



Federal Institute of
Sport Science



Play the Game 2017

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Participation of Athletes by Means of Digital Tools in the Context of Anti-Doping

A collaborative project between the Federal Institute of Sport Science (BISp) and the National Anti-Doping Agency Germany (NADA)

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Current status & future plan

- Implementation is planned as a mobile (smartphone) app
- Integration into the comprehensive prevention program "TOGETHER AGAINST DOPING"
- Current status: Interviews with young elite athletes about usability and design of such an app
- Final version expected by end of 2018



Source: www.together-against-doping.eu

Participation of Athletes

Rationale & challenges

(1)

Athletes are key players in sports:

(a) Athletes ensure that the competition takes place.

(b) They are also the addressee of regulations and predefined framework conditions.

(c) Athletes possess specialist knowledge.

(2)

*Participation is therefore a legitimate interest of an athlete –
even in the realm of doping prevention*

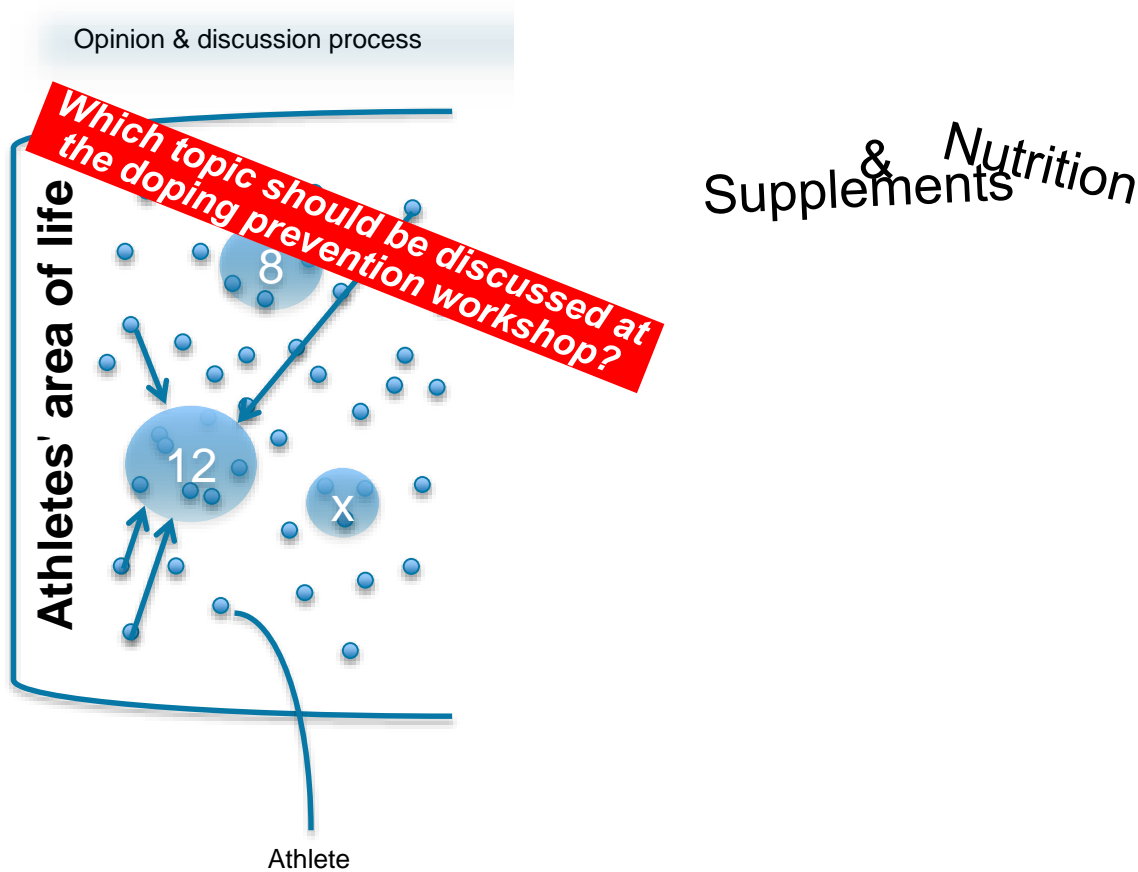
(3)

*However, participation of (all) athletes who train and compete worldwide is almost
impossible*

due to the associated mobility (=time) and ratio issue.

e-Participation of Athletes

An example of its usage: Providing topics of interest for a workshop



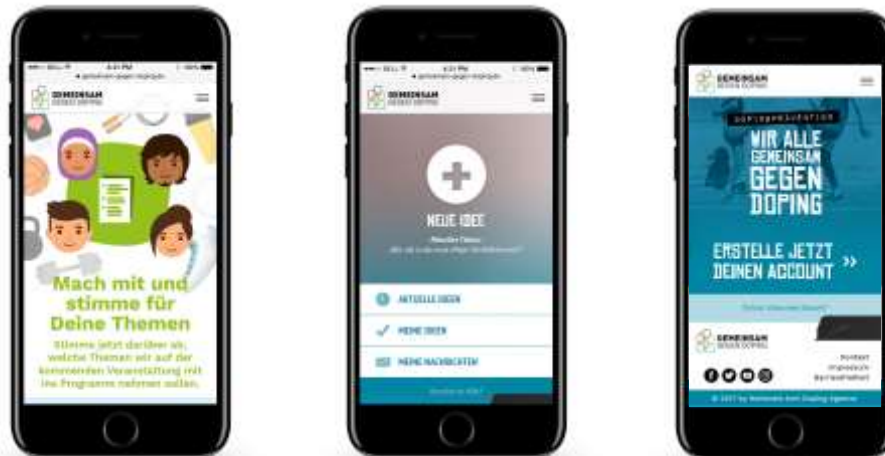
- Integration of an athlete's specialist knowledge
- Innovative decision-making, jointly decided, based on

Concluding remarks

e-participation - Added value for a comprehensive doping prevention program

Advantages of e-participation:

- A paradigm based on athletes' perspective
- Independent of time and mobility as well as scalable
- Integration of an athlete's specialist knowledge



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