a green transformation in urban transportation rapidly by decarbonizing and promoting cycling and walking across all over the city. The research methodology depends on identifying the most important urban problems that Al-Dhubat Street suffers from and proposing solutions that reduce dependence on private transportation and move towards sustainable mobility as an important step in strengthening urban prevention against any epidemics that may occur in the future, and then testing indicators on the Al-Dhubat Street to identify effective indicators.

**Results:** The research concluded that social distancing is the way back to active mobility by relying on walking and bicycles and works to restore the right of pedestrians in the streets and sidewalks instead of cars and thus achieve sustainable urban development, which enhances the urban immunity of the city against any other epidemics may occur in the future. With the proposed interventions on Al-Dhubat Street we can keep car use low and promote walking and cycling for a sustainable, equitable, habitable, and healthy community after the pandemic.

Mohammed Salih, N. M., & Hussein, S. H. (2022). [Cities after pandemic: enabling social distancing as a new design standard to achieve urban immunity.](#) *Acta Scientiarum Polonorum Administratio Locorum*, 20(4). Retrieved from <https://czasopisma.uwm.edu.pl/index.php/aspal/article/view/6825>

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## 4. Développement de l'activité physique

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### **Facilitating Disability Sport and Physical Recreation during the Initial Months of COVID-19: Examining Organizational Innovation in Third Sector Organizations**

This article explores the organizational innovation of third sector sport organizations (TSSOs) that deliver or facilitate the delivery of sport and physical recreation for disabled participants during the first five months of COVID-19 suppression measures in England. Drawn from qualitative data with key personnel, findings first demonstrate the strategic, financial, user, and human resource dimensions of constraint placed upon the TSSOs. The blend of online/digital and physical innovations adopted by the TSSOs, and how they have contributed to the implementation of novel administrative processes, and technical services and products by the organizations to continue to engage with their target audiences during this time are then documented.

Hayton, J. W. (2022). [Facilitating Disability Sport and Physical Recreation during the Initial Months of COVID-19: Examining Organizational Innovation in Third Sector Organizations](https://doi.org/10.1080/01490400.2021.2023373). *Leisure Sciences*, 1-23. doi:10.1080/01490400.2021.2023373

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### **Development of smartphone application for personalized physical fitness education for university students in COVID-19 pandemic era**

Online distance learning during the COVID-19 pandemic can impact decreasing physical activity and increasing sedentary behaviour, leading to the reduced physical fitness of students. The research aims to develop an android application (app) to assist students in developing physical fitness independently. Four stages of development have been carried out to create the Mahasiswa Bugar application. The advantages of the Mahasiswa Bugar app are as a guide to measuring physical fitness that can be done by students themselves and based on existing literature. Physical fitness test items guided through this application are health-related fitness, body composition, cardiorespiratory fitness, muscle strength and endurance, and flexibility, including features for feedback, history or recording of test results and training program. The results of the quasi-experiment show that the percentage of student involvement in vigorous physical activity has increased. Although the fit student android application's socialization did not significantly impact increasing the intensity of physical activity and motivation to train, this application could be a solution for students in fostering physical fitness independently during the COVID-19 pandemic.

Suherman, A., Sultoni, K., & Jajat. (2021). [Development of smartphone application for personalized physical fitness education for university students in COVID-19 pandemic era](https://kuwaitjournals.org/jer/index.php/JER/article/view/16057). *Journal of Engg. Research*(ASSEEE Special Issue). Retrieved from <https://kuwaitjournals.org/jer/index.php/JER/article/view/16057>

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## 5. Sécurité et intégrité dans les sports

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### Past, Present, Future: Policy and Gender Equity in English Sport Leadership and Governance

Within this chapter I explore how national policy that influences gender equity in English sport governance has developed over time. This includes a discussion on the impact of domestic equal treatment legislation and women and sport activism on the development of gender-related governance policy within the sector. I draw upon Pierre Bourdieu's theory of practice to aid analysis of the effectiveness of top-down policy in creating transformational organisational change in the sector. I conclude that the extent to which sport governance policy has created transformational change within national governing bodies (NGBs) is uncertain. Some short-term success has been seen with increased average female representation across the boards of NGBs, but internalisation of the value of equitable, diverse and inclusive governance appears to be lacking.

