

國立成功大學

112學年度碩士班招生考試試題

編 號：255

系 所：體育健康與休閒研究所

科 目：運動與休閒管理

日 期：0207

節 次：第 3 節

備 註：不可使用計算機

※ 考生請注意：本試題不可使用計算機。請於答案卷(卡)作答，於本試題紙上作答者，不予計分。

一、請以中文簡單說明以下英文重點(20%)

How are bibliographic and methodological patterns, as well current contributions of environmental sustainability in sport literature, shaping a research agenda that informs effective environmental responses? This study surveys previous literature reviews. It then combines a systematic quantitative literature review and meta-synthesis to determine bibliographic, methodological and theoretical patterns of literature and to assess the key contributions and knowledge gaps. Limitations in the scope of previous literature reviews established the need for a more comprehensive examination of knowledge in the field. This systematic review identified environmental sustainability in sport as an emerging field with predominantly North American (in terms of both authorship and geographical settings) studies. Contributions on management and governance of environmental initiatives, shifts in environmental discourses, environmental education in sport contexts, and environmental sustainability through sport are discussed with the purpose to set directions for future research. The international urgency and complexity of environmental issues necessitate the adoption of a global perspective and research approaches that enable sport researchers and practitioners to collaborate closely on knowledge development. Future research may expand on existing managerial and environmental education contributions and explore new theoretical terrains to advance knowledge on environmental policy and innovative approaches for effective design and implementation of sport industry's environmental responses. (Sources: European Sport Management Quarterly, Cury et al., in press)

二、我國為科技業大國，近年來科技結合運動為政府所重視，並推出運動科技相關政策。以此背景，請您嘗試回答下列問題：

(一)運動科技的內涵為何?(15%)

(二)運動場館結合科技也逐步落實在各種類型場館，例如健身房、羽球館等，並形成新興運動場館。請嘗試舉例並說明運動新興場館可能的“商業營運模式(business model)”為何? (35%)

三、請以一種休閒行為(Leisure Behavior)理論，論述人們尋求冒險(例如:戶外攀岩、攀登高山等)或刺激(例如:高空彈跳、極地超馬)之休閒活動或競賽的行為。(30%)