

- Abdelbasset, W. K. (2020). Stay home: Role of physical exercise training in elderly individuals' ability to face the COVID-19 infection. *Journal of Immunology Research*, 2020, 1–5, Article ID 8375096, <https://doi.org/10.1155/2020/8375096>
- Ai, L. (2021). Artificial Intelligence System for College Students' Physical Fitness and Health Management Based on Physical Measurement Big Data. *Wireless Communications and Mobile Computing*.
- Alomari, M. A., Khabour, O. F., & Alzoubi, K. H. (2020). Changes in physical activity and sedentary behavior amid confinement: The BKSQ- COVID-19 project. *Risk Management and Healthcare Policy*, 13, 1757–1764. <https://doi.org/10.2147/RMHP.S268320>.
- American College of Sports Medicine (ACSM). (2021). Staying Active during COVID-19. Available at <https://www.exercisemedicine.org/staying-active-during-COVID-19/>. Accessed December 10, 2021.
- American Heart Association (AHA). (2021). Create a Circuit Home Workout Infographic. Available at <https://www.heart.org/en/healthy-living/fitness/getting-active/create-a-circuit-home-workout>. Accessed December 3, 2021.
- Ammar, A., Trabelsi, K., Brach, M., Chtourou, H., Boukhris, O., Masmoudi, L., et al. (2020). Effects of home confinement on mental health and lifestyle behaviours during the COVID-19 outbreak: Insight from the “ECLB-COVID19” multi countries survey. medRxiv Preprint
- Andrienko, O. (2020). Ecommerce & Consumer Trends during Coronavirus, 2020. Available at <https://www.semrush.com/blog/ecommerce-COVID-19/>. Accessed December 13, 2021.
- Angošto, S., García-Fernández, J., Valantine, I., & Grimaldi-Puyana, M. (2020). The intention to use fitness and physical activity apps: A systematic review. *Sustainability*, 12(16), 6641.
- Batrakoulis, A. (2019). European Survey of Fitness Trends for 2020. *ACSM's Health & Fitness Journal*, 23, 28–35.
- Bentlage, E., Ammar, A., How, D., Ahmed, M., Trabelsi, K., Chtourou, H., et al. (2020). Practical recommendations for maintaining active lifestyle during the COVID-19 pandemic: A systematic literature review. *International Journal of Environmental Research and Public Health*, 17, 6265, <https://doi.org/10.3390/ijerph17176265>
- Best, J. (2021). Wearable technology: COVID-19 and the rise of remote clinical monitoring. *BMJ*, 372–413, <https://doi.org/10.1136/bmj.n413>
- Brindal, E., Ryan, J. C., Kakoschke, N., Golley, S., Zajac, I. T., & Wiggins, B. (2021). Individual differences and changes in lifestyle behaviours predict decreased subjective well-being during COVID-19 restrictions in an Australian sample. *Journal of Public Health*, 43(1), 1–7, <https://doi.org/10.1093/pubmed/fdab040>
- Capodilupo, E. R., & Miller, D. J. (2021). Changes in health promoting behavior during COVID-19 physical distancing: Utilizing wearable technology to examine trends in sleep, activity, and cardiovascular indicators of health. *Plos One*, 16(8), e0256063.
- Castañeda-Babarro, A., Arbillaga-Etxarri, A., Gutiérrez-Santamaria, B., & Coca, A. (2020). Impact of COVID-19 confinement on the time and intensity of physical activity in the Spanish population.
- Center for Disease Control and Prevention (CDC). (2019). Considerations for Youth Sports. Atlanta, GA.
- Central Defense Countermeasure Headquarters Response Guidelines. (2020). Corona 19 collective facility multi-sue facility response guidelines (2nd edition). <http://ncov.mohw.go.kr/guide>
- Centers for Disease Control and Prevention (CDC, 2022). Considerations for youth sports, <https://cdc.gov/coronavirus/2019-ncov/community/schools-childcare/youth-sports.html>. Updated January 13, 2022. Accessed February 2, 2022.
- Cortis, C., Giancotti, G., Rodio, A., Bianco, A., & Fusco, A. (2020). Home is the new gym: Exergame as a potential tool to maintain adequate fitness levels also during quarantine. *Human Movement*, 21(4), 79–87.
- Dai, W., Zhou, J., Li, G., Zhang, B., & Ma, N. (2021). Maintaining normal sleep patterns, lifestyles and emotion during the COVID-19 pandemic: The stabilizing effect of daytime napping. *Journal of Sleep Research*, e13259.
- Deloitte. (2019). *European Health & Fitness Market Report 2019*; Deloitte: London, UK.
- Department for Business EIS (DBEIS). (2020). Working Safely during Coronavirus ( COVID-19). Available at <https://www.gov.uk/guidance/working-safely-during-coronavirus-COVID-19/offices-and-contact-centres#offices-3-3>. Accessed May 17, 2020.
- Dolezel, M., & Smutny, Z. (2021). Usage of eHealth/mHealth services among Young Czech Adults and the

- impact of COVID-19: An explorative survey. *International Journal of Environmental Research and Public Health*, 18(13), 7147.
- EuropeActive. (2019). *European Employers Skills Survey 2019*; EuropeActive: Brussels, Belgium.
- Farrokhi, A., Farahbakhsh, R., Rezazadeh, J., & Minerva, R. (2021). Application of internet of things and artificial intelligence for smart fitness: A survey. *Computer Networks*, 189, 107859, <https://doi.org/10.1016/j.comnet.2021.107859>
- FitBit Staff. (2020, March 23). The Impact of Coronavirus on Global Activity. Available at <https://blog.fitbit.com/COVID-19-global-activity/>
- Flanagan, E. W., Beyl, R. A., Fear, S. N., Altazan, A. D., Martin, C. K., & Redman, L. M. (2021). The impact of COVID-19 stay-at-home orders on health behaviors in adults. *Obesity*, 29(2), 438–445.
- Fried, G., & Kaštel, M. (2020). Managing sport facilities. *Human Kinetics: Champaign, IL*.
- Füzéki, E., Weber, T., Groneberg, D. A., & Banzer, W. (2020). Physical activity counseling in primary care in Germany—An integrative review. *International Journal of Environmental Research and Public Health*, 17(15), 5625.
- Genin, P. M., Lambert, C., Larras, B., Pereira, B., Toussaint, J. F., Baker, J. S.,... & Duclos, M. (2021). How did the COVID-19 confinement period affect our physical activity level and sedentary behaviors? Methodology and first results from the french national ONAPS survey. *Journal of Physical Activity and Health*, 18(3), 296–303.
- German Federal Environment Agency. (2020). Coronavirus SARS-CoV-2 and Visits to Swimming and Bathing Pools. <https://www.aquanale.com/news/magazine/statement-of-the-german-federal-environment-agency-after-hearing-the-swimmingand-bathing-pool-committee.php>
- Glasgow, T. E., Maštrich, Z. H., & Geller, E. S. (2021). The utility of university fitness facilities: Environmental vs. psychological determinants of their use. *Journal of American College Health*, 67(8), 1–8.
- Goethals, L., Barth, N., Guyot, J., Hupin, D., Celarier, T., & Bongue, B. (2020). Impact of home quarantine on physical activity among older adults living at home during the COVID-19 pandemic: qualitative interview study. *JMIR aging*, 3(1), e19007.
- Grieve, J., & Sherry, E. (2012). Community benefits of major sport facilities: The Darebin international sports centre. *Sport Management Review*, 15(2), 218–229.
- Gross, C., Wenner, W., & Lackes, R. (2021, September). Using Wearable Fitness Trackers to Detect COVID-19?! In *International Conference on Business Informatics Research* (pp. 51–65). Springer, Cham.
- Guo, M., Xu, P., Xiao, T., He, R., Dai, M., & Miller, S. L. (2021). Review and comparison of HVAC operation guidelines in different countries during the COVID-19 pandemic. *Building and Environment*, 187, 107368.
- Hagiü, B. A. (2021). Moderate exercise may prevent the development of severe forms of COVID-19, whereas high-intensity exercise may result in the opposite. *Medical Hypotheses*, 157, 110705.
- Haley, C., & Andel, R. (2010). Correlates of physical activity participation in community-dwelling older adults. *Journal of Aging and Physical Activity*, 18(4), 375–389.
- He, H., & Harris, L. (2020). The impact of COVID-19 pandemic on corporate social responsibility and marketing philosophy. *Journal of Business Research*, 116, 176–182.
- Ho, K. K. L., & Chan, Y. T. (2021). Hong Kong's response to COVID-19: A glance to the control measures and their enforcement. *Social Transformations in Chinese Societies*, 17(2), 80–91.
- Husain, W., & Ashkanani, F. (2020). Does COVID-19 change dietary habits and lifestyle behaviours in Kuwait: A community-based cross-sectional study. *Environmental Health and Preventive Medicine*, 25(1), 1–13. <https://doi.org/10.1186/s12199-020-00901-5>
- Iannaccone, A., Fusco, A., Jaime, S. J., Baldassano, S., Cooper, J., Proia, P., & Cortis, C. (2020). Stay home, stay active with superjump: A home-based activity to prevent sedentary lifestyle during COVID-19 outbreak. *Sustainability*, 12(23), 10135
- Ibrahim, A. M., & Hassanain, M. A. (2021). Assessment of COVID-19 precautionary measures in sports facilities: A case study on a health club in Saudi Arabia. *Journal of Building Engineering*, 46, 103662.
- IHRSA. (2019). Fitness Industry Trends Shed Light on 2020 & beyond. Available at <https://www.ihrsa.org/improve-your-club/industry-news/2019-fitness-industry-trendshed-light-on-2020-beyond/>. Accessed November 25, 2020).
- Ingram, J., Maciejewski, G., & Hand, C. J. (2020). Changes in diet, sleep, and physical activity are associated with differences in negative mood during COVID-19 lockdown. *Frontiers in Psychology*, 11, 2328. <https://doi.org/10.3389/fpsyg.2020.588604>
- International Association for

- Sports and Leisure Facilities (IAKS). (2020). COVID-19 Easing the Restrictions for Physical Activities, 2020. Cologne, Germany.
- International Association for Sports and Leisure Facilities (IAKS). (2021). Re-Opening Sports and Leisure Facilities in Denmark. <https://iaks.sport/news/re-opening-sportsand-leisure-facilities-denmark>
- Iqbal, M. Z., & Faiz, M. F. I. (2020, September 28–30). Active Surveillance for COVID-19 through Artificial Intelligence Using Real-Time Speech-Recognition Mobile Application. In 2020 IEEE International Conference on Consumer Electronics-Taiwan (ICCETaiwan) (pp. 1–2), Institute of Electrical and Electronics Engineers, <https://doi.org/10.1109/ICCE-Taiwan49838.2020.9258276>.
- Jimenez, A., Berriman, J., Collins, C., Thienemann, E., Szumilewicz, A., & Smulders, H. (2018). The Relevance of the Active Leisure Sector and International Qualification Framework to the EQF (SIQAF): Final Report. EuropeActive: Brussels, Belgium.
- Kaur, H., Singh, T., Arya, Y. K., & Mittal, S. (2020). Physical fitness and exercise during the COVID-19 pandemic: A qualitative enquiry. *Frontiers in Psychology*, 11, 2943.
- Kaushal, N., Keith, N., Aguinaga, S., & Hagger, M. S. (2020). Social cognition and socioecological predictors of home-based physical activity intentions, planning, and habits during the COVID-19 pandemic. *Behavioral Sciences*, 10, 133. <https://doi.org/10.3390/bs10090133>
- Khundam, C., & Nöel, F. (2021). A study of physical fitness and enjoyment on virtual running for exergames. *International Journal of Computer Games Technology*, Article ID 6668280, 2021, 1–16.
- Kim, G., & Biocca, F. (2018, July). Immersion in virtual reality can increase exercise motivation and physical performance. In *International conference on virtual, augmented and mixed reality* (pp. 94–102). Springer, Cham.
- Kim, J. S., & Park, T. S. (2021). Analysis of Crisis Management of a Korean Fitness Center during the COVID-19 Pandemic, Preprints 2021, 2021040731 (doi: 10.20944/preprints202104.0731.v1). Kohl 3rd, H. W., Craig, C. L., Lambert, E. V., Inoue, S., Alkandari, J. R., Leetongin, G.,... & Lancet Physical Activity Series Working Group. (2012). The pandemic of physical inactivity: Global action for public health. *The Lancet*, 380(9838), 294–305.
- Komańda, M. (2020). Fitness Clubs Facing COVID-19 Lockdown. *Zeszyty Naukowe Wyższej Szkoły Humanitas. Zarządzanie, (specjalny)*, 21(5), 159–172.
- Kowalski, D., Zysiak-Chriśt, B., Skalski, D., & Brzoskowska, K. (2021). Swimming sport in during the COVID-19 pandemic. *Scientific Journal of the Military University of Land Forces*, 53(2), 272–284.
- Lavie, C. J., Ozemek, C., Carbone, S., Katzmarzyk, P. T., & Blair, S. N. (2019). Sedentary behavior, exercise, and cardiovascular health. *Circulation Research*, 124, 799–815. <https://doi.org/10.1161/CIRCRESA-HA.118.312669>.
- León-Quismondo, J., García-Unanue, J., & Burillo, P. (2020). Best practices for fitness center business sustainability: A qualitative vision. *Sustainability*, 12(12), 5067.
- Mann, S., Hao, M. L., Tsai, M. C., Hafezi, M., Azad, A., & Keramatimezabadi, F. (2018, August 15–17). Effectiveness of integral kinesiology feedback for fitness-based games. *IEEE Games, Entertainment, Media Conference (GEM)* pp. 1–9, Galway, Ireland.
- Meyer, J., McDowell, C., Lansing, J., Brower, C., Smith, L., Tully, M. A., & Herring, M. (2020). Changes in physical activity and sedentary behavior in response to COVID-19 and their associations with mental health in 3,052 US adults. *International Journal of Environmental Research and Public Health*, 17, 6469. <https://doi.org/10.3390/ijerph17186469>.
- Molina, M. D., & Myrick, J. G. (2020). The ‘how’ and ‘why’ of fitness app use: Investigating user motivations to gain insights into the nexus of technology and fitness. *Sport in Society*, 24(7), 1–16.
- Moore, S. A., Faulkner, G., Rhodes, R. E., Brussoni, M., Chulak-Bozzer, T., Ferguson, L. J., & Tremblay, M. S. (2020). Impact of the COVID-19 virus outbreak on movement and play behaviours of Canadian children and youth: A national survey. *International Journal of Behavioral Nutrition and Physical Activity*, 17, 85. <https://doi.org/10.1186/s12966-020-00987-8>.
- Moušťak, L., Szumilewicz, A., Mayo, X., Thienemann, E., & Grant, A. (2020). Foresight for the fitness sector: Results from a European Delphi Study and its relevance in the time of COVID-19. *International Journal of Environmental Research and Public Health*, 17(23), 8941.
- Nyenhuis, S. M., Greiwe, J., Zeiger, J. S., Nanda, A., & Cooke, A. (2020). Exercise and fitness in the age of social distancing during the COVID-19 pandemic. *The Journal of Allergy and Clinical Immunology. In practice*, 8(7), 2152.
- Östlund, F. (2020, January). Leaderboards in Fitness Applications and Their Effect on Motivation. *Proceedings of the 18th Student Conference in Interaction Technology and Design and the 6th Student Conference in Electronics and Mechatronics*, (pp. 64–68).
- Owen, N., Sparling, P. B., Healy, G. N., Dunstan, D. W., & Matthews, C. E. (2010). Sedentary behavior: Emerging evidence for a new health risk. *Mayo Clinic Proceedings*, 85, 1138–1141. <https://doi.org/10.4065/mcp.2010.0444>

