



# Sport Settings and Program Design

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WHAT STARTS HERE CHANGES THE WORLD  
THE UNIVERSITY OF TEXAS AT AUSTIN

The College of  
EDUCATION

Department of Kinesiology and Health Education

HOOK & LADDER  
CREATIVE SPORT SOLUTIONS



**What's lost? What's gained?**







**above  
average  
creativity**

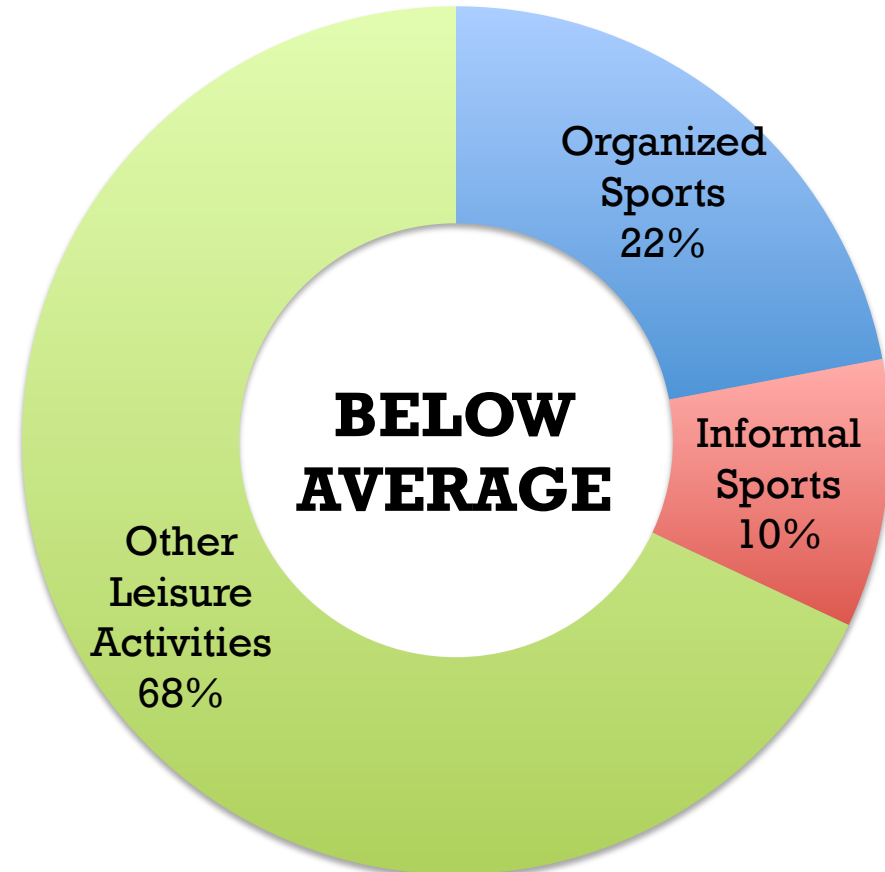
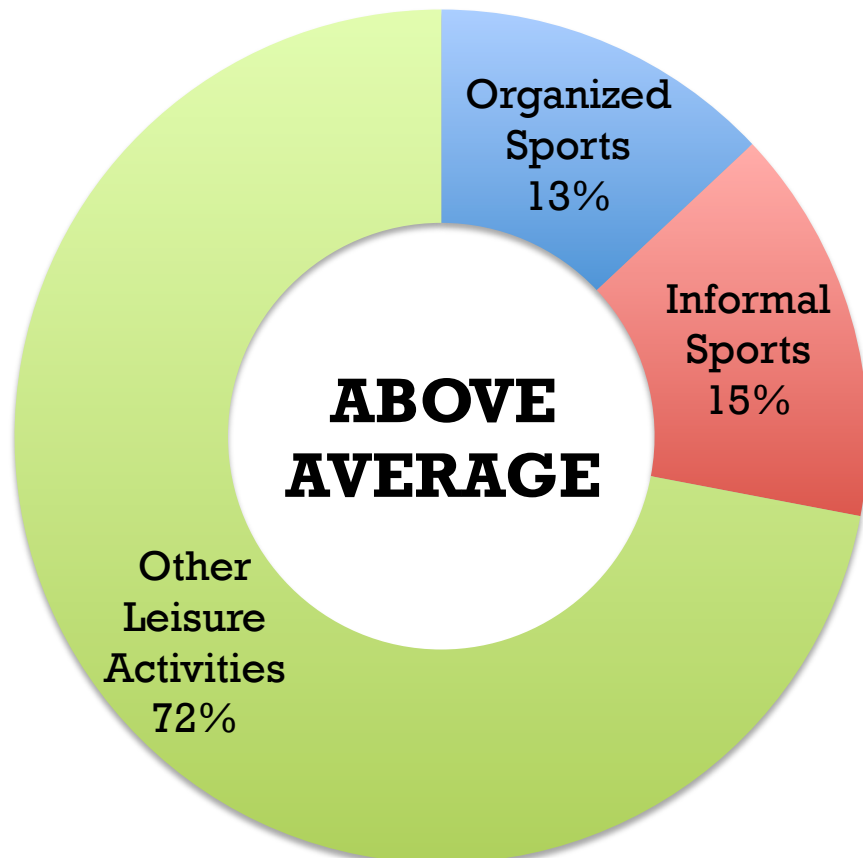
~2 hours/  
week of  
informal  
sport



Creativity Research Journal



# Can sports impact creativity?





How do we design programs  
using a setting whose benefits  
appear to derive from its very  
absence of design?

