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.togehter-against-doping.eu
(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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