

International Floorball Federation

Feedback given by Participants

Development Programme Seminar

Singapore 14.-17.12.2006

Appex 16c

Organisation	Refereeing	Coaching
Mr. O'Brien, Mr. King AUS	Mr. Groves, Mr. Fitzgerald, Mr. Power AUS	Mr. Khim AUS
Mr. Ansari IND	Mr. Kang, Mr. Oh KOR	Mr. Xiao, Mr. Hyvärinen CHN
Ms. Tanabata JAP	Mr. Sharil, Mr. Fazrin, Mr. Dahlgren SIN	Mr. Ram, Ms. Kushboo, IND
Mr. Kim KOR	Mr. Mahendran, Mr. Faizal, Mr. Singh SIN	Mr. Somanath, Mr. Kumar IND
Ms. Khoo MAL	Mr. Besari, Ms. Model SIN	Mr. Park, Mr. Ko, Mr. Seo, Mr. Lee, Mr. Shin KOR
Mr. Boudville, Mr. Najib, Mr. Fathi SIN		Mr. Teoh, Mr. Jason, Mr. Wong, Mr. Tee MAL
Ms. Xueqiu, Ms. Tan SIN		Mr. Alvin, Ms. Emily, Ms. Lily, Mr. Paramjit SIN
		Ms. Sonia, Ms. Jaime, Mr. Deijan, Mr. Amir SIN
		Mr. Timothy, Mr. Shahizan, Mr. Gopal, Ms. Jill SIN
Renato Orlando (SUI) & John Liljelund FIN	Thomas Thim (SWE) & Lukas Gyger (SUI)	Mika Muukkonen & John Liljelund FIN

Number of Participants who found the Issue to be very interesting

Organisation	Resp	Refereeing	Resp	Coaching	Resp
Match Secretariat training	7	Rules questions	10	Game duties/feedback	23
Licence system	6	Movement practise	8	Practical training session	12
IFF expectations	6	Organising a referee course	8	Good leaders/lecturers	11
Leadership styles/roles	6	Communication	7	Basic practical skills	10
Match Tasks & Observations	5	Good discussions	5	Planning trainings	9
Feedback/role plays	5	Group works	5	Physical game analysis	9
Roles of Borad members	5	Motivation	5	Passing & Shooting	9
Transfers	4	Observation feedback	5	Leading a game	9
Group works/discussions	4	Feeling of the referee	4	Giving Feedback/Role play	9
Volunteer motivations	3	Movement on the pitch	4	Game statistics	9
Requiting new players	3	Good lectures	4	Floorball history/vision	9
Insurance	3	Development plan presentation	4	Basic game plays	9
Development plan presentations	3	Referee characteristics	3	Leadership theory	8
Cross over	3	History of Floorball	3	How to plan a playbook	8
Communication/media	3	Referee as a game leader	3	Group dynamics	7
Budgeting	3	Understanding the game	3	Interesting group works	7
Anti-Doping	3	Good humour	3	Power plays	6
TV/Marketing/Eurosport	2	Learning via the DVD	3	Gave me ideas	6
Own Championships	2	Game management	2	Defence tactics	6
Organising Special Events	2	Penalties	2	Development plan presentation	5
New rules	2	Referee Psychology	2	Coach roles	5
Good examples/Interactivity	2	Co-operation in the field	2	Choosing a Captain	5
Game statistics	2	Building an own organisation	2	Quality of coaches	5
Venue checking		Equipment certification		Team building	4
Social evening		Development plan		Sociometric test	4
Good lecturers				Good material/DVD	4

Number of Participants who found issues negative during the seminar

Organisation	Resp	Refereeing	Resp	Coaching	Resp
Bad breakfast		Too long hours	2	More practices	9
Fun Game was delayed		Dragged first lecture	2	More videos	6
Information overload		Psychology	2	No materials given before	5
No kiosk near school		Need to handout the rule book	2	Introduction too long	5
Not enough match preparation time		Room is too cold	2	Catering	3
Not giving notes on beforehand		More detailed information		More discussions needed	3
Not too hectic		More time for discussions		Pre-course info	3
Too many lectures		Finishing so late		High/Low level of lecturers	3
		Place is far away		Clearer explanations	3
		Long arguments		History too long	2
		Lecturers to sit with refs during the game		On to a sophisticated level	2

Issues that the Participants found to be needed in the next seminars

Organisation	Resp	Refereeing	Resp	Coaching	Resp
A check-list for organisers		More videos	3	More practical sessions	10
Grant application example		List of all attendees		More game videos	6
List of all attendees				Follow-up course	3
				Handouts for the day	3
				More case studies	

Average Scores given by the Participants on a scale from 1 = Not good at all to 5 = very good; Total seminar = 4,2

Organisation	Avg	Refereeing	Avg	Coaching	Avg	Total
Information level	4,2	Information level	4,2	Information level	4,1	4,2
Usefulness	4,2	Usefulness	4,3	Usefulness	4,1	4,2
Gave me ideas	4,1	Gave me ideas	4,1	Gave me ideas	4,0	4,1
Relevance	4,3	Relevance	4,4	Relevance	4,1	4,3
Total	4,2	Total	4,3	Total	4,1	4,2