Could we program it?  
Should we program it?

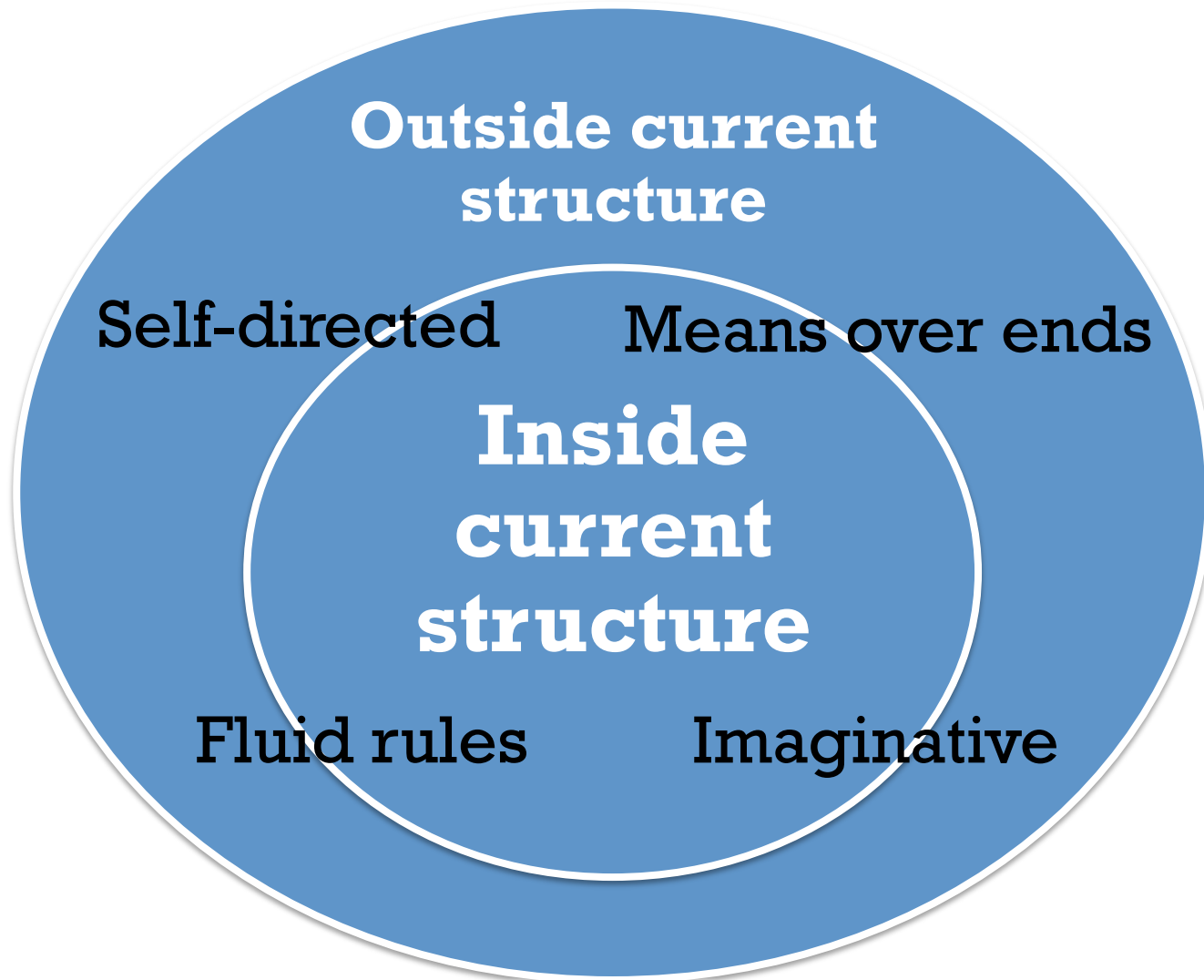


# CATCH-22

Definition: “A dilemma or  
difficult circumstance from  
which there is no escape  
because of mutually conflicting  
or dependent conditions.”



# How can we design play into our sport programs?







# Program Design for Play

## Inside current structure

- Sandlot/pickup nights
- Play elements in practice
  - Youth-organized sessions
  - Youth-designed activities
- Gamification of practice and games

## Outside current structure

- Adult-sponsored, youth-run neighborhood sessions
- Create new play spaces in communal areas
- Using technology to facilitate pickup





**More questions  
than answers...**

**What is the potential of  
youth sport?**



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# Thank you

