

BSc (Hons) in Sports Science And Technology

體育科技（榮譽）理學士

INTRODUCTION

Sports science and technology is a part of Biomedical Engineering (BME), an interdisciplinary field that integrates engineering and life sciences to enable engineering innovations for biomedical applications. BME applies engineering principles and techniques in understanding life phenomena and in solving technical problems in the biomedical context. In particular, sports science and technology is a fast-growing BME field not only due to the increased awareness of personal health management and the charisma of professional or competitive sports, but also because of the emerging application of technological innovations into the enhancement of athletic performance and safety, as well as the revolutionisation of sports management.

Our programme, BSc (Hons) in Sports Science and Technology, focuses on this field and equips students with a solid foundation in sports science knowledge. Graduates from our interdisciplinary BSc (Hons) in Sports Science and Technology curriculum will also possess the necessary technical and engineering skills required to apply and develop the latest sports technology in response to the rapidly expanding sports and health market.

CURRICULUM OVERVIEW

Foundation Studies

- Physics
- Mathematics
- Human physiology
- Human pathophysiology
- Computer Programming

Sports Science and Technology Studies

- Biomechanics
- Functional Anatomy
- Biomedical Electronics
- Materials and Engineering in Sports
- AI and Digital Technology for Sports
- Sports Product Design and Engineering
- Engineering Design and Biomechatronics
- Sports Tech Innovation and Entrepreneurship
- Sports Injuries Prevention and Rehabilitation
- Applied Technology in Sports and Performance Analysis
- Applied Exercise Physiology for Performance and Health



Contact Us



www.polyu.edu.hk/bme



bme.info@polyu.edu.hk



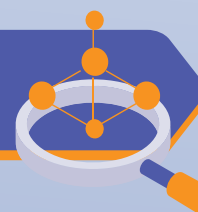
[@bme_polyu](https://www.instagram.com/bme_polyu)



[Polyubme](https://www.facebook.com/Polyubme)

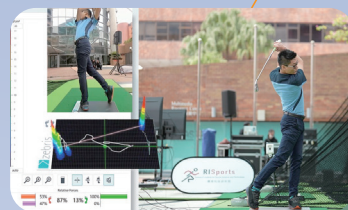
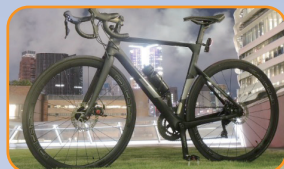


[PolyU BME](https://www.youtube.com/PolyU%20BME)

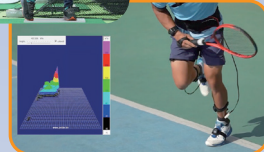




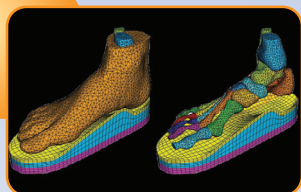
» 3D-printed Bike Saddle and Insoles



» Motion and Plantar Pressure Analysis



» Computer-aided design and computer-aided manufacturing (CAD/CAM)

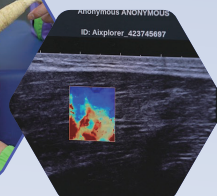


» Foot & footwear modelling

» Motion and Force Analysis



» Exercise-induced Muscle and Tendon Stiffness Measurement



» Swimmer's Muscle Activity Measurement

CURRICULUM OVERVIEW

Professional Engineering Practice

Graduates will apply their knowledge in sports science and technology and work in the sports product industrial settings as Sports Engineers, Sports Product-testing Engineers, Technical Sales Managers, etc. to develop or promote innovative sports products and enhance sports experience for the users.

Professional Sports Training and Analytics

Graduates are equipped to work as Sports Biomechanists, Sports Physiologists, or Sports Performance/ Data Analysts, contributing to elite or professional sports settings, and enhancing sports performance and management.

Basic and Applied Research in Engineering, Sports, and Health-related Disciplines

Graduates can conduct basic and applied research and/or pursue further studies in sports science, coaching, engineering, sports management/marketing, rehabilitation science, or other health-related disciplines.

ENTRANCE REQUIREMENTS

JUPAS Applicants

Satisfy the University's general entrance requirements of 4 core and 2 elective subjects with:

- Level 3 in English Language, Chinese Language, and 2 elective subjects [extended module of Mathematics (M1/M2) is treated as a single subject]; and
- Level 2 in Mathematics; and
- Attained 'Citizenship and Social Development'

We give the highest weighting in the calculation of admission scores to the following subjects:

- Mathematics
- M1/M2
- All single and combined science subjects

The 'best' 5 HKDSE subjects (after subject weightings have been applied) will be taken into account.

Non-JUPAS Applicants

Scan the QR code for more information.