- Parker, K., Uddin, R., Ridgers, N. D., Brown, H., Veitch, J., Salmon, J.,... & Arundell, L. (2021). The use of digital platforms for adults' and adolescents' physical activity during the COVID-19 pandemic (Our Life at Home): Survey study. *Journal of Medical Internet Research*, 23(2), e23389.
- Phillipou, A., Meyer, D., Neill, E., Tan, E. J., Toh, W. L., Van Rheenen, T. E., & Rossell, S. L. (2020). Eating and exercise behaviors in eating disorders and the general population during the COVID-19 pandemic in Australia: Initial results from the COLLATE project. *International Journal of Eating Disorders*, 3, 1158–1165. <https://doi.org/10.1002/eat.23317>
- Pierce, D., Stas, J., Feller, K., & Knox, W. (2020). COVID-19: Return to Youth Sports: Preparing Sports Venues and Events for the Return of Youth Sports, *Sports Innovation Journal*, 1, 62–80. <https://doi.org/10.18060/24144>
- Pinto, A. J., Dunstan, D. W., Owen, N., Bonfá, E., & Gualano, B. (2020). Combating physical inactivity during the COVID-19 pandemic. *Nature Reviews Rheumatology*, 16(7), 347–348.
- Piotrowski, D., & Piotrowska, A. I. (2021). Operation of gyms and fitness clubs during the COVID-19 pandemic-financial, legal, and organisational conditions. *Journal of Physical Education and Sport*, 21, 1021–1028.
- Rhodes, R. E., Liu, S., Lithopoulos, A., Zhang, C. Q., & Garcia-Barrera, M. A. (2020). Correlates of perceived physical activity transitions during the COVID-19 pandemic among Canadian adults. *Applied Psychology: Health and Well-Being*, 12(4), 1157–1182.
- Robert Pearl, M. D. (2020). Coronavirus Poses 5 Huge Threats to the Future of Sports. *Forbes*. Available at <https://www.forbes.com/sites/robertpearl/A662020/08/25/coronavirus-future-of-sports/#38727941792a>. Accessed August 25, 2020.
- Robinson, E., Boyland, E., Chisholm, A., Harrold, J., Maloney, N. G., Marty, L.,... & Hardman, C. A. (2020). Obesity, eating behavior and physical activity during COVID-19 lockdown: A study of UK adults. *Appetite*, 156, 104853. <https://doi.org/10.1016/j.appet.2020.104853>
- Rogers, N. T., Waterlow, N. R., Brindle, H., Enria, L., Eggo, R. M., Lees, S., & Roberts, C. H. (2020). Behavioral change towards reduced intensity physical activity is disproportionately prevalent among adults with serious health issues or self-perception of high risk during the UK COVID-19 lockdown. *Frontiers in Public Health*, 8, Article 575091. <https://doi.org/10.3389/fpubh.2020.575091>
- Saifee, S. S., & Kapoor, A. (2021). Guidelines for maintaining physical fitness during COVID-19 pandemic. *Indian Journal of Forensic Medicine & Toxicology*, 15(1), 1495–1498.
- Sanderson, J., & Brown, K. (2020). COVID-19 and youth sports: Psychological, developmental, and economic impacts. *International Journal of Sport Communication*, 1(aop), 1–11.
- Schweizer, A. M., Leiederer, A., Mitterwallner, V., Walentowitz, A., Mathes, G. H., & Steiner, M. J. (2021). Outdoor cycling activity affected by COVID-19 related epidemic-control-decisions. *Plos One*, 16(5), e0249268.
- Tison, G. H., Avram, R., Kuhar, P., Abreau, S., Marcus, G. M., Pletcher, M. J., & Olgin, J. E. (2020). Worldwide Effect of COVID-19 on physical activity: A descriptive study. *Annals of Internal Medicine*, 173, 767–770. <https://doi.org/10.7326/M20-2665>
- UK Active (2018). *Going the Distance: Exercise Professionals in the Wider Public Health Workforce*; UK Active: London, UK.
- Warburton, D. E., Nicol, C. W., & Bredin, S. S. (2006). Health benefits of physical activity: the evidence. *CMAJ*, 174(6), 801–809.
- Watson, A., & Koontz, J. S. (2021). Youth sports in the wake of COVID-19: A call for change, *British Journal of Sports Medicine*, 55(14), 764–765.
- Wilke, J., Mohr, L., Tenforde, A. S., Edouard, P., Fossati, C., González-Gross, M.,... & Yuki, G. (2020). Restrictercise! Preferences regarding digital home training programs during confinements associated with the COVID-19 pandemic. *International Journal of Environmental Research and Public Health*, 17(18), 6515.
- World Health Organization (WHO). (2020). Stay Physically Active during Self-Quarantine. Available at <http://www.euro.who.int/en/health-topics/health-emergencies/coronavirus-COVID-19/novel-coronavirus-2019-ncov-technical-guidance/stay-physically-active-during-self-quarantine>. Accessed December 3, 2020.
- World Health Organization. (2021). Physical Activity. Available at <https://www.who.int/news-room/fact-sheets/detail/physical-activity>. Accessibility verified December 8, 2021.
- Wu, Z., & McGoogan, J. M. (2020). Characteristics of and important lessons from the coronavirus disease 2019 (COVID-19) outbreak in China: Summary of a report of 72 314 cases from the Chinese Center for Disease Control and Prevention. *JAMA*, 323(13), 1239–1242.
- Yan, Z., & Spaulding, H. R. (2020). Extracellular superoxide dismutase, a molecular transducer of health benefits of exercise. *Redox Biology*, 32, 101508. <https://doi.org/10.1016/j.redox.2020.101508>
- Yang, Y., & Koenigstorfer, J. (2020). Determinants of physical activity maintenance during the COVID-19 pandemic: A focus on fitness apps. *Translational Behavioral Medicine*, 10, 835–842. <https://doi.org/10.1093/tbm/ibaa086>
- Yong, B., Xu, Z., Wang, X., Cheng, L., Li, X., Wu, X., & Zhou, Q. (2018). IoT-based intelligent fitness system.

- Ahammer, A., Halla, M., and Lackner, M. (2020). Mass gatherings contributed to early covid-19 spread: Evidence from US sports. *Covid Economics*. Retrieved from <https://voxeu.org/article/mass-gatherings-contributed-early-covid-19-mortality>
- Battistini, N. and Stoevsky, G. (2020). Alternative scenarios for the impact of the covid-19 pandemic on economic activity in the euro area. *ECB Economic Bulletin*, Issue 3/2020.
- Becker, G. S. and Rubinstein, Y. (2011). Fear and the response to terrorism: An economic analysis. *CEP Discussion Paper No 1079*.
- Cardazzi, A., Humphreys, B. R., Ruseski, J. E., Soebbing, B., and Watanabe, N. (2020). Professional sporting events increase seasonal influenza mortality in US cities. *West Virginia University Working Paper Series 6–2020*.
- Clarkson, B., Culvin, A., Pope, S., and Parry, K. (2020). covid-19: Reflections on threat and uncertainty for the future of elite women's football in England. *Managing Sport and Leisure*. <https://doi.org/10.1080/23750472.2020.1766377>
- Doherty, A., Millar, P., and Misener, K. (2020). Return to community sport: Leaning on evidence in turbulent times. *Managing Sport and Leisure*. <https://doi.org/10.1080/23750472.2020.1794940>
- Drewes, M., Daumann, F., and Follert, F. (2020). Sportökonomische Auswirkungen der covid-19-Pandemie am Beispiel der Fußball-Bundesligen. *LiSt Forum*, 46, 345–357.
- Duarte Muñoz, M. and Meyer, T. (2020). Infectious diseases and football – Lessons not only from covid-19. *Science and Medicine in Football*, 4(2), 85–86.
- Flatau, J. and Emrich, E. (2016). Exzessiver passiver Sportkonsum – Ist die Sucht nach Stadionfußball rational? [Excessive passive sport consumption – Is addiction to stadium soccer rational?]. *Diskussionspapier des Europäischen Instituts für Sozioökonomie*, 18. <https://doi.org/10.22028/D291-27041>
- Follert, F. (2018). Ökonomisierung des Fußballs. *Das Wirtschaftsstudium*, 47(6), 668–670.
- Follert, F. and Daumann, F. (2021). Profifußball zwischen Sport, Ökonomie und Moral (Professional football between sport, economy and morality). Retrieved from <http://wirtschaftlichefreiheit.de/wordpress/?tag=follert>
- Frevel, N. and Schreyer, D. (2020). Behavioral responses to terrorist attacks: Empirical evidence from professional football. *Applied Economics Letters*, 27(3), 244–247.
- Grohmann, K. (2020). Olympics: Games must connect with gamers to keep Olympics relevant, Available at <https://www.reuters.com/article/us-olympics-ioc-idUSKBN1Z91M2>
- Humphreys, K. L., LeMoult, J., Wear, J. G., Piersiak, H. A., Lee, A. and Gotlib, I. H. (2020). Child maltreatment and depression: A meta-analysis of studies using the childhood trauma questionnaire. *Child Abuse & Neglect*, 102, 104361.
- Huth, C. and Kraus, P. (2021). Analyse der Akzeptanz von Geistespielen sowie der Bereitschaft und des Verständnisses von Stadionbesuchen im Kontext der covid-19 Pandemie am Beispiel der Fußball-Bundesliga. *Sciampus – Sport und Gesellschaft*.
- Ludvigsen, J. A. L. and Hayton, J. W. (2020). Toward covid-19 secure events: Considerations for organizing the safe resumption of major sporting events. *Managing Sport and Leisure*, 1–11. <https://doi.org/10.1080/23750472.2020.1782252>
- Maglovska, C. R. (2020). Sports event tourism: An evolving business opportunity for the hostel industry. *Activities in Physical Education and Sport*, 10(1–2), 6–9.
- Memish, Z. A., Steffen, R., White, P., Dar, O., Azhar, E. I., Sharma, A., & Zumla, A. (2019). Mass gatherings medicine: Public health issues arising from mass gathering religious and sporting events. *The Lancet*, 393(10185), 2073–2084.
- Mohr, M., Nassis, G. P., Brito, J., Randers, M. B., Castagna, C., Parnell, D., et al. (2020). Return to elite football after the COVID-19 lockdown. *Managing Sport and Leisure*, 1–9. <https://doi.org/10.1080/23750472.2020.1768635>
- MUIC. (2020). Jan-Christian Dreesen: A remarkable achievement. Retrieved from <https://fcbayern.com/en/news/2021/11/2020-21-revenue-and-profit-strongly-influenced-by-covid-19>
- Olczak, M., Reade, J., and Yeo, M. (2020). Mass outdoor events and the spread of an airborne virus: English Football and COVID-19. *Covid Economics*. Retrieved from <https://voxeu.org/article/spread-covid-19-and-attending-football-matches-england>
- Parnell, D., Widdop, P., Bond, A., and Wilson, R. (2020). covid-19, networks and sport. *Managing Sport and Leisure*, 27(1–2), 1–7.
- Reade, J. J., Schreyer, D., and Singleton, C. (2021). Stadium attendance demand during the covid-19 crisis: Early empirical evidence from Belarus. *Applied Economics Letters*, 28(18), 1542–1547.
- Reade, J. J. and Singleton, C. (2020). Demand for Public Events in the covid-19 Pandemic: A Case Study of European Football. *European Sport Management Quarterly*, em-dp2020–09, Department of Economics,

University of Reading.

- Stoecker, C., Sanders, N. J., and Barreca, A. (2016). Success is something to sneeze at influenza mortality in cities that participate in the Super Bowl. *American Journal of Health Economics*, 2(1), 125–143.
- Taubenberger, J. K. and Morens, D. M. (2006). 1918 Influenza: The mother of all pandemics. *Emerging Infectious Diseases*, 12(1), 15–22.
- Toresdahl, B. and Asif, I. (2020). Coronavirus Disease 2019 covid-19 Considerations for the competitive athlete. *Sports Health*, 12(3), 221–224.
- Tovar, J. (2020). Soccer, World War II and coronavirus: A comparative analysis of how the sport shut down. *Soccer & Society*, 22(1–2), 66–74.
- Webb, T. (2020). The future of officiating: Analysing the impact of covid-19 on referees in world football. *Soccer & Society*, 22(1–2), 12–18.
- Weed, M. (2020). The role of the interface of sport and tourism in the response to the covid-19 pandemic. *Journal of Sport & Tourism*, 24(2), 79–92. <https://doi.org/10.1080/14775085.2020.1794351>
- World Health Organization. (2020). Coronavirus disease 2019 ( COVID-19). Situation report. [https://www.who.int/docs/default-source/coronavirus/situation-reports/20200303-sitrep-43-covid-19.pdf?sfvrsn=2c21c09c\\_2](https://www.who.int/docs/default-source/coronavirus/situation-reports/20200303-sitrep-43-covid-19.pdf?sfvrsn=2c21c09c_2). Accessed September 13, 2020. Zülch, H., Ottenstein, P., and Manz, E. (2020). The German Bundesliga Clubs and their future: An outlook on the robustness of the clubs in times of Covid -19. Odgers Berndtson: Germany. covid-19

منابع:

