

XII SCIENTIFIC CONFERENCE "LEGAL GAPS AND THE COMPLETENESS OF LAW"

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THE IMPACT OF DIGITAL TECHNOLOGY IN SPORTS AND THE RIGHT TO DATA PROTECTION

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The growth of digitalization in sport

Brief history

1

In 1881 photo finish was the first technology used in sports. the first photo finish was used for horse racing. This photo was one of the closest horse race finishes.

2

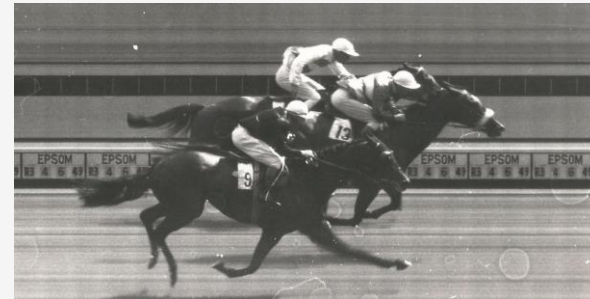
Electrical scoring was first used in 1936. Electrical scoring was first used in fencing so they didn't have to have judges. Electronic scoring is still used in almost ever sport.

3

Fully automated timing was first introduced in 1968. Fully automated timing was first used in the 1968 Mexico Olympics. This was used to make the timing of sports like track time down to the hundredth of a second..

4

In 1995 you could start to livestream all your sports. The first livestream was invented by Microsoft. Now you can use livestream for everything from video games to sports.



 livestream

Advantages of the digitalization in sport activities

Activities (types of activities, distance, pace, time)

Smart analyse your health data / Health and performance (weight, sleep, heart rate , endurance, cadence,, stress level, blood pressure , VO2max, Stress) ;

Although HR monitor technology is created to ensure a high degree of accuracy of the health rate and to measure the health conditions/performances of the uses, **the HR monitor data is not intended to diagnose, treat, cure or present any disease or control .**



General Data Protection Regulation (GDPR)

Two Basic goals of GDPR:

1. Transparency
2. Informing the public about how their data are being used

The need of GDPR **privacy notice**.

The privacy notice is a public document that explains how that organization process personal data and how it applies data protection principles.

Personal data is data about a natural person that directly or indirectly identifies the individual (such as name, identification number, location data, an online identifier or to one or more factors specific to the physical, physiological, genetic, mental, economic, cultural or social identity. See Art. 4(1) GDPR

The type of personal data collected varies from sport to sport. In relation to players, it may include personal information, such as photograph, forename, surname, nickname, gender, date of birth, email address, home address, place of birth, nationality, player position, team affiliation history, player match history, player/shirt number and player social media. It may also include information relating to individual performance and/or behaviour during the sporting event

Thank you

Comments & Questions

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