Piggott, L. (2022). [Past, Present, Future: Policy and Gender Equity in English Sport Leadership and Governance](#). In P. Velija & L. Piggott (Eds.), *Gender Equity in UK Sport Leadership and Governance* (pp. 71-85): Emerald Publishing Limited.

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### Clinical patterns, recovery time and prolonged impact of COVID-19 illness in international athletes: the UK experience

**Objectives:** To report COVID-19 illness pattern, symptom duration and time loss in UK elite athletes.

**Methods:** Observational, clinical and database review of athletes with symptomatic COVID-19 illness managed within the UK Sports Institutes. Athletes were classified as confirmed (positive SARS-CoV-2 PCR or antibody tests) or probable (consistent clinical features) COVID-19. Clinical presentation was characterised by the predominant symptom focus (eg, upper or lower respiratory illness). Time loss was defined as days unavailable for full sport participation and comparison was made with a 2016–2019 respiratory illness dataset from the same surveillance system.

**Results:** Between 24 February 2020 and 18 January 2021, 147 athletes (25 Paralympic (17%)) with mean (SD) age 24.7 (5.2) years, 37% female, were diagnosed with COVID-19 (76 probable, 71 confirmed). Fatigue was the most prevalent symptom (57%), followed by dry cough (50%) and headache (46%). The median (IQR) symptom duration was 10 (6–17) days but 14% reported symptoms 28 days. Median time loss was 18 (12–30) days, with 27% not fully available 28 days from initial date of infection. This was greater than our historical non-COVID respiratory illness comparator; 6 days, 0–7 days (0.001) and 4% unavailable at 28 days. A lower respiratory phenotype (ie, including dyspnea, chest pain, cough, fever) was present in 18% and associated with a higher relative risk of prolonged symptoms risk ratio 3.0 (95% CI: 1.4 to 6.5) and time loss 2.1 (95% CI: 1.2 to 3.5).

**Conclusions:** In this cohort, COVID-19 largely resulted in a mild, self-limiting illness. The presence of lower respiratory tract features was associated with prolonged illness and a delayed return to sport.

Hull, J. H., Wootten, M., Moghal, M., Heron, N., Martin, R., Walsted, E. S., . . . Ranson, C. (2022). [Clinical patterns, recovery time and prolonged impact of COVID-19 illness in international athletes: the UK experience](#). *British Journal of Sports Medicine*, 56(1), 4. doi:10.1136/bjsports-2021-104392

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### **Body checking in non-elite adolescent ice hockey leagues: it is never too late for policy change aiming to protect the health of adolescents**

**Objectives:** The objective of this study is to evaluate the effect of policy change disallowing body checking in adolescent ice hockey leagues (ages 15–17) on reducing rates of injury and concussion.

**Methods:** This is a prospective cohort study. Players 15–17 years-old were recruited from teams in non-elite divisions of play (lower 40%–70% by division of play depending on year and city of play in leagues where policy permits or prohibit body checking in Alberta and British Columbia, Canada (2015–18). A validated injury surveillance methodology supported baseline, exposure-hours and injury data collection. Any player with a suspected concussion was referred to a study physician. Primary outcomes include game-related injuries, game-related injuries (7 days' time loss), game-related concussions and game-related concussions (10 days' time loss).

**Results:** 44 teams (453 player-seasons) from non-body checking and 52 teams (674 player-seasons) from body checking leagues participated. In body checking leagues there were 213 injuries (69 concussions) and in non-body checking leagues 40 injuries (18 concussions) during games. Based on multiple multilevel mixed-effects Poisson regression analyses, policy prohibiting body checking was associated with a lower rate of injury (incidence rate ratio (IRR): 0.38 (95% CI 0.24 to 0.6)) and concussion (IRR: 0.49; 95% CI 0.26 to 0.89). This translates to an absolute rate reduction of 7.82 injuries/1000 game-hours (95% CI 2.74 to 12.9) and the prevention of 7326 injuries (95% CI 2570 to 12083) in Canada annually.

