

Abstract

The aim of this thesis is the observation and resulting evaluation of different development of handball players. The research is aimed at practising selected gaming activities of an individual player, which are documented with a video camera. Players are divided into two groups. One group has the possibility of feedback with the help of video. The second group is performing the role of control and the training is not affected by the video.

The basic method that we use to obtain the necessary results is qualitative analysis and evaluation of kinetic analysis based on the video obtained during my research.

The results are recorded in tables and graphs according to numeric and a pair comparing scales, accompanied by verbal response.

Title:

Use of visual feedback in the training of selected individuals gaming activities in handball.

Key words:

Handball, game activities of individuals, didactics, diagnostics, random sample, kinematic analysis, videorecording.