- Aygün, M. (2021). Sport Organizasyonlarında COVID-19 Etkisi. *Gençlik Araştırmaları Der. - gisi*, 9(23), 43–48.
- Aytekin, M. (2014). Sadece İletişim. Editör Aytekin, M. Yeni(lenen) Medya. Kocav Yayınları. 15–24.
- Çavuşoğlu, S. B. (2019). Sporda İletişim Stratejileri. Editör Hergüner, G., Her Yöniyle Spor. Güven Plus Grup A.Ş Yayınları. 487–511.
- Çavuşoğlu, S. B., & Dumangöz, P. D. (2019). Examining the viewpoints of the sports journalists in turkey on traditional and internet journalism. *European Journal of Physical Education and Sport Science*, 5(5), 19–34.
- Coche, R., & Lynn, B. J. (2020). Behind the scenes: COVID-19 consequences on broadcast sports production. *International Journal of Sport Communication*, 1(aop), 1–10.
- Danış, E., & Yengin, D. (2020). Türkiye’de Spor İletişiminin Futbol Kulüpleri Üzerinden İncelenmesi: Fenerbahçe, Beşiktaş ve Galatasaray Örneği. *Yeni Medya Elektronik Dergi*, 4(2), 89–105.
- Dumangöz, P. D. (2021). Spor Bilimleri Alanında Yapılan İletişim Araştırmalarına İlişkin bir Değerlendirme. *İletişim Çalışmaları Dergisi*, 7(3), 425–452.
- Goldman, M. M., & Hedlund, D. P. (2020). Rebooting content: Broadcasting sport and esports to homes during COVID-19. *International Journal of Sport Communication*, 13(3), 370–380.
- Horky, T. (2021). No sports, no spectators – No media, no money? The importance of spectators and broadcasting for professional sports during COVID-19. *Soccer & Society*, 22(1–2), 96–102.
- Ke, X., & Wagner, C. (2020). Global pandemic compels sport to move to esports: Understanding from brand extension perspective. *Managing Sport and Leisure*, 27, 1–6.
- Koçak, U. Z., & ve Özer Kaya, D. (2020). COVID-19 Pandemisi, Spor, Sporcu Üçgeni: Etkilenimler ve Öneriler. *İzmir Katip Çelebi Üniversitesi Sağlık Bilimleri Fakültesi Dergisi*, 5(2), 129–133.
- Majumdar, B., & Naha, S. (2020). Live sport during the COVID-19 crisis: Fans as creative broadcasters. *Cultures, Commerce, Media, Politics*, 23(7), 1091–1099.
- Ntvspor. (2021). Süper Lig’de derbi heyecanı: Galatasaray-Fenerbahçe Erişim tarihi; 22 Kasım 2021; <https://www.ntv.com.tr/amp/spor/super-ligde-derbi-heyecani-galatasarayfenerbahce, Rp7H5-R4td0-WE2saCuukvw>
- Ramon, X., & Rojas-Torrijos, J. L. (2021). Public service media, sports and cultural citizenship in the age of social media: An analysis of BBC Sport agenda diversity on Twitter. *International Review for the Sociology of Sport*, 0(0), 1–22.
- Şahan, H., & Çınar, V. (2004). Kitle İletişim Araçlarının Spor Kamuoyu Üzerine Etkisi. *Selçuk Üniversitesi Sosyal Bilimler Enstitüsü Dergisi*, 12, 313–321.
- Salman, G. G., & Giray, C. (2020). Artan Dijital Çözümlerin Sporda Kullanımı ve Pandemi Sonrası Dijital Dönüşüm Gerekliliği. Editörler Öz, S., Celayir, D., Onursal, F., S. Pandemi Sonrası Yeni Dünya Düzeninde Teknoloji Yönetimi ve İnsani Dijitalizasyon, 553–587.
- Sharpe, S., Mountfield, C., & Filo, K. (2020). The social media response from athletes

and sport organizations to COVID-19: An altruistic tone. *International Journal of Sport Communication*, 13(3), 474–483.

Smith, W. R. (2020). A post- COVID-19 lifestyle sport research agenda: Communication, risk, and organizational challenges. *International Journal of Sport Communication*, 13(3), 352–360.

Su, Y., Baker, B. J., Doyle, J. P., & Yan, M. (2020). Fan engagement in 15 seconds: Athletes' relationship marketing during a pandemic via TikTok. *International Journal of Sport Communication*, 13(3), 436–446.

Symons, K., Breitbarth, T., Zubcevic-Basic, N., Wilson, K., Sherry, E., & Karg, A. (2021). The (un)level playing field: Sport media during COVID-19. *European Sport Management Quarterly*, 22, 1–17.

Toresdahl, B. G., & ve Asif, I. M. (2020). Coronavirus Disease 2019 ( COVID-19): Considerations for the competitive athlete. *Sports Health*, 12(3), 221–224.

TRT Haber. (2021). Stadyumlara giriş şartları: Aşı, PCR, HES. Erişim tarihi 22 Kasım 2021; <https://www.trthaber.com/haber/spor/stadyumlara-giris-sartlari-asi-pcr-hes-598362.html>

TÜBA. (Nisan, 2020). COVID-19 Pandemi Değerlendirme Raporu. Türkiye Bilimler Akademisi Yayınları. Ankara.

Türk Tabipleri Birliği COVID-19 İzleme Kurulu. (Eylül, 2020). COVID-19 Pandemisi Altıncı Ay Değerlendirme Raporu.

Türkmen, M., & Özsan, A. (2020). COVID-19 Salgını ve Spor Sektörüne Etkileri. *International Journal of Sport Culture and Science*, 8(2), 55–67.

Üçüncüoğlu, M., Özdemir, H., & Çakır, V. O. (2021). COVID-19 Pandemisi Sırasında Sporda Kriz Yönetiminin Bir Parçası Olarak Espor Kullanımı. *Gençlik Araştırmaları Dergisi*, 9(Özel Sayı), 81–95.

Varlı, A. (2021). Spor Endüstrisinde Sponsorluk ve Yayın Hakları Ekseninde COVID-19 Depremi. *Sosyal Bilimler Dergisi*, 6(1), 41–57.

Yurtsızoğlu, Z. (2021). Spor Endüstrisinde Bir Krizin Öyküsü ( COVID-19). *Sivas Cumhuriyet Üniversitesi Spor Bilimleri Dergisi*, 2(1), 45–50.

منابع:

Black, J. (2021). Football is “the most important of the least important things”: The Illusion of Sport and COVID-19. *Leisure Sciences*, 43(1–2): 97–103.

Caruso, R.; Addesa, F.; and Di Domizio, M. (2019). The determinants of the TV demand for soccer: Empirical evidence on Italian Serie A for the period 2008–2015. *Journal of Sports Economics*, 20(1): 25–49

Dašić, D. R.; Tošić, M. Z.; and Deletić, V. (2020). The impact of the COVID-19 pandemic on the advertising and sponsorship industry in sport. *Bizinfo (Blace)*, 11(2): 105–116.

Dietl, H., and Lang, M. (2009). The effect of luxury taxes on competitive balance, club profits and social welfare in sports leagues. *International Journal of Sport Finance*, 5(1): 41–51.

Economico. (2020). European football giants will lose up to 30% of the estimated revenue for this season. Retrieved from <https://jornaleconomico.sapo.pt/en/news/European-football-giants-will-lose-up-to-30%25-of-theestimated-revenue-for-this-season-59138>

Euromonitor. (2020). Coronavirus and sports: Effects on fans and sponsorships. Retrieved from <https://go.euro-monitor.com/white-paper-sports-2020-coronavirus-and-sports.htm>

Evans, A. B.; Blackwell, J.; Dolan, P.; Fahlén, J.; Hoekman, R.; Lenneis, V.; McNarry, G.; Smith, M.; and Wilcock, L. (2020). Sport in the face of the COVID-19 pandemic: Towards an agenda for research in the sociology of sport. *European Journal for Sport and Society*, 17(2), 85–95.

Fešt, S. (2020). UEFA's Aleksander Ceferin: 'Football with fans will come back very soon'. Retrieved from <https://www.theguardian.com/football/2020/may/19/uefa-aleksanderceferin-football-with-fans-will-come-backvery-soon>

Fort, R. (2000). European and North American sports differences. *Scottish Journal of Political Economy*, 47(4): 431–455.

FSA. (2021). Survey: three quarters of fans will be straight back into grounds in August. Retrieved from <https://thefsa.org.uk/news/survey-three-quarters-of-fans-will-be-straightback-into-grounds-in-august/>

Galarini, G. (2020). Juventus players agree to salary cuts as soccer clubs face 'existential threat'. Retrieved from <https://www.forbes.com/sites/giacomogalarini/2020/03/29/juventus-players-agree-to-salary-cuts-as-soccerclubs-face-existential-threat/#703aba565ab>

Grohmann, K. (2020). German FA chief calls for salary cap to help win over fans after coronavirus pandemic. Retrieved from <https://www.independent.co.uk/sport/football>

- europaen/bundesliga-salary-capcoronaviruspandemic-a9531456.htm
- Horky, T. (2020). No sports, no spectators – No media, no money? The importance of spectators and broadcasting for professional sports during COVID-19. *Soccer & Society*, 22(1–2): 96–102.
- Hutchins, B.; Li, B.; and Rowe, D. (2019). Over-the-top sport: Live streaming services, changing coverage rights markets and the growth of media sport portals. *Media, Culture & Society*, 41(7): 975–994.
- Majumdar, B., and Naha, S. (2020). Live sport during the COVID-19 crisis: Fans as creative broadcasters. *Sport in Society*, 23(7): 1091–1099.
- Masstromartino, B.; Ross, W. J.; Wear, H.; and Naraine, M. L. (2020). Thinking outside the ‘box’: A discussion of sports fans, teams, and the environment in the context of COVID-19. *Sport in Society*, 23(11): 1707–1723.
- Parnell, D.; Widdop, P.; Bond, A.; and Wilson, R. (2020). COVID-19, networks and sport. *Managing Sport and Leisure*, 27(1–2), ISSN 2375–0472.
- Ratten, V. (2020). Coronavirus disease (COVID-19) and sport entrepreneurship. *International Journal of Entrepreneurial Behavior & Research*, 26(6), 1379–1388.
- Rowe, D. (2020). Subjecting pandemic sport to a sociological procedure. *Journal of Sociology*, 56(4): 704–713. <https://doi.org/10.1177/144078332094128>
- Ruřt, R. (2020). The future of marketing. *International Journal of Research in Marketing*, 37(1): 15–26. <https://doi.org/10.1016/j.ijresmar.2019.08.002>
- Sato, S.; Oshimi, D.; Bizen, Y.; and Saito, R. (2022). The COVID-19 outbreak and public perceptions of sport events in Japan. *Managing Sport and Leisure*, 27(1–2): 1–6.
- Sharpe, S.; Mountifield, C.; and Filo, K. (2020). The social media response from athletes and sport organizations to COVID-19: An altruistic tone. *International Journal of Sport Communication*, 13(3): 474–483. <https://doi.org/10.1123/ijsc.2020-0220>
- Skinner, J., and Smith, A. C. T. (2021). Introduction: sport and COVID-19: Impacts and challenges for the future (Volume 1), *European Sport Management Quarterly*, 21(3): 323–332.
- Smith, R. W. (2020). A post- COVID-19 lifestyle sport research agenda: Communication, risk, and organizational challenges, *International Journal of Sport Communication*, 13(3): 352–360. <https://journals.humankinetics.com/view/journals/ijsc/13/3/article-p352.xml>
- Statista. (2020). Sports & Fitness. Statistics and Market Data on Sports & Fitness. Retrieved from <https://www.statista.com/markets/409/topic/442/sports-fitness>
- Szymanski, S. (2020). COVID-19 and football club insolvency, paper presented at Reading Online Sport Economics Seminars (ROSES), April 17th, 2020. Retrieved from <https://www.soccereconomics-agency.com/?p=1670>
- Westcott, K. (2021). 2021 media and entertainment industry outlook. Retrieved from <https://www2.deloitte.com/us/en/pages/technology-media-and-telecommunications/articles/media-and-entertainment-industry-outlook-trends.htm>

## منابع

- Akgöl, O. (2019). Spor endüstrisi ve dijitalleşme: Türkiye’ de spor yapılanması üzerine bir inceleme. *TRTakademi*, 4(8), 206–225.
- Andreato, L. V., Coimbra, D. R., & Andrade, A. (2020). Challenges to athletes during the home confinement caused by the COVID-19 pandemic. *Strength and Conditioning Journal*, 42(3), 1–5. Doi: 10.1519/SSC.0000000000000563
- Atalı, L., Altuntaş, T., & Tarım, T. (2020). Koronavirüs COVID-19 salgını sürecinde büyükşehir belediyelerinin spor ve fiziksel aktiviteye yönelik hizmetlerinin ıncelenmesi. *Focus Spor Yönetimi Arařtırmaları Dergisi*, 1(1), 46–64. Retrieved from <https://dergipark.org.tr/tr/pub/focuss/issue/55523/760357>
- Australian Institute of Sport (2020). COVID-19. Retrieved from <https://ais.gov.au/healthwellbeing/COVID-19>
- Aygün, M. (2021). Spor organizasyonlarında COVID-19 etkisi. *Gençlik Arařtırmaları Dergisi*, 9(23), 43–48.
- Begović, M. (2020). Effects of COVID-19 on society and sport a national response. *Managing Sport and Leisure*, 1–6. Doi: 10.1080/23750472.2020.1779115.
- Bingöl, H., Canpolat, B., Demiralp, İ., & Öncü, H. (2020). COVID-19Sürecinde Egzersiz Uygulamaları ve Fiziksel Etkinlik. *Rukiye Aylaz ve Erman Yıldız (Ed.). Yeni Koronavirüs Hařtařlığının Toplum Üzerine Etkileri ve Hemşirelik Yaklaşımları İçinde (ss.97–102). ISBN:978-605-7853-43-1 İnönü Üniversitesi Yayinevi: Malatya.*
- Brett, G. T., & İrfan, M. A. (2020). Coronavirus disease 2019 COVID-19: Considerations for the competitive athlete. *Sports Health*, 12(3), 221–224. Doi: 10.1177/1941738120918876
- Cao, W., Fang, Z., Hou, G., Han, M., Xu, X., Dong, J., & Zheng, J. (2020). The psychological impact of

- the COVID-19 epidemic on college students in China. *Psychiatry Research*, 287. Doi: 10.1016/j.psychres.2020.112934
- Carrasquillo, C. B. (2020). Como no caer en desmotivación deportiva en tiempos de cuarentena? Retrieved on July 20, 2021 from <http://hdl.handle.net/11722/2561>
- Cañillo, R. P., & Velasco, M. F. P. (2020). Child mental health and COVID-19 pandemic: Questions and challenges. *Revista De Psiquiatria Infanto-Juvenil*, 37(2), 30–44.
- Çelik, F., & Yenal, T. H. (2020). COVID-19 ve Hareketsiz Yaşam. *Mediterranean Journal of Sport Science*, 3(2), 249–259. Doi: 10.38021/asbid.804705
- Chauke, T. A., & Chinyakata, R. (2020). The effects of the -19 كوفيد outbreak on the positive development of young people. *The Thinker, Special Edition: COVID-19*, 84(2), 75–70
- Coakley, J. (2020). Youth sports: What counts a “positive development?”. *Journal of Sport and Social Issues*, 35(3), 306–324. Doi: 10.1177/0193723511417311
- Côté, J., & Vierimaa, M. (2014). The developmental model of sport participation: 15 years after its first conceptualization. *Science & Sports*, 29, 63–69. Doi: 10.1016/j.scispo.2014.08.133
- Council of the European Union. (2020). Erişim tarihi: 18.07.2021. Erişim adresi: <https://www.consilium.europa.eu/media/44622/attachment/ast08926-en20.pdf>
- Danilović, L. (2020). Fizička aktivnost kod kuće za vrijeme pandemije COVID-19 (Diplomski rad). University of Rijeka, Faculty of Health Studies, Sveučilište u Rijeci Fakultet zdravstvenih studija u Rijeci, Rijeka. Retrieved from <https://urn.nsk.hr/urn:nbn:hr:184:138960>
- Driscoll, W. S., Conlee, M. E., Brandenburg, E. J., Landry, W. B., Rabatin, E. A., Prideaux, C. C., & Laskowski, E. R. (2019). Exercise in children with disabilities. *Current Physical Medicine and Rehabilitation Reports*, 7, 46–55. Doi: 10.1007/s40141-019-02135
- European Parliament. (2021). Texts Adopted. P9\_TA(2021)0045. The impact of COVID-19 on youth and on sport. European Parliament resolution of 10 February 2021 on the impact of COVID-19 on youth and on sport (2020/2864(RSP)). European Parliament. Retrieved on July 22, 2021 from [https://www.europarl.europa.eu/doceo/document/TA-9-2021-790045\\_EN.pdf](https://www.europarl.europa.eu/doceo/document/TA-9-2021-790045_EN.pdf).
- Guan, I., Kirwan, N., Beder, M., Levy, M. and Law, S. (2021). Adaptations and innovations to minimize service disruptions for patients with severe mental illness during COVID-19: Perspectives and reflections from an assertive community psychiatry program. *Community Mental Health Journal*, 57(1), 10–17.
- Guan, H., Okely, A. D., Aguilar-Farías, N., del Pozo, C. B., Draper, C. E., El Hamdouchi, A., Florindo, A. A., Jáuregui, A., Katzmarzyk, P. T., Kontsevaya, A., Löf, M., Park, W., Reilly, J. J., Sharma, D., Tremblay, M. S., & Veldman, S. L. C. (2020). Promoting healthy movement behaviours among children during the COVID-19 pandemic. *The Lancet Child & Adolescent Health*, 4(6), 416–418. Doi: 10.1016/s2352-4642(20)30131-0.
- Günay, U. (2020). Salgın Döneminde Gençler. Rukiye Aylaz ve Erman Yıldız (Ed.). *Yeni Koronavirüs Hastalığının Toplum Üzerine Etkileri ve Hemşirelik Yaklaşımları İçinde* (ss.83–88). ISBN:978-605-7853-43-1 İnönü Üniversitesi Yayınevi: Malatya.
- Håkansson, A., Jönsson, C., & Kenttä, G. (2020). Psychological distress and problem gambling in elite athletes during COVID-19 restrictions – A web survey in top leagues of three sports during the pandemic. *International Journal of Environmental Research and Public Health*, 17(18), 1–17. Doi: 10.3390/ijerph17186693
- Håkansson, A., Moesch, K., Jönsson, C., & Kenttä, G. (2021). Potentially prolonged psychological distress from postponed olympic and paralympic games during COVID-19– Career uncertainty in elite athletes. *International Journal of Environmental Research and Public Health*, 18(1), 2. Doi: 10.3390/ijerph18010002.
- Horky, T. (2021). No sports, no spectators–no media, no money? The importance of spectators and broadcasting for professional sports during COVID-19. *Soccer & Society*, 22(1–2), 96–102. Doi: 10.1080/14660970.2020.1790358
- Jewett, R., Kerr, G., & Tamminen, K. (2019). University sport retirement and athlete mental health: A narrative analysis. *Qualitative Research in Sport, Exercise, and Health*, 11(3), 416–433. Doi: 10.1080/2159676X.2018.1506497
- Kara, E. (2020). The function of the social service workforce during the COVID-19 pandemic in disadvantaged groups. *Türkiye Sosyal Hizmet Araştırmaları Dergisi*, 4(1), 28–34. Retrieved from <https://dergipark.org.tr/tr/pub/tushad/issue/54680/726487>
- Kelly, A. L., Erickson, K., & Turnidge, J. (2020). Youth sport in the time of COVID-19: Considerations for researchers and practitioners. *Managing Sport and Leisure*, 1–11. Doi: 10.1080/23750472.2020.1788975
- Koç, M. (2004). Gelişim psikolojisi açısından ergenlik dönemi ve genel özellikleri. *Erciyes Üniversitesi Sosyal Bilimler Enstitüsü Dergisi*, 1(17), 231–256.

- Lippi, G., Henry, B. M., & Sanchis-Gomar, F. (2020). Physical inactivity and cardiovascular disease at the time of coronavirus disease 2019 COVID-19. *European Journal of Preventive Cardiology*, 27(9), 906–908. Doi: 10.1177/2047487320916823
- Maron, B. J., Udelson, J. E., Bonow, R. O., Nishimura, R. A., Ackerman, M. J., Estes, N. A. III, Cooper, L. T. Jr, Link, M. S., & Maron, M. S. (2015). Eligibility and disqualification recommendations for competitive athletes with cardiovascular abnormalities: Task Force 3: Hypertrophic cardiomyopathy, arrhythmic right ventricular cardiomyopathy and other cardiomyopathies, and myocarditis: A Scientific Statement from the American Heart Association and American College of Cardiology. *Journal of the American College of Cardiology*, 66(21), 2362–2371. Doi: 10.1161/CIR.0000000000000239
- Marshall, G. (2009). *Sosyoloji Sözlüğü*. Akinhay, O. ve Kömürçü, D. (çev.). Ankara: Bilim ve Sanat Yayınları.
- Mehrsafar, A. H., Gazerani, P., Zadeh, A. M., & Sánchez, J. C. J. (2020). Addressing potential impact of COVID-19 pandemic on physical and mental health of elite athletes. *Brain, Behavior, and Immunity*, 87, 147–148. Doi: 10.1016/j.bbi.2020.05.011
- Pelliccia, A., Fagard, R., Bjørnstad, H. H., Anastassakis, A., Arbuştini, E., Assanelli, D., Biff, A., Borjesson, M., Carrè, F., Corrado, D., Delise, P., Dorwarth, U., Hirth, A., Heidbuchel, H., Hoffmann, E., Mellwig, K. P., Panhuyzen-Goedkoop, N., Pisani, A., Solberg, E. E., van-Buuren, F., Vanhees, L., Blomstrom-Lundqvist, C., Deligiannis, A., Dugmore, D., Glikson, M., Hoff, P. I., Hoffmann, A., Hoffmann, E., Horstkotte, D., Nordrehaug, J. E., Oudhof, J., McKenna, W. J., Penco, M., Priori, S., Reybrouck, T., Senden, J., Spataro, A., & Thiene, G. (2005). Recommendations for competitive sports participation in athletes with cardiovascular disease: A consensus document from the study group of sports cardiology of the working group of cardiac rehabilitation and exercise physiology and the working group of myocardial and pericardial diseases of the European society of cardiology. *European Heart Journal*, 26(14), 1422–1445. Doi: 10.1093/eurheartj/ehi325
- Sanderson, J., & Brown, K. (2020). COVID-19 and youth sports: Psychological, development, and economic impacts. *International Journal of Sport Communication*, 13, 313–323. Doi: 10.1123/ijsc.2020-0236
- Sarto, F., Impellizzeri, F. M., Spörri, J., Porcelli, S., Olmo, J., Requena, B., Suarez-Arrones, L., Arundale, A., Bilsborough, J., Buchheit, M., Clubb, J., Coutts, A., Nabhan, D., Torres-Ronda, L., Mendez-Villanueva, A., Mujika, I., Maffuletti, N. A., & Franchi, M. V. (2020). Impact of potential physiological changes due to COVID-19 home confinement on athlete health protection in elite sports: A call for awareness in sports programming. *Sports Medicine*, 50, 1417–1419. Doi: 10.1007/s40279-020-01297-6
- Schellhorn, P., Klingel, K., & Burgstahler, C. (2020). Return to sports after COVID-19 infection. *European Heart Journal*, 0, 1–3. Doi: 10.1093/eurheartj/ehaa448
- Sports Value. (2020). Coronavirus' economic impact on the sports industry. Erişim tarihi: July 18, 2021. Erişim adresi: <https://sportsvenuebusiness.com/index.php/2020/03/19/coronavirus-economic-impact-on-the-sports-industry/>
- T.C. Sağlık Bakanlığı (2020). COVID-19Nedir? Erişim adresi: <https://covid19.saglik.gov.tr/TR-66300/COVID-19-nedir-.html>
- Thompson, P. D., Franklin, B. A., & Balady, G. J. (2007). Exercise and acute cardiovascular American Heart Association Council on nutrition, physical activity, and metabolism and the Council on clinical cardiology. *Circulation*, 115(17), 2358–2368. Doi: 10.1161/CIRCULATIONAHA.107.181485
- Trussel, D. E. (2016). Young people's perspectives of parent volunteerism in community youth sport. *Sport Management Review*, 19(3), 332–342. Doi: 10.1016/j.smr.2015.09.001
- Türker, A. (2020). Pandemi COVID-19Egzersiz ve Beslenme. İhsan Kuyulu ve Davut Atılgan (Ed.). *Spor Bilimlerinde Yeni Fikirler-2* içinde (ss. 195–211). Ankara: Akademisyen Kitabevi.
- Türkmen, M., & Özsarı, A. (2020). COVID-19salgını ve spor sektörüne etkileri. *International Journal of Sport Culture and Science*, 8(2), 55–67. Doi: 10.14486/IntJSCS.2020.596
- Velavan, T. P., & Meyer, C. G. (2020). The COVID-19 epidemic. *Tropical Medicine and International Health*, 25(3), 278–280. Doi: 10.1111/tmi.13383.
- Voigts, G. (2021). Young people and child and youth welfare in Corona times. *StandpunktSozial*, 2021/1. Doi: 10.48441/4427.22
- Watson, A., & Koontz, J. S. (2020). Youth sports in the wake of COVID-19: A call for change. *British Journal of Sports Medicine*, 0, 1–2. Doi: 10.1136/bjsports-2020-103288
- World Health Organization (WHO). (2011a). Global Recommendations on Physical Activity for Health. Retrieved on July 20, 2021 from <http://www.who.int/dietphysicalactivity/pa/en/index.html>
- World Health Organization (WHO). (2011b). World Report on Disability. Retrieved on July 19, 2021 from [https://apps.who.int/iris/bitstream/handle/10665/70670/WHO\\_NMH\\_VIP\\_11.01\\_eng.pdf;jsessionid=5A5665BFC27ABAA3975E9C512EC9DDA8?sequence=1](https://apps.who.int/iris/bitstream/handle/10665/70670/WHO_NMH_VIP_11.01_eng.pdf;jsessionid=5A5665BFC27ABAA3975E9C512EC9DDA8?sequence=1)
- World Health Organization (WHO). (2020). Disability Considerations During The COVID-19 Outbreak. Retrieved on July 20, 2021 from <https://www.who.int/publications-detail/>

disability-considerations-during the COVID-19 outbreak

- World Health Organization (WHO). (2021). COVID-19 Weekly Epidemiological Update. Edition 48. <https://www.who.int/publications/m/item/weekly-epidemiological-update-on-COVID-19---13-july-2021> World Health Organization (WHO). Physical activity – Data and statistics. Retrieved on July 21, 2021 from <https://www.euro.who.int/en/health-topics/diseaseprevention/physical-activity/data-and-statistics>
- Yüksel, A. (2021). COVID-19 pandemisi döneminde elit sporcuların uyku kalitesi ile beslenme durumunun değerlendirilmesi. OPUS–Uluslararası Toplum Araştırmaları Dergisi, 17(Pandemi Özel Sayısı), 3918–3942. Doi: 10.26466/opus.909434
- Zibung, M., & Conzelmann, A. (2013). The role of specialisation in the promotion of young football talents: A person-oriented study. European Journal of Sport Science, 13(5), 452–460. Doi: 10.1080/17461391.2012.749947

منابع:

- Akdağ M. (2005). Halkla ilişkiler ve kriz yönetimi, Selçuk Üniversitesi Sosyal Bilimler Enstitüsü Dergisi, 14, 1–20.
- Akgemci, T. (2008). Stratejik Yönetim, Gazi Kitabevi.
- Beech, J., Chadwick, S. (2004). The Business of Sport Management, Pearson Education Limited.
- Dixon, M. A., Hardie, A., Warner, S., M., Owiro, E., A., Orek, D. (2020, December 23). Sport for development and COVID-19: Responding to change and participant needs. Frontiers. <https://www.frontiersin.org/articles/10.3389/fspor.2020.590151/full#B16>
- Edwin, R. A. S., Johnson, A. (1988). Crises, Encyclopaedia of Social Science.
- Elliott, S., Drummond, M. J., Prichard, I., Eime, R., Drummond, C., Mason, R. (2021). Understanding the impact of COVID-19 on youth sport in Australia and consequences for future participation and retention. BMC Public Health, 21, 448.
- Eren, E. (2010). Stratejik Yönetim ve İşletme Politikası, Beta Basım Yayın.
- Fullerton, S. (2007). Sports Marketing, McGraw Hill.
- Gottschalk, J. (2002). Crisis Management, Capstone Publishing.
- Haşit, G. (2000). İşletmelerde Kriz Yönetimi ve Türkiye'nin Büyük Sanayi İşletmelerinde Yapılan Araştırma, Eskişehir: Anadolu Üniversitesi Yayınları, No: 1177.
- Huang, A., Makridis, C., Bakera, M., Medeiros, M., Guo, Z. (2020). Understanding the impact of COVID-19 intervention policies on the hospitality labour market. International Journal of Hospitality Management, 91, 102660.
- Karaman, A. (1999). Profesyonel Yöneticilerde Güç Yönetimi, Türkmen Kitabevi.
- Mašteralexis, L. P., Barr, C. A., Hums, M. A. (2019). Principles and Practice of Sport Management, Jones & Bartlett Learning.
- Mašterman, G. (2009). Strategic Sports Event Management, Elsevier.
- Milburn, T., Schuler, R., Watman, K. (1984). Organizational crisis part 1: Definition and conceptualization. Human Relations, 36(12), 1140–1160.
- Pedersen, P. M., Thibault, L. (2019). Contemporary Sport Management, Human Kinetics.
- Peterson, J. A., Hronek, B., B. (1992). Risk Management, Sagamore Publishing.
- Ren, C. H. (2000). Understanding and managing the dynamics of linked crisis events. Disaster Prevention and Management, C. 9(S. 1), 12–17.
- Robinson, M. J. (2010). Sport Club Management, Human Kinetics.
- Skinner, J., Smith, A. C. T. (2021). Introduction: Sport and COVID-19: Impacts and challenges for the future (Volume 1), European Sport Management Quarterly, 21(3), 323–332.
- Toffer, A. (1996). Gelecek Korkusu Şok, Çev: Selami Sargut, Altın Kitaplar Yayınevi.
- Tüz, M. (2008). Kriz Yönetimi, Şah-Mat.
- Tüz, M., Haşit, G., İplikçioğlu, İ., Suher, K. İ. (2013). Kriz İletişimi ve Yönetimi, Anadolu Üniversitesi Yayını.
- United Nations. (2020, May). The impact of COVID-19 on sport, physical activity and well-being and its effects on social development. [https://www.un.org/development/desa/dspd/wp-content/uploads/sites/22/2020/05/PB\\_73.pdf](https://www.un.org/development/desa/dspd/wp-content/uploads/sites/22/2020/05/PB_73.pdf)

منابع:

- Adamus, T. (2012). Playing computer games as electronic sport: In search of a theoretical framework for a new research field. J. Fromme, & A. Unger (eds.), *Computer games and new media cultures: A handbook of digital games studies*. Dordrecht: Springer Netherlands, 477–490.
- Aşçı, F. H. (1999). Benlik Kavramı ve Spor [Self Concept and Sport]. *Spor Psikolojisi*, Ankara: Bağrgan.
- Aşçı, F. H. (2004). Benlik Algısı ve Egzersiz [Self-Perception and Exercise]. *Spor Bilimleri Dergisi*, 15(4), 233–266.
- Bagozzi, R. P., & Dholakia, U. M. (2006). Antecedents and purchase consequences of customer participation in small group brand communities. *International Journal of Research in Marketing*, 23, 45–61.
- Bagozzi, R. P., Bergami, M., Marzocchi, G. L., & Morandin, G. (2012). Customer–Organization relationships: Development and test of a theory of extended identities. *Journal of Applied Psychology*, 97(1), 63–76.
- Banerjee, D. (2020). The COVID-19 outbreak: Crucial role the psychiatrists can play. *Asian Journal of Psychiatry*, 50, 102014. <https://doi.org/10.1016/j.ajp.2020.102014>
- Baumann, S. (1986). *Praxis der Sportpsychologie*. München: Blv Buchverlag.
- Baranowski, T., Maddison, R., Maloney, A., Medina, Jr. E., & Simons, M. (2014). Building a better mousetrap (exergame) to increase youth physical activity. *Games Health Journal*, 3(2), 72–78. <https://doi.org/10.1089/g4h.2014.0018>
- Bateson, P. (2014). Play, playfulness, creativity and innovation. *Animal Behavior and Cognition*, 1(2), 99–112. <https://doi.org/10.12966/abc.05.02.2014>
- Berger, B. G., & Owen, D. R. (1983). Mood alteration with swimming—Swimmers really do “feel better.” *Psychosomatic Medicine*, 45, 425–433.
- Biddiss, E., & Irwin, J. (2010). Active video games to promote physical activity in children and youth: A systematic review? *Archives of Pediatrics & Adolescent Medicine*, 164(7), 664–672.
- Bisi, M. C., Panebianco, P., Polman, R., & Stagni, R. (2017). Objective assessment of movement competence in children using wearable sensors: An instrumented version of the TGMD-2 locomotor subset. *Gait & Posture*, 56, 42–48.
- Bocock, R. (1993). *Consumption*. London: Routledge.
- Bourdieu, P. (1978). Sport and social class. *Social Science Information*, 17(6), 819–840.
- Bourdieu, P. (1984). *Distinction: A social critique of the judgement of taste*. Cambridge, MA: Harvard University Press.
- Bowen, E. (2015). The impact of intimate partner violence on preschool children’s peer problems: An analysis of risk and protective factors. *Child Abuse & Neglect*, 50, 141–150.
- <https://doi.org/10.1016/j.chiabu.2015.09.005>
- Brock, T. (2017). Roger Caillois and e-sports: On the problems of treating play as work. *Games and Culture*, 12(4), 321–339.
- Brown, D. W., Anda, R. F., Tiemeier, H., Felitti, V. J., Edwards, V. J., Croft, J. B., & Giles, W. H. (2009). Adverse childhood experiences and the risk of premature mortality. *American Journal of Preventive Medicine*, 37(5), 389–396. <https://doi.org/10.1016/j.ajp.2009.06.021>
- Brown, S. M., Doom, J. R., Lechuga-Peña, S., Watamura, S. E., & Koppels, T. (2020). Stress and parenting during the global COVID-19 pandemic. *Child Abuse & Neglect*, 110, 104699. <https://doi.org/10.1016/j.chiabu.2020.104699>
- Brunborg, G. S., Mentzoni, R. A., & Frøyland, L. R. (2014). Is video gaming, or video game addiction, associated with depression, academic achievement, heavy episodic drinking, or conduct problems? *Journal of Behavioral Addictions*, 3(1), 27–32.
- Bryce, J. (2001). The technological transformation of leisure. *Social Science Computer Review*, 19(1), 7–16.
- Caillois, R. (2001). *Man, play and games*. Chicago, IL: University of Illinois Press.
- Campbell, J. (1965). *Hero with 1000 faces*. New York: World.
- Cao, W., Fang, Z., Hou, G., Han, M., Xu, X., Dong, J., & Zheng, J. (2020). The psychological impact of the COVID-19 epidemic on college students in China. *Psychiatry Research*, 287, 1–5. <https://doi.org/10.1016/j.psychres.2020.112934>
- Chamberlin, B., and Maloney, A. (2013). Active video games: Impacts and research.
- K. E. Dill (ed.), *The Oxford Handbook of Media Psychology*. New York: Oxford University Press, 316–333.
- Chen, P., Mao, L., Nassis, G. P., Harmer, P., Ainsworth, B. E., & Li, F. (2020). Returning Chinese school-aged children and adolescents to physical activity in the wake of COVID-19: Actions and precautions. *Journal of Sport and Health Science*, 9(4), 322–324.
- <https://doi.org/10.1016/j.jshs.2020.04.003>

- Cooke, J. E., Eirich, R., Racine, N., & Madigan, S. (2020). Prevalence of posttraumatic and general psychological stress during COVID-19: A rapid review and meta-analysis. *Psychiatry Research*, 292, 113347. <https://doi.org/10.1016/j.psychres.2020.113347>
- Corsini, A., Bisciotti, G. N., Eirale, C., & Volpi, P. (2020). Football cannot restart soon during the COVID-19 emergency! A critical perspective from the Italian experience and a call for action. *British Journal of Sports Medicine*, 54(20), 3–6. <https://doi.org/10.1136/bjsports-2020-102306>
- Danese, A., Smith, P., Chitsabesan, P., & Dubicka, B. (2020). Child and adolescent mental health amidst emergencies and disasters. *The British Journal of Psychiatry*, 216(3), 159–162. <https://doi.org/10.1192/bjp.2019.244P>
- Deloitte (2020). Understanding the Impact of COVID-19 on the Sports Industry. UK. Retrieved from <https://www2.deloitte.com/content/dam/Deloitte/uk/Documents/sports-business-group/deloitte-uk-understanding-the-impact-of-covid-19-on-the-sportsindustry.pdf>
- Ekeland, E., Heian, F., & Hagen, K. B. (2005). Can exercise improve self esteem in children and young people? A systematic review of randomised controlled trials. *British Journal of Sports Medicine*, 39(11), 792–797. <https://doi.org/10.1136/bjsm.2004.012111>
- Eroğlu, Y., & Uslu, T. (2019). Spor Endüstrisinde Tüketici, Marka ve Kimlik Etkileşimi [Consumer, Brand and Identity Interaction in Esports Industry], Sporda Dijital Devrim. Spor, Güler, C. and Çakar, D.B. (eds.), Gazi Kitabevi, ISBN: 9786057805911
- ESA (2014). Essential facts about the computer and video game industry. Entertainment Software Association. Retrieved from <https://time.com/wp-content/uploads/2015/03/essential-facts-2014.pdf>
- Esen, E. (2019). Turkey's growing esports community crowned by new venue, *Hürriyet Daily News*, January 18. Retrieved from <https://www.hurriyetdailynews.com/turkeys-growing-esports-community-crowned-by-new-venue-140609>
- Esen, S., Or, E., & Uslu, T. (2019). Destruction or creative destruction? Investigation of the relationship between coach change and team performance in football. *Journal of Health and Sport Sciences*, 2(1), 7–14. ISSN: 2651–5202
- Esen, S., & Uslu, T. (2021). Smart urban transformation in the context of active cities: Evaluation of outdoor exercise parks in different districts of İstanbul in terms of social municipalist. *Fenerbahçe University Journal of Sport Science (FBU-JSS)*, 1(2), 75–92. e-ISSN: 2791–7096
- Faust, K., Meyer, J., & Griffiths, M. D. (2013). Competitive and professional gaming: Discussing potential benefits of scientific study. *International Journal of Cyber Behavior, Psychology and Learning*, 3(1), 67–77.
- Felitti, V. J., Anda, R. F., Nordenberg, D., Williamson, D. F., Spitz, A. M., Edwards, V., Koss, M. P., & Marks J. S. (1998). Relationship of childhood abuse and household dysfunction to many of the leading causes of death in adults: The adverse childhood experiences (ACE). *American Journal of Preventive Medicine*, 14, 245–258. [https://doi.org/10.1016/S0749-3797\(98\)00017-8](https://doi.org/10.1016/S0749-3797(98)00017-8)
- Field, T., Diego, M., & Sender, C. E. (2001). Exercise is positively related to adolescents relationships and academics. *Adolescence*, 36, 105–110.
- Funk, J. B., Buchman, D. D., Jenks, J., & Bechtoldt, H. (2003). Playing violent video games, desensitization, and moral evaluation in children. *Journal of Applied Developmental Psychology*, 24(4), 413–436.
- Funk, D. C., Pizzo, A. D., & Baker, B. J. (2018). eSport management: Embracing eSport education and research opportunities. *Sport Management Review*, 21, 7–13.
- Garney, W. R., Wendel, M., McLeroy, K., Alaniz, A., Cunningham, G., Castle, B., Ingram, M., & Burdine, J. (2017). Using a community health development framework to increase community capacity: A multiple case study. *Family & Community Health: The Journal of Health Promotion & Maintenance*, 40(1), 18–23. <https://doi.org/10.1097/FCH.0000000000000013>
- Gentile, D. A. (2009). Pathological video-game use among youth ages 8 to 18. *Psychological Science: A Journal of the American Psychological Society*, 20(5), 594–602.
- Gentile, D. A., Choo, H., Liau, A., Sim, T., Li, D., Fung, D., & Khoo, A. (2011). Pathological video game use among youths: A two-year longitudinal study. *Pediatrics*, 127(2), 319–329. <https://doi.org/10.1542/peds.2010-1353>
- Gifford-Smith, M. E., & Brownell, C. A. (2003). Childhood peer relationships: Social acceptance, friendships, and peer networks. *Journal of School Psychology*, 41, 235–284. [https://doi.org/10.1016/S0022-4405\(03\)00048-7](https://doi.org/10.1016/S0022-4405(03)00048-7)
- Griffiths, M. D. (2017). The psychosocial impact of professional gambling, professional video gaming & eSports. *Casino & Gaming International*, 28, ss. 59–63.

- Griffiths, M. D. and Davies, M. N. O. (2005). Videogame addiction: Does it exist? In J. Goldstein & J. Raessens (Hrsg.), *Handbook of computer game studies*. Boston, MA: MIT Press, 359–368.
- Guimarães, A. V., Barbosa, A. R., & Meneghini, V. (2018). Active videogame-based physical activity vs. aerobic exercise and cognitive performance in older adults: A randomized controlled trial. *Journal of Physical Education and Sport*, 18(1), 203–209. <https://doi.org/10.7752/jpes.2018.01026>
- Guttman, A. (2004). *From ritual to record: The nature of modern sports*. New York: Columbia University Press.
- Halabchi, F., Mazaheri, R., Sabeti, K., Yunesian, M., Alizadeh, Z., Ahmadinejad, Z., Aghili, S. M., & Tavakol, Z. (2020) Regular sports participation as a potential predictor of better clinical outcome in adult patients with COVID-19: A large cross-sectional study. *Journal of Physical Activity and Health*, 1–5. <https://doi.org/10.1123/jpah.2020-0392>
- Hall, G., Laddu, D. R., Phillips, S.A., Lavie, C. J., & Arena, R. (2021). A tale of two pandemics: How will COVID-19 and global trends in physical inactivity and sedentary behavior affect one another? *Progress in Cardiovascular Diseases*, 64, 108–110. <https://doi.org/10.1016/j.pcad.2020.04.005>
- Hallmann, K., & Giel, T. (2018). eSports-Competitive sports or recreational activity?. *Sport Management Review*, 21(1), 14–20. <https://doi.org/10.1016/j.smr.2017.07.011>
- Heere, B. (2018). Embracing the sportification of society: Defining e-sports through a polymorphic view of sport. *Sport Management Review*, 21, 21–24.
- Himmelstein, D., Liu, Y., & ve Shapiro, J. L. (2017). An exploration of mental skills among competitive league of legend players. *International Journal of Gaming and ComputerMediated Simulations*, 9(2), 1–21.
- Hong, J. C., & Liu, M. C. (2003). A study on thinking strategy between experts and novices of computer games. *Computers in Human Behavior*, 19(2), 245–258.
- Honoré, C. (2005). *In praise of slowness: How a worldwide movement is challenging the cult of speed*. San Francisco, CA: HarperCollins.
- Houghton, S., Milner, N., West, J., Douglas, G., Lawrence, V., Whiting, K., Tannock, R., & Durkin, K. (2004). Motor control and sequencing of boys with Attention Deficit/Hyperactivity Disorder (ADHD) during computer game play. *British Journal of Educational Technology*, 35(1), 21–34.
- Hu, F. B. (2003). Sedentary lifestyle and risk of obesity and type 2 diabetes. *Lipids*, 38(2), 103–108.
- Huizinga, J. (1949/2003). *Play and Contest as Civilizing Functions*. Homo ludens: A study of the play-element in culture. London: Routledge & Kegan Paul.
- IESF (2020). *International Esports Federation Members*, Retrieved from <https://iesf.org/about/mediate-members>
- Jenny, S. E., Manning, R. D., Keiper, M. C., & Olrich, T. W. (2017). Virtual(ly) athletes: Where eSports fit within the definition of ‘sport’. *Quest*, 69(1), 1–18
- Jin, D. (2010). *ESports and television business in the digital economy*. In D. Jin (ed.), *Korea’s online gaming empire*. Cambridge, MA: MIT Press, 59–79.
- Johnson, H. D., Lavoie, J. C., & Mahoney, M. (2001). Interparental conflict and family cohesion: Predictors of loneliness, social anxiety, and social avoidance in late adolescence. *Journal of Adolescent Research*, 16(3), 304–318.
- Jukic, I., Calleja-González, J., Cos, F., Cuzzolin, F., Olmo, J., Terrados, N., Njaradi, N, Sassi, R., Requena, B., Milanovic, L., Krakani, I., Chatzichristos, K., & Alcaraz, A. E. (2020). Strategies and solutions for team sports athletes in isolation due to COVID-19. *Sports*, 8, 56. <https://doi.org/10.3390/sports8040056>
- Kari, T. (2017). *Exergaming usage: Hedonic and utilitarian aspects*. Academic dissertation, University of Jyväskylä, Finland. Retrieved from [https://jyx.jyu.fi/bitstream/handle/123456789/52866/978-951-39-6956-1\\_vaitos11022017.pdf](https://jyx.jyu.fi/bitstream/handle/123456789/52866/978-951-39-6956-1_vaitos11022017.pdf)
- Keiper, M. C., Manning, D. C., Jenny, S., Olrich, T., & Croft, C. (2017). No reason to LoL at LoL: The addition of esports to intercollegiate athletic departments. *Journal for the Study of Sports and Athletes in Education*, 11, 143–160.
- Kelly, J. R. (2000). Issues at the millennium: A global perspective. In M. C. Cabeza (ed.), *Leisure and human development. Proposals for the 6th World Leisure Congress*. Bilbao, Spain: University of Deusto, 51–57.
- Korkmaz, M., & Uslu, T. (2020) Fitness Yapan Bireylerin Benlik Saygısı, Sosyal Görünüş Kaygısı ve Sosyalleşme Düzeyleri Arasındaki İlişkilerin İncelenmesi [Researching Relationships between Socialization Levels, Social Appearance Anxiety and Self-Esteem of Individuals Who Doing Fitness], *Spor Eğitim Dergisi*, 4(3), 1–18. e-ISSN 2602-4756

- Kim, P. W., Kim, S. Y., Shim, M., Im, C. H., & Shon, Y. M. (2013). The influence of an educational course on language expression and treatment of gaming addiction for massive multiplayer online role-playing game (MMORPG) players. *Computers and Education*, 63, 208–217.
- Kim, S. H., & Thomas, M. K. (2015). A stage theory model of professional video game players in South Korea: The socio-cultural dimensions of the development of expertise. *Asian Journal of Information Technology*, 14(5), 176–186.
- Kim, Y., & Ross, S. D. (2006). An exploration of motives in sport video gaming. *International Journal of Sports Marketing & Sponsorship*, 8(1), 34.
- Kluge, H. H. P. (2020). Physical and mental health key to resilience during COVID-19 pandemic. Retrieved from <https://www.euro.who.int/en/health-topics/health-emergencies/coronavirus-COVID-19/news/news/2020/3/mental-health-and-psychological-resilience-during-the-COVID-19-pandemic>
- Larsen, L. H., Schou, L., Lund, H. H., & Langberg, H. (2013). The physical effect of exergames in healthy elderly—a systematic review. *Games for Health: Research, Development, and Clinical Applications*, 2(4), 205–212.
- Lau, A. L., Chi, I., Cummins, R. A., Lee, T. M., Chou, K. L., & Chung, L. W. (2008). The SARS (Severe Acute Respiratory Syndrome) pandemic in Hong Kong: Effects on the subjective wellbeing of elderly and younger people. *Aging and Mental Health*, 12(6), 746–760. <https://doi.org/10.1080/13607860802380607>
- Lee, S. A. (2020). Coronavirus anxiety scale: A brief mental health screener for COVID-19 related anxiety. *Death Studies*, 44(7), 393–401.
- Li, J., Theng, Y.-L., & Foo, S. (2016). Effect of exergames on depression: A systematic review and meta-analysis. *Cyberpsychology, Behavior and Social Networking*, 19(1), 34–42. <https://doi.org/10.1089/cyber.2015.0366>
- Li, J., Erdt, M., Chen, L., Cao, Y., Lee, S.Q., & Theng, Y.L. (2018). The social effects of exergames on older adults: Systematic review and metric analysis. *Journal of Medical Internet Research*, 20(6). <https://doi.org/10.2196/10486>
- Lieberman, D. A., Fisk, M. C., & Biely, E. (2009). Digital games for young children ages three to six: From research to design. *Computers in the Schools*, 26, 299–313. <https://doi.org/10.1080/07380560903360178>
- Lopez-Gonzalez, H., & Griffiths, M. D. (2016). Understanding the convergence of markets in online sports betting. *International Review for the Sociology of Sport*. <https://doi.org/10.1177/1012690216680602>
- Maddison, R., Simons, M., Straker, L., Witherspoon, L., Palmeira, A. & Thin, A.G. (2013). Active video games: an opportunity for enhanced learning and positive health effects? *Cognitive Technology*. 18(1), 6–13.
- Maillot, P., Perrot, A., Hartley, A., & Do, M. C. (2014). The braking force in walking: Age-related differences and improvement in older adults with exergame training. *Journal of Aging and Physical Activity*, 22(4), 518–526. <https://doi.org/10.1123/japa.2013-0001>
- Martoncik, M. (2015). e-Sports: Playing just for fun or playing to satisfy life goals? *Computers in Human Behavior*, 48, 208–211.
- Mayall, B. (2002). *Towards a sociology for childhood: Thinking from children's lives*. Berkshire: Open University Press.
- Monedero, J., Lyons, E. J., & Gorman, D. J. (2015). Interactive video game cycling leads to higher energy expenditure and is more enjoyable than conventional exercise in adults. *PLoS one*, 10(3), 1–12. <https://doi.org/10.1371/journal.pone.0118470>
- Neamah, H. H., Sudfeld, C., McCoy, D. C., Fink, G., Fawzi, W. W., Masanja, H., Goodarz Danaei, G., Muhihi, A., Kaaya, S., & Fawzi, M. C. S. (2018). Intimate partner violence, depression, and child growth and development. *Pediatrics*, 142(1), e20173457. <https://doi.org/10.1542/peds.2017-3457>
- Nelson, C. (2020). No future! Cybernetics and the genealogy of time governance. Partisan analysis of the present. Retrieved from <https://illwill.com/no-future>
- Nitz, J. C., Kuys, S., Isles, R., & Fu, S. (2009). Is the Wii Fit™ a new-generation tool for improving balance, health and well-being? A pilot study. *Climacteric*, 13(5), 487–491. <https://doi.org/10.3109/13697130903395193>
- Norman, R. E., Byambaa, M., De, R., Butchart, A., Scott, J., & Vos, T. (2012). The longterm health consequences of child physical abuse, emotional abuse, and neglect: A systematic review and meta-analysis. *PLoS Medicine*, 9, e1001349. <https://doi.org/10.1371/journal.pmed.1001349>
- Oberle, E., Schonert-Reichl, K. A., & Thomson, K. (2010). Understanding the link between social and emotional well-being and peer relations in early adolescence: Gender-specific

predictors of peer acceptance. *Journal of Youth and Adolescence*, 39, 1330–1342. <https://doi.org/10.1007/s10964-009-9486-9>

Oh, Y., & Yang, S. (2010). Defining exergames & exergaming. *Proceedings of the Meaningful Play*. East Lansing, MI: MSU Serious Games Program, 1–17.

Prescott, A. T., Sargent, J. D., & Hull, J. G. (2018). Metaanalysis of the relationship between violent video game play and physical aggression over time. *Proceedings of the National Academy of Sciences*, 115(40), 9882–9888. <https://doi.org/10.1073/pnas.1611617114>

Reardon, S. (2015). Ebola's mental-health wounds linger in Africa. *Nature*, 519, 13–14. <https://doi.org/10.1038/519013a>

Rodgers, B. (1977). Rationalizing sport policies: Sport in its social context. *International Comparisons*. Council of Europe: Strasbourg.

Rodrigues, G. A. A., Rodrigues, P. C., da Silva, F. F., Nakamura, P. M., Higino, W. P., de Souza, R. A. (2018). Mini-trampoline enhances cardiovascular responses during a stationary running exergame in adults. *Biology of Sport*, 35(4), 335–342. <https://doi.org/10.5114/biolsport.2018.78052>

Roopchand-Martin, S., Nelson, G., Gordon, C., & Sing, S. Y. (2015). A pilot study using the XBOX Kinect for exercise conditioning in sedentary female university students. *Technology and Health Care*, 23(3), 275–283. <https://doi.org/10.3233/THC-150899>

Rudd, J., Barnett, L., Farrow, D., Berry, J., Borkoles, E., & Polman, R.C.J. (2017). Effectiveness of a 16 week gymnastic curriculum at developing movement competence in children. *Journal of Science and Medicine in Sport*, 20(2), 164–169.

Ryan, R. M., & Deci, E. L. (2000). Intrinsic and extrinsic motivations: Classic definitions and new directions. *Contemporary Educational Psychology*, 25(1), 54–67.

Ryan, R. M., Rigby, C. S., & Przybylski, A. (2006). The motivational pull of video games: A self-determination theory approach. *Motivation and Emotion*, 30(4), 344–360.

Sabiñón C. M., Pila E., Vani M., & Thogersen-Ntoumani C. (2019). Body image, physical activity, and sport: A scoping review. *Psychology of Sport and Exercise*, 42, 48–57. <https://doi.org/10.1016/j.psychsport.2018.12.010>

Sarı, A. Ş., & Uslu, T. (2012). Yeni Medya ile Geleneksel Pazarlama Yöntemlerinin Tüketici Tutumları Üzerindeki Etkisinin Nicel ve Nitel Olarak İncelenmesi. *Proceedings Book of International Symposium on Language and Communication: Research Trends and Challenges (ISLC)*, Izmir University, Mega Press, Erzurum, ISSN: 978-605-86867-0-0, 2671-2686.

Schaepkoetter, C. C., Mays, J., Hyland, S. T., Wilkerson, Z., Oja, B., Krueger, K., Christian, R., & Bass, J. R. (2017). The 'new' student-athlete: An exploratory examination of scholarship eSport players. *Journal of Intercollegiate Sport*, 10, 1–21.

Schaffhauser, D. (2019). Esports Joining Olympics in 2024. Steam Universe. Retrieved from <https://steamuniverse.com/articles/2019/07/30/esports-joining-olympics-in-2024.aspx>

Seo, Y. (2016). Professionalized consumption and identity transformations in the field of eSports. *Journal of Business Research*, 69(1), 264–272. <http://doi.org/10.1016/j.jbusres.2015.07.039>

Shapiro, L.E. (1998). EQ für Kinder. Wie Eltern die Emotionale Intelligenz Zilhrer Kinder Fördern Können. München: dtv.

Shigemura, J., Ursano, R. J., Morganstein, J. C., Kurosawa, M., & Benedek, D. M. (2020). Public responses to the novel 2019 coronavirus (2019-nCoV) In Japan: Mental health consequences and target populations. *Psychiatry and Clinical Neurosciences*, 74(4), 281–282. <https://doi.org/10.1111%2Fpcn.12988>

Siddiqi, F.A. & Azim, M.E. (2021). Elderly and Balance Rehabilitation: Current Dynamics and Future Possibilities for Pakistan. *Foundation University Journal of Rehabilitation Sciences*, 1(1), 1–2.

Smart, J. M., Cascio, J., & Paffendorf, J. (2007). Metaverse Roadmap Overview: Pathways to the 3D Web. A Cross-Industry Public Foresight Project, Retrieved from <https://metaverseroadmap.org/MetaverseRoadmapOverview.pdf>

Sport Accord (2016). Definition of Sport, Organization Homepage, Retrieved from <http://www.sportaccord.com/about/membership/definition-of-sport.php>

Spor İstanbul (2021). İBB Spor Okulları E-Spor Eğitimi [İBB Sports Schools E-Sports Training]. Retrieved from <https://spor.istanbul/ibb-spor-okullari-e-spor-egitimi/>

Sprang, G., & Silman, M. (2013). Posttraumatic stress disorder in parents and youth after health-related disasters. *Disaster Medicine and Public Health Preparedness*, 7(1), 105–110. <https://doi.org/10.1017/dmp.2013.22>

Suits, B. (2007). The element of sport. W. Morgan (Ed.), *Ethics in sport*. Champaign, IL:

- Human Kinetics, 9–19.
- Strand, K. A., Francis, S. L., Margrett, J. A., Franke, W. D., & Peterson, M. J. (2014). Community-based exergaming program increases physical activity and perceived wellness in older adults. *Journal of Aging and Physical Activity*, 22(3), 364–371. <https://doi.org/10.1123/japa.2012.0302>.
- Stebbins, R. A. (1982). Serious leisure: A conceptual statement. *Pacific Sociological Review*, 25(2), 251–272.
- Taylor, T. (2012). *Raising the stakes: E-sports and the professionalization of computer gaming*. Cambridge, MA: The MIT Press.
- Thalemann, C. (2010). *Pathologische Computernutzung bei Schülern verschiedener Schultypen der 8. und 10. Klassenstufe*. Dissertation. Aus dem Institut für Medizinische Psychologie der Medizinischen Fakultät Charité – Universitätsmedizin Berlin.
- Thin, A. G., & Gotsis, M. (2013). Game-based interactive media in behavioral medicine: creating serious affective-cognitive-environmental-social integration experiences. *Design, User Experience, and Usability, Health, Learning, Playing, Cultural, and Cross-Cultural User Experience*. Berlin Heidelberg: Springer-Verlag, 470–479. [http://doi.org/10.1007/978-3-642-39241-2\\_52](http://doi.org/10.1007/978-3-642-39241-2_52)
- Tian, F., Li, H., Tian, S., Yang, J., Shao, J., & Tian, C. (2020). Psychological symptoms of ordinary Chinese citizens based on SCL-90 during the level I emergency response to COVID-19. *Psychiatry Research*, 288, 112992. <https://doi.org/10.1016/j.psychres.2020.112992>.
- Timpka, T. (2020). Sports health during the SARS-Cov-2 pandemic. *Sports Medicine*, 50(8), 1413–1416. <https://doi.org/10.1007/s40279-020-01288-7>
- Toffer, A. (1980). *The Third Wave*. London: Collins.
- Toulotte, C., Toursel, C., & Olivier, N. (2012). Wii Fit training vs. Adapted Physical Activities: Which one is the most appropriate to improve the balance of independent senior subjects? A randomized controlled study. *Clinical Rehabilitation*, 26(9), 827–835. <https://doi.org/10.1177/0269215511434996>
- Troyer, E. A., Kohn, J. N., & Hong, S. (2020). Are we facing a crashing wave of neuropsychiatric sequelae of COVID-19? Neuropsychiatric symptoms and potential immunologic mechanisms. *Brain, Behavior, and Immunity*, 87, 34–39. <https://doi.org/10.1016/j.bbi.2020.04.027>
- Uslu, T. (2017). *Agile intrapreneurship in volatile business environment: Changing roles of financial managers and risk takers according to Schumpeterian approach. Risk management, strategic thinking and leadership in the financial services industry: A proactive approach to strategic thinking, part V*, Springer Contributions to Management Science Series. Switzerland: Springer International Publishing AG. ISBN: 978-3-319-47171-6, 3 2 3 – 3 4 3
- Uslu, T., & Çubuk, D. (2015) *Post-Modern ile Geleneksel Pazarlama Yöntemlerinin Tüketici Tutumları Üzerindeki Etkilerinin Nitel ve Nicel Yöntemlerle İncelenmesi [Investigation of the Effects of Post-Modern and Traditional Marketing Methods on Consumer Attitudes with Qualitative and Quantitative Methods]*, Uluslararası Ekonomi Yönetimi ve Pazar Araştırmaları Kongresi, 4-5 December 2015, İstanbul, 91–92.
- Uslu, T., Çubuk, D., & ve E. İşbilen (2016). *Yeni Medya Kullanıcıları ile Geleneksel Tüketiciler Arasındaki Farklar [Differences between New Media Users and Traditional Consumers]*, 20. Türkiye’de İnternet Konferansı İnet-Tr’15, 1–3 Aralık 2015, İstanbul Üniversitesi, İstanbul, 63–67.
- Uslu, T., Rodoplu Şahin, D., & Çam, D. (2012). *Yaş ve Kuşak Farklılıklarına Göre İnternet ve Bilgi Teknolojileri Kullanımının Düzeyi, Yarattığı Tekno-Politik Stres ve Sonuçları [Level of Techno-Political Stress and Use of Internet and Information Technologies by Age and Generational Differences]*, *The Journal of Knowledge Economy & Knowledge Management*, VII(I), Spring, 76–93. ISSN: 1308–3937
- van Hilvoorde, I., & Pot, N. (2016). Embodiment and fundamental motor skills in eSports. *Sport, Ethics and Philosophy*, 10(1), 14–27. <https://doi.org/10.1080/17511321.2016.1159246>.
- Vázquez, F. L., Otero, P., García-Casal, J. A., Blanco, V., Torres, Á. J., & Arrojo, M. (2018). Efficacy of video game-based interventions for active aging. A systematic literature review and meta-analysis. *PLoS one*, 13(12), e0208192. <https://doi.org/10.1371/journal.pone.0208192>
- Vorderer, P. (2000). *Interactive entertainment and beyond*. D. Zillman & P. Vorderer (eds.), *Media entertainment: The psychology of its appeal*. Mahwah, NJ: Lawrence Erlbaum Associates, 2 1 – 3 6

Wagner, M. G. (2006, June). On the scientific relevance of esports. Symposium conducted at 2006 international conference on Internet computing & conference on computer games development, Las Vegas, NV. Retrieved from <http://ww1.ucmss.com/books/LFS/C S R E A 2 0 0 6 / I C M 4 2 0 5 . p d f>

Wagner, M. G. (2007). Competing in MetagameGamespace: eSport as the first professionalized computer metagames. F. von Borries, S.P. Walz, M. Bèottger, D. Davidson, H. Kelley, & J. Kücklich (eds.), *Space time play*. New York: Springer, 182–185.

Webb, K. (2019). Games like 'League of Legends' and 'Fortnite' Dominate the World of Esports, but they won't be Showing up at the Olympics Anytime soon. Business Insider. Retrieved from <https://www.businessinsider.com/esports-olympics-ioc-pro-video-games-2019-12>

Whalen, S. J. (2013). *Cyberathletes' Lived Experience of Video Game Tournaments*. Doctoral Dissertation, University of Tennessee.

Witkowski, E. (2012). On the digital playing field: How we “do sport” with networked computer games. *Games and Culture*, 7(5), 349–374.

Xiang, M., Zhang, Z., & Kuwahara, K. (2020). Impact of COVID-19 on children and adolescents' lifestyle behavior larger than expected. Elsevier Public Health Emergency Collection. <https://doi.org/10.1016/j.pcad.2020.04.013>

Yao, M. Z., & Zhong, Z. J. (2014). Loneliness, social contacts and internet addiction: A cross-lagged panel study. *Computers in Human Behavior*, 30, 164–170.

## منابع:

Anthes, E., & Petri, A. (2021, July 21). Olympics virus cases raise tricky questions about testing. Retrieved from NYTimes.com: <https://www.nytimes.com/2021/07/21/health/coronavirus-olympics-testing.html>

Arnovitz, K. (2020, July 2). How ان بی ای coaches are preparing for the حباب in Orlando as restart nears. Retrieved from ESPN.com: [https://www.espn.com/ان بی ای/story/\\_/id/29375147/how-ان بی ای-coaches-preparing-حباب-orlando-restart-nears](https://www.espn.com/ان بی ای/story/_/id/29375147/how-ان بی ای-coaches-preparing-حباب-orlando-restart-nears)

Avidon, E. (2020, October 1). Pandemic speeds up digital transformation in sports. Retrieved from SearchBusinessAnalytics.com: <https://searchbusinessanalytics.techtarget.com/news/252489982/Pandemic-speeds-up-digital-transformation-in-sports>

Baggish, A., Drezner, J., Kim, J., Martinez, M., & Prutkin, J. (2020). The resurgence of sport in the wake of COVID-19: Cardiac considerations in competitive athletes. *British Journal of Sports Medicine*, 54(19), 1130–1131.

BBC. (2020, January 29). Coronavirus: World Cup alpine skiing events in China cancelled Last updated on. Retrieved from BBC – Sport: <https://www.bbc.com/sport/winter-sports/51293035>

Borg, S. (2021, August 15). Why did Lionel Messi leave Barcelona? Explaining what happened between Messi and La Liga club. Retrieved from SportingNews.com: <https://www.sportingnews.com/us/soccer/news/why-did-lionel-messi-leave-barcelona-explain-what-happened/1dwtwr31kcox1kqi-0fuep64>

Cohen, A. (2021, October 5). WTA partners with KPMG to design health and safety app. Retrieved from Sporttechie.com: <https://www.sporttechie.com/wta-partners-with-kpmgto-design-health-and-safety-app/>

Delgado, R. (2015, January 20). Sports training gets smart: How new technology helps athletes reach the next level. Retrieved from Social Media Today: <https://www.socialmediatoday.com/content/sports-training-gets-smart-how-new-technology-helps-athletes-reachnext-level>

Dutch, T. (2020, January 29). World indoor championships postponed in response to coronavirus outbreak. Retrieved from Runners World: <https://www.runnersworld.com/news/30706482/world-indoor-championships-coronavirus-outbreak/>

Epting, K., Riggs, K., Knowles, J., & Hanky, J. (2011). Cheers vs. Jeers: Effects of audience feedback on individual athletic performance. *North American Journal of Psychology*, 13(2), 299–312.

ESPN. (2020, October 8). Everything that happened in ان بی ای حباب. Retrieved from ESPN.com: [https://www.espn.com/ان بی ای/story/\\_/id/30055011/everything-happened-ان بی ای-حباب](https://www.espn.com/ان بی ای/story/_/id/30055011/everything-happened-ان بی ای-حباب)

FIFA. (2020, October 1). Bureau of the FIFA Council approves International Match Protocol and adapts rules on release of players. Retrieved from FIFA.com: <https://www.fifa.com/tournaments/mens/worldcup/qatar2022/media-releases/bureau-of-the-ffa-councilapproves-international-match-protocol-and-adapts-rule>

Kelly, R. (2020, June 24). Premier League crowd noise: Why it is used, how to turn it on or off & can players hear? Retrieved from Goal.com: <https://www.goal.com/en/news/premierleague-crowd-noise->

why-how-to-turn-it-on-off-can-players-/1fn9xscokj38t10sslvtv3ve7tg  
 LaFee, S. (2021, March 18). Novel coronavirus circulated undetected months before first COVID-19 cases in Wuhan, China. Retrieved from UC San Diego Health: <https://health.ucsd.edu/news/releases/Pages/2021-03-18-novel-coronavirus-circulated-undetected-months-before-first-COVID-19-cases-in-wuhan-china.aspx>

Lauetta, T. (2020, May 29). A soccer team in Denmark brought thousands of fans into their stadium through Zoom and people can't decide if it's clever innovation or something out of 'Black Mirror'. Retrieved from Insider: <https://www.insider.com/danish-superliga-zoom-agf-aarhus-fans-2020-5>

Lemire, J. (2021, October 4). Amazon to infuse data-tracking X-ray tool on its thursday night NFL football streams. Retrieved from Sporttechie.com: <https://www.sporttechie.com/amazon-to-infuse-data-tracking-x-ray-tool-on-its-thursday-night-nf-football-streams>

Leng, H. K., & Phua, Y. X. (2020). Athletes as role models during the COVID-19 pandemic. *Managing Sport and Leisure*, 27(1-2), 1-6.

Majumdar, B., & Naha, S. (2020). Live sport during the COVID-19 crisis: Fans as creative broadcasters. *Sport in Society*, 23(7), 1091-1099.

McCarrick, D., Bilalic, M., Neave, N., & Wolfson, S. (2021). Home advantage during the COVID-19 pandemic: Analyses of European football leagues. *Psychology of Sport and Exercise*, 56, 1-10.

McCurry, J. (2020, May 21). South Korea football league imposes record fine on FC Seoul over sex dolls outrage. Retrieved from The Guardian: <https://www.theguardian.com/world/2020/may/21/south-korea-football-league-imposes-record-fine-on-fc-seoul-over-sex-dolls-outrage>

Paoli, A., & Musumeci, G. (2020). Elite athletes and COVID-19 lockdown: Future health concerns for an entire sector. *Journal of Functional Morphology and Kinesiology*, 5(2), 1-3.

Pegoraro, A. (2013). Sport fandom in the digital age. In P. Pedersen (ed.), *Handbook of Sport Communication* (pp. 248-258). London: Routledge.

Pekar, J., Worobey, M., Moshiri, N., Scheffer, K., & Wertheim, J. (2021). Timing the SARS-CoV-2 index case in Hubei province. *Science*, 372(6540), 412-417.

Research and Markets (2020, April 28). Fitness equipment grows 170% during coronavirus lockdown. Retrieved from ResearchandMarkets.com: [https://www.researchandmarkets.com/issues/fitness-equipment-grows-170pct?utm\\_source=dynamic&utm\\_medium=BW&utm\\_code=m6djfc&utm\\_campaign=1386770++Fitness+Equipment+Sales+Grow+by+170%25+During+Coronavirus+Lockdown&utm\\_exec=joca220bwd](https://www.researchandmarkets.com/issues/fitness-equipment-grows-170pct?utm_source=dynamic&utm_medium=BW&utm_code=m6djfc&utm_campaign=1386770++Fitness+Equipment+Sales+Grow+by+170%25+During+Coronavirus+Lockdown&utm_exec=joca220bwd)

Rhea, M., Landers, D., Alvar, B., & Arent, S. (2003). The effects of competition and the presence of an audience on weight lifting performance. *Journal of Strength and Conditioning Research*, 17(2), 303-306.

Schmidt, S., & Fühner, J. (2020, November 18). How COVID is pushing tech to revamp sports. Retrieved from Harvard Business School: <https://digital.hbs.edu/innovation-disruption/how-covid-is-pushing-tech-to-revamp-sports/>

SportsMedia. (2020, June 16). Premier League closed-doors return to feature fans on live video wall. Retrieved from SportsMedia.com: <https://www.sportspromedia.com/news/premier-league-restart-live-fan-video-wall-celebration-camera/>

Teodorescu, S., Bota, A., Popescu, V., Mezei, M., & Urzeala, C. (2021). Sports training during COVID-19 first lockdown – A Romanian Coaches' experience. *Sustainability*, 13(18), 1-27.

Tjønndal, A. (2020). #Quarantineworkout: The use of digital tools and online training among boxers and boxing coaches during the COVID-19 pandemic. *Frontiers in Sports and Active Living*, 2, 8-19.

Torres-Castro, R., Vasconcello-Castillo, L., Alsina-Reñoy, X., Solis-Navarro, L., Burgos, F., Puppo, H., & Vilaró, J. (2020). Respiratory function in patients post-infection by COVID-19: A systematic review and meta-analysis. *Pulmonology*, 27(4), 328-337.

UTS. (2020). Frequently asked questions. Retrieved from UTSLive.tv: <https://utslive.tv/faq/frequently-asked-questions/>

Vaudreuil, N., Kennedy, A., Lombardo, S., & Kharazzi, D. (2021). Impact of COVID-19 on recovered athletes returning to competitive play in the "حباب" بي بي. *Orthopaedic Journal of Sports Medicine*, 9(3), 1-5.

Ward-Henninger, C., & Maloney, J. (2020, July 30). ان بي بي Disney World rules: Details of how the حباب will work with league set to resume play in Orlando. Retrieved from CBSSports.com: <https://www.cbssports.com/ان-بي-بي/news/ان-بي-بي-disney-world-rules-details-of-how-the-حباب-will-work-with-league-set-to-resume-play-in-orlando/>

Washif, J., Kassim, S., Lew, P., Chong, C., & James, C. (2021). Athlete's perceptions of a

“Quarantine” training camp during the COVID-19 lockdown. *Frontiers in Sports and Active Living*, 2, 1–8.  
 WHO. (2020, April 27). WHO Timeline COVID-19. Retrieved from World Health Organization: <https://www.who.int/news/item/27-04-2020-who-timeline--->  
 WHO. (2021, May 28). Sporting events during the COVID-19 pandemic considerations for public health authorities. Retrieved from [euro.who.int: https://www.euro.who.int/\\_data/assets/pdf\\_file/0005/502853/sporting-event-considerations-](https://www.euro.who.int/_data/assets/pdf_file/0005/502853/sporting-event-considerations-)  
 Wright, C. (2020, June 2). Drive-in football! Fans watch at stadium from comfort of cars, limos and quad bikes. Retrieved from ESPN.com: <https://www.espn.com/soccer/blog-the-toe-poke/story/4105206/drive-in-football!-fans-watch-at-stadiumfrom-comfort-of-carslimos-and-quad-bikes>

منابع:

- Alam, Md. M., & Abdurraheem, I. I. (2021). e COVID-19 and the financial crisis in the sports sector around the world. *Sport in Society*. <https://doi.org/10.1080/17430437.2021.1979964>
- Azuma, R. T. (1997). A survey of augmented reality. *Presence: Teleoperators and Virtual Environments*, 6(4), 355–385. <https://doi.org/10.1162/pres.1997.6.4.355>
- Billinghurst, M., Clark, A., & Lee, G. (2015). A survey of augmented reality. *Foundations and Trends in Human-Computer Interaction*, 8(2–3), 73–272. <https://doi.org/10.1561/11000000049>
- Bond, A. J., Cockayne, D., Ludvigsen, J. A. L., Maguire, K., Parnell, D., Plumley, D., Widdop, P., & Wilson, R. (2020). e COVID-19: The return of football fans. *Managing Sport and Leisure*. <https://doi.org/10.1080/23750472.2020.1841449>
- Deloitte. (2021). 2021 outlook for the US sports industry. <https://www2.deloitte.com/us/en/pages/technology-media-and-telecommunications/articles/sports-business-trends-disruption.html>
- Drewes, M., Daumann, F., & Follert, F. (2021). Exploring the sports economic impact of COVID-19 on professional soccer. *Soccer & Society*, 2(1–2), 125–137. <https://doi.org/10.1080/14660970.2020.1802256>
- ESPN. (2020, April 16). ESPN announces Madden NFL 20 Celebrity Tournament featuring Snoop Dogg, DeAndre Hopkins, Katie Nolan and more. <https://espnpressroom.com/us/press-releases/2020/04/espn-announces-madden-nf-20-celebrity-tournament-featuring-snoop-dogg-deandre-hopkins-katie-nolan-and-more/>
- European Economic and Social Committee. (2020). Building a resilient and inclusive European economy after the COVID-19 crisis – the views of organised civil society. <https://www.eesc.europa.eu/sites/default/files/fles/fles/qe-01-20-678-en-n.pdf>
- Fact.MR. (2018). Market research report. [https://www.factmr.com/report/217/e-sports-market?utm\\_source=ad-words&utm\\_medium=ppc&gclid=Cj0KCQIAtJeNBhCVARIsANJUJ2Fg95snYoHmU83BwpKBGOKi9F-Prp75VKIUSIT1O\\_hTDu6zsScFqwmQaAiETEALw\\_wcB](https://www.factmr.com/report/217/e-sports-market?utm_source=ad-words&utm_medium=ppc&gclid=Cj0KCQIAtJeNBhCVARIsANJUJ2Fg95snYoHmU83BwpKBGOKi9F-Prp75VKIUSIT1O_hTDu6zsScFqwmQaAiETEALw_wcB)
- Grix, J., Brannagan, P. M., Grimes, H., & Neville, R. (2021). The impact of COVID-19 on sport. *International Journal of Sport Policy and Politics*, 13(1), 1–12. <https://doi.org/10.1080/19406940.2020.1851285>
- Gundlapalli, A. V., Rubin, M. A., Samore, M. H., Lopansri, B., Lahey, T., McGuire, H. L., Winthrop, K. L., Dunn, J. J., Willick, S. E., Vosters, R. L., Waeckerle, J. F., Carroll, K. C., Gwaltney, J. M., Hayden, F. G., Elstad, M. R., & Sande, M. A. (2006). Influenza, winter olympiad, 2002. *Emerging Infectious Diseases*, 12(1), 144–146. <https://doi.org/10.3201/eid1201.050645>
- Hakansson, H., & Ford, D. (2002). How should companies interact in business networks? *Journal of Business Research*, 55(2), 133–139. [https://doi.org/10.1016/S0148-2963\(00\)00148-X](https://doi.org/10.1016/S0148-2963(00)00148-X)
- Helsinki Times. (2020, September 29). Finnish ice hockey league heating up again in 2020. <https://www.helsinkitimes.fi/themes/themes/sports/18119-finnish-ice-hockey-leagueheating-up-again-in-2020.html>
- ILO. (2020). ILO monitor: COVID-19 and the world of work. 6th Edition. <https://www.ilo.org/>
- Ludvigsen, J. A. L., & Hayton, J. W. (2020). Toward COVID-19 secure events: Considerations for organizing the safe resumption of major sporting events. *Managing Sport and Leisure*. <https://doi.org/10.1080/23750472.2020.1782252>
- Möller, K., & Svahn, S. (2004). Crossing east-west boundaries: Knowledge sharing in intercultural business networks. *Industrial Marketing Management*, 33(3), 219–228. <https://>

doi.org/10.1016/j.indmarman.2003.10.011

2020). 'K League Players Tournament' başlığı altında, April 1). <https://www.kleague.com/news/-2>

OECD. (2020). OECD economic outlook, No 108. <http://www.oecd.org>

OECD. (2021). OECD economic outlook, interim report September 2021 – Keeping the recovery on track. <http://www.oecd.org>

Parrish, C., & Lam, M. (2021). Impact of the COVID-19 pandemic on a community soccer organization in the United States: The case of Asheville City Soccer Club. *Soccer & Society*, 22(1–2), 138–151. <https://doi.org/10.1080/14660970.2020.1797495>

PREMIER LEAGUE. (2021, May). ePremier league invitational 5–9 May. <https://www.premierleague.com/epl-invitational>

Pu, H., Kim, J., & Daprano, C. (2021). Can esports substitute traditional sports? The convergence of sports and video gaming during the pandemic and beyond. *Societies*, 11(4), 129. <https://doi.org/10.3390/soc11040129>

Schenkel, K., Williams, C., Eckmanns, T., Poggensee, G., Benzler, J., Josephsen, J., & Krause, G. (2006). Enhanced surveillance of infectious diseases: The 2006 FIFA World Cup experience, Germany. *Eurosurveillance*, 11(12), 15–16. <https://doi.org/10.2807/esm.11.12.00670-en>

Statista. (2021). Esports market revenue worldwide from 2019 to 2024. <https://www.statista.com/statistics/490522/global-esports-market-revenue/>

Tovar, J. (2021). Soccer, World War II and Coronavirus: A comparative analysis of how the sport shut down. *Soccer & Society*, 22(1–2), 66–74. <https://doi.org/10.1080/14660970.2020.1755270>

UN. (2020). Sport and SDG indicators – category 1 indicators v4.0 draft. <https://thecommonwealth.org/sites/default/files/inline/Sport%20and%20SDG%20Cat1%20indicators%20%28v4.0%29.pdf>

UNWTO. (2020). World tourism barometer. 18(7), 1–36. <https://www.e-unwto.org/doi/pdf/10.18111/wtobarometereng.2020.18.1.7>

Wasserman, S., & Galaskiewicz, J. (1994). *Advances in social network analysis*. Sage Publishing.

Weßmattelmann, D., Grotenhermen, J.-G., Sprenger, M., & Schewe, G. (2021) The show must go on – Virtualisation of sport events during the COVID-19 pandemic. *European Journal of Information Systems*, 30(2), 119–136. <https://doi.org/10.1080/0960085X.2020.1850186>

WHO. (2022). WHO Coronavirus (COVID-19) dashboard. <https://covid19.who.int/>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Westmattelmann, D., Grotenhermen, J.-G., Sprenger, M., & Schewe, G. (2021) The show must go on – Virtualisation of sport events during the COVID-19 pandemic. *European Journal of Information Systems*, 30(2), 119–136. <https://doi.org/10.1080/0960085X.2020.1850186>

WHO. (2022). WHO Coronavirus (COVID-19) dashboard. <https://covid19.who.int/>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

Worldbank. (2021). Recovering growth – Rebuilding dynamic post- COVID-19 economies and fiscal constraints. <https://openknowledge.worldbank.org/bitstream/handle/10986/36331/9781464818066.pdf?sequence=11&isAllowed=y>

## منابع:

- Alagöz, M. & Erdoğan, S. (2008). İhracat ile Turizm Gelirlerindeki Değişimin Cari İşlemler Dengesi Üzerine Etkisi. *KMU İİBF Dergisi*, sayı: 14, s. 214–227.
- Alpullu, A. (2011). Uluslararası Basketbol Organizasyonlarının Spor Turizmine, Ülke Ekonomisine ve Tanıtımına Katkılarının Değerlendirilmesi, Doktora Tezi, Marmara Üniversitesi, Sağlık Bilimleri Enstitüsü, İstanbul.
- Başol, K. (2012). Türkiye Ekonomisi, 11.b., *Türkmen Kitabevi*, İstanbul.
- Britton, S. G. (1982) The political economy of tourism in the Third World. *Annals of Tourism Research*, 9, 331–358.
- Çakıcı, C. & ve Güler, O. (2014). Büyük Spor Organizasyonlarına Ev Sahipliği Yapmaya Değer Mi? Ekonomik Beklentiler ve Turizm Açısından Bir Değerlendirme, 3. Doğu Akdeniz Sempozyumu, 37–50.
- Çeti, B. & Ünlüönen, K. (2019). Salgın Hastalıklar Sebebiyle Oluşan Krizlerin Turizm Sektörü Üzerindeki Etkisinin Değerlendirilmesi. *AHBVU Turizm Fakültesi Dergisi*, 22(2), 1–9.
- Copeland, B. R. (1991). Tourism, welfare and de-industrialization in a small open economy. *Economica*, 58, November, 515–529.
- Corsini, A., Bisciotti, G. N., Eirale, C., & Volpi, P. (2020). Football cannot restart soon during the COVID-19 emergency! A critical perspective from the Italian experience and a call for action. *British Journal of Sports Medicine*. <https://doi.org/10.1136>

b j s p o r t s - 2 0 2 0 - 1 0 2 3 0 6 . 1 7

Devecioğlu, S. (2020). Futbola Marshall Planı. [www.futbolekonomi.com/index.php/haberler-makaleler/genel/125-sebahattin-devecioğlu/4815-soccer-and-coronavirusesfutbol-ve-coronaviruses-uefa-ffa-tff.html](http://www.futbolekonomi.com/index.php/haberler-makaleler/genel/125-sebahattin-devecioğlu/4815-soccer-and-coronavirusesfutbol-ve-coronaviruses-uefa-ffa-tff.html), Access Date: April 3, 2020.

Dever, A. (2010). Spor Sosyolojisi: Tarihsel ve Güncel Boyutlarıyla Spor ve Toplum. Başlık Yayınları.77.

Diamond, J. (1977). Tourism's role in economic development: The case reexamined. *Economic Development and Cultural Change*, 25(3), 539-553.

Donuk, B. (2005). Spor Yöneticiliği ve İstihdam Alanları. Ötüken Neşriyat.

Drucker, F. P. (1998). *Innovation and Entrepreneurship*. San Diego, CA: Elsevier Publishers, 1 2 .

Elçi, Ş. (2006). İnovasyon- Kalkınmanın ve Rekabetin Anahtarı. İstanbul: Nova Yayınları, 32.

Elçi, Ş. (2010). İnovasyon Kalkınmanın ve Rekabetin Anahtarı. Ankara: Technopolis

G Gibson, H. (1998). Active sport tourism: Who participates. *Leisure Studies*, 17(2-3), 46-170.

Gilat, R. & Cole, B. J. (2020). Editorial Commentary: COVID-19, medicine, and sports. *Arthroscopy, Sports Medicine, and Rehabilitation*. <https://doi.org/10.1016/j.asmr.2020.04.003>.

Güdük, T. (2019). Mersin İlinin Spor Turizmi Potansiyelinin Swot Analizi Yöntemiyle İncelenmesi. Yayınlanmamış Yüksek Lisans Tezi. Mersin Üniversitesi Sosyal Bilimler Enstitüsü, Mersin.

Güleş, H. K. & Bülbül, H. (2004). Yenilikçilik. Ankara: Nobel Yayın Dağıtım. 81.

Hao, J., Var, T., & Ve Chon, J. (2003) A forecasting model of tourist arrivals from major markets to Thailand. *Tourism Analysis*, 8, 33-45.

İçöz, O. (2008). Spor Turizmi Pazarlaması ve Futbol Takımlarının Hazırlık Dönemi Kamp Yeri Tercihlerini Belirleyen Etkenler. Basılmamış Yüksek Lisans Tezi, Dokuz Eylül Üniversitesi Sosyal Bilimler Enstitüsü, s.45

IESF-International Esports Federation. (2020). <https://ie-sf.org/about/members>

Kamien, M. I. & Schwartz, N. L. (1982). *Market Structure and Innovation*. Cambridge: University Press.

Karakoç, B. (2011). 2010 Dünya Basketbol Şampiyonası'nın Spor Turizmi ve Ekonomik Etkileri Açısından İncelenmesi. Yayınlanmamış Yüksek Lisans Tezi, Muğla Üniversitesi, Sosyal Bilimler Enstitüsü, Muğla. 20.

Karaus, R. (1977). *Recreation Today; Program, Planning and Leadership*. Santa Monica, CA: Goodyear Publishing, 5.

Koçdemir, B. (2020). Korona Virüsün Türk ve Dünya Futboluna. Etkisi <https://haber.sakarya.edu.tr/korona-virusunun-dunya-futboluna-etkisi-h97419.html>, Access Date: April 1, 2020.

Kozak, N., Kozak, A. M., & Kozak, M. (2001). Genel Turizm, Detay Yayıncılık, Ankara.3

Mann, R. H., Clift, B. C., Boykoff, J., & Bekker, S. (2020). Athletes as community; athletes in community: Covid-19, sporting mega-events and athlete health protection. *British Journal of Sports Medicine*. <https://doi.org/10.1136/bjsports-2020-102433>.

Morgan, L. (2019). Esports is coming to the Olympics after all as Paris 2024 reveal ideas to improve fan engagement. [www.insidethegames.biz/articles/1075990/liammorgan-esportsis-coming-to-the-olympics-after-all-as-paris-2024-reveal-ideas-to-improve-fan-engagement](http://www.insidethegames.biz/articles/1075990/liammorgan-esportsis-coming-to-the-olympics-after-all-as-paris-2024-reveal-ideas-to-improve-fan-engagement)

Mullin, J. B., Hardy, S., & Sutton, A. W. (2000). *Sport Marketing*. Champaign, IL: Human Kinetics, 14.

OECD. (2020). <https://www.oecd.org>, Access Date: December 19, 2020.

Önen, M.O. (2008) Dünya'da ve Türkiye'de Turizm, Türkiye Kalkınma Bankası Ekonomik ve Sosyal Araştırmalar Müdürlüğü, Ankara, 2.

Oran, I. B. (2020) Covid-19'un Uluslararası Turizm Üzerinde Diğer Krizlerden Farklı Etkileri, *Turkish Studies*, Ağustos 2020.

Parnell, D., Widdop, P., Bond, A., & Wilson, R. (2020). COVID-19, networks and sport. *Managing Sport and Leisure*, 1-7. <https://doi.org/10.1080/23750472.2020.1750100>

Richardson, S., March, R., Lewis, J., & Radel, K. (2015). Analysing the Impact of the 2011 Natural Disasters on the Central Queensland Tourism Industry. In B. W. Ritchie and K. Campiranon (Eds.), *Tourism Crisis and Disaster Management in the Asia-Pacific*. Boston, MA: Cab International, 152.

Riel, A., & Van, C. R. (2005). Introduction to the special issue on service innovation management. *Managing Service Quality*, 15(6), 79.

Ross, S. D. (2001). *Developing Sport Tourism. An e-Guide for Destination Marketers and Sports Events Planners*, National Laboratory for Tourism and e Commerce. Urbana, IL: University of Illinois at Urbana-Champaign: 3,ss.3-7.

Rudan, I. (2020). A cascade of causes that led to the COVID-19 tragedy in Italy and in

- other European Union countries. *Journal of Global Health*, 10(1), 55.
- Saatçiođlu, C. (2013). *Spor Ekonomisi Teori, Politika ve Uygulama*, Gazi Kitabevi, Ankara, 5.
- Sađcan, M. (1986). *Rekreasyon ve Turizm, İzmir: Cumhuriyet Basımevi*, 15.
- Scandizzo, P. L. & Pierleoni, M. R. (2018). Assessing the Olympic Games: The economic impact and beyond. *Journal of Economic Surveys*, 32(3), 649–682.
- Sivrikaya, K. & Demir, A. (2019). Türkiye’de 2001 Yılı Ve Sonrasında Uygulanan Spor Ekonomisi Politikalarına Yönelik Bir Deđerlendirme. *Vizyoner Dergisi*, 10(23), 126–136.
- Stevenden, J. & Knop, P. (1999). *Sport Tourism*. Champaign: Human Kinetics, 15.
- Stevens, V. & Prins, R. G. (2020). Twitterers’ sentiments towards the COVID-19 responses of the FIA, UEFA and IOC. Retrieved April 24, 2020 from <https://www.mulierinstituu.nl/publicaties/25341/twitterers-sentimentstowards-the-covid19-responsesof-the-fa-uef-a-n-d-i-o-c/>
- Şimşek, K. Y. (2011). Erzurum