

UNIVERSITY OF MAURITIUS



NOTICE TO YEAR 1 STUDENTS

SPG 2000 Participation in Sports & Games

Senate at its 679th (Ordinary) Meeting held on 23 October 2019 has approved the Credit for Participation in Sports and Games at Inter Faculty, Institutional, National, Regional and International Levels as per *Annex 1*.

Interested Year 1 students are advised to register on the module SPG 2000 Participation in Sports and Games through the Online Module Registration System at latest by **Saturday 17 October 2020**.

The module will run over a period of two (2) years. However, students will be eligible for the conversion of sports and games points into academic points only in Year 2.

Pro-Vice-Chancellor (Academia)
18 September 2020

Credit for Participation in Sports and Games at Inter Faculty, Institutional, National, Regional and International Levels

1.0 Rationale

The end result of participation in sports and games aligns with the mission of academia, which is to develop skills that are applicable in the professional world, while simultaneously growing on a personal level. In general, student-athletes do worry about excelling in the sports they practice and their academic performance and have to strike a balance between the two. This in turn develops skills which are critical to enhance their employability like team building, leadership, time and performance management, discipline and self-discipline, responsibility, self-confidence and accountability. Student-athletes spend hours working on a discipline that one day may become their occupation and all these hours of experience should be duly recognised among their academic achievements.

Moreover, allocation of credit for participation in sports and games is in line with the objectives of the LCCS namely: to foster multidisciplinary working/peer learning, to increase communication skills of students and to make them more accountable and responsible.

2.0 Objectives

- Promote sports spirit among students and motivate existing student-athletes to push themselves beyond their limits.
- Assist in producing degree-holders with complementary skills which can increase their employability and raise their market value.
- Foster a culture committed to excellence and reaching the highest possible level of achievement in sports.
- Advocate the understanding of the value of sports in the educational process.
- Provide opportunities for student-athletes to seek and achieve academic, athletic and personal potential.

3.0 Computing Sports and Games points and converting them into Academic Marks

The UoM Sports Unit will calculate sports and games points for participation in sports and games as per the table below:

Table1: UoM Sports and Games Points

Level	Winner	Runners Up	3rd Place	Participant
Intra Mural / Inter Faculty Competition	30	25	20	10
Inter-Tertiary	45	35	25	15
National Level	60	40	30	25
Regional Inter University Level	60	40	30	25
Continental FASU Games	75	65	40	30
International and/or World FISU Games	100	80	60	40
Leadership - Executive members of UoM Club (example, Badminton Club; Basketball Club)	15			

The same marking scheme will be used irrespective of whether the sports/games concerned is individual-based or team-based as in the latter case teammates hold each other accountable for the success or failure of their teams, whilst in individual-based sports/games one is accountable only to oneself.

The earned sports and games points will be converted into academic marks as follows:

- 6 LCCS Module (semester module) and 12 LCCS Module (yearly module)
 - The earned sports and games points will account for 50% of Continuous Assessment (CA) weightage.
 - Example if Initial Weightage is: CA 40% and exam 60% ; then after conversion weightage will be:
CA 20%, earned sports and games points 20% and exam 60%

Conversion Table

Modules	Weight of CA	Sports and games points converted into academic marks (in absolute terms)
6 LCCS	40%	20
6LCCS	50%	25
12 LCCS	40%	20
12 LCCS	50%	25

4.0 **Eligibility Criteria:**

- A student-athlete should earn a minimum of *75 UoM sports and games points* during the second year of the programme on which he/she is enrolled, to be eligible for the conversion of sports and games points into academic points.
- If a student-athlete has only participated (and not won 1st, 2nd or 3rd prize) in several events at different levels, sports and games points can be claimed up to a maximum of 5 participation.
- A maximum of 15 sports and games points can be claimed for being an executive member of a UoM sports club, irrespective of the number of clubs on which the student is acting as an executive member.

5.0 For example if someone has participated in 10 sports/games at Intra Mural / Inter Faculty Competition without securing 1st, 2nd or 3rd place and is an executive member of 4 different sports clubs, he/she will earn 65 marks only (5*10+15) and thus, not be eligible for the conversion.