Basic information

e058 Philosophy of Sport

Aims The major aims of the subject are: to explain to students the importance of philosophical thinking, to develop their critical thinking ability and enable them to gain basic overview in the next major fields: philosophical groundings of sport and the importance for the questions of terminology, the problem of body and corporeality, philosophical aspects of health, traditions of physical culture and their philosophical reflection, and ethical problems of sport.

Outputs Student will be able to: explicate main topics of philosophy of sport; • distinguish basic foundations of different philosophical approaches in philosophy of sport; • compare contribution of specific conceptions of philosophy of sport; • give reasons for his own conviction in sport problems; • build his own attitude towards human and his movement activity (physical exercises) in culture;

Structure

- Different foundations and conceptions of philosophy and philosophy of sport
- Dispute over terminology and content (subject) of philosophy of sport.
- Human, body, mind, movement.
- Health, nature.
- Culture, physical culture, Earth's nature (biosphere).
- Problems of civilization (culture) and problems of physical culture (sport).
- Ethics and environmental ethics in sport.
- Principles of Olympism (areté, kalokagathia).
- Basic Ethical problems of sport.

Literature

Hurych, E. *Philosophy of Sport*. Learning material for students at Faculty of Sport Studies (Master's Studies). Reachable in the IS MUNI (under e058 – Study material).

MECHIKOFF, Robert A. a Steven G. ESTES. *A history and philosophy of sport and physical education: from ancient civilizations to the modern world*. 4th. ed. New York, NY: McGraw-Hill, 2006. xvi, 415. ISBN 0072973021.

KRETCHMAR, R. Scott. *Practical philosophy of sport and physical activity*. Edited by R. Scott Kretchmar. 2nd ed. Champaign, Ill.: Human Kinetics, 2005. xvi, 303. ISBN 0736001417.

Looking forwad to our meetings via Teams application.

Emanuel Hurych