**Conclusions:** The rate of injury was 62% lower (concussion 51% lower) in leagues not permitting body checking in non-elite 15–17 years old leagues highlighting the potential public health impact of policy prohibiting body checking in older adolescent ice hockey players. Data may be obtained from a third party and are not publicly available.

Emery, C. A., Eliason, P., Warriyar, V., Palacios-Derflingher, L., Black, A. M., Krolikowski, M., . . . Hagel, B. E. (2022). [Body checking in non-elite adolescent ice hockey leagues: it is never too late for policy change aiming to protect the health of adolescents](#). *British Journal of Sports Medicine*, 56(1), 12. doi:10.1136/bjsports-2020-103757

### **Youth ice hockey COVID-19 protocols and prevention of sport-related transmission**

**Objectives:** This observational study evaluated the impact of return-to-play protocols to prevent transmission of SARS-CoV-2 in a youth ice hockey programme in Virginia Beach, Virginia.

**Methods:** Following an outbreak of SARS-CoV-2 in November 2020, a COVID-19 Response Team evaluated the epidemiological data to identify transmission dynamics and develop enhanced protocols to prevent transmission. During the subsequent 18-week study period, incident cases were investigated to identify the likely transmission source; testing, quarantine and isolation recommendations were provided to families in accordance with Centers for Disease Control and Prevention guidelines.

**Results:** Simple but stringent protocols were implemented among 148 youth ice hockey players ages 6–18. Players were required to arrive at the rink in full gear; locker rooms were closed, building entry was limited to one parent per player, and masks were required at all times except for players on the ice. Following implementation of the enhanced protocols, more than 500 practices and games were completed with at least 15 858 athlete-hours of exposure and no within-programme COVID-19 transmission was detected despite high community incidence and sporadic household exposures.

**Conclusion:** This study suggests indoor youth sports can operate safely with appropriate protocols in place, even within communities of high COVID-19 transmission, even when athletes are not yet vaccinated or wearing masks during play. Transmission appears to be more likely in congested indoor areas involving adults than on the ice during play. Protocols should be developed in collaboration with programme participants. Strong collaboration in the interest of youth sports can motivate adoption of protocols which prevent within-team transmission. Data are available on reasonable request.

Krug, A., Appleby, R., Pizzini, R., & Høeg, T. B. (2022). [Youth ice hockey COVID-19 protocols and prevention of sport-related transmission](#). *British Journal of Sports Medicine*, 56(1), 29. doi:10.1136/bjsports-2021-104363

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### **Violence in Sport: Sexual Violence and Abuse**

Violence and sexual violence can be found everywhere in society. In accordance to this the same incidents of violence happen in sport. Especially sexual harassment and sexual abuse of female primarily of children and adolescents can be observed in nearly all countries of the world. The article focusses on the current situation of female athletes. In the first part violence will be discussed in general, followed by a discussion of relating terms dealing with sexual violence. Background's are some recently published European studies of the situation of elite athletes. Findings show that lifetime prevalence of interpersonal violence for elite athletes is more than 24%. Other results show that about 37% of the athletes had experienced at least one sexual situation in organized sport; 11% reported severe forms of sexual violence. Nearly all actors in sport, sport organizations and clubs as well as in sport policy say that they will support preventive programs against sexual violence. There is indeed a strong need for action not only for sport organizations and clubs

Walter, T., & Hongnam, K. (2021). [Violence in Sport: Sexual Violence and Abuse](#). *인문사회* 21, 12(5), 95-107. Retrieved from <http://kiss.kstudy.com/thesis/thesis-view.asp?g=kissmeta&m=exp&enc=7A0616893D812C89A0DD71C9CB43D1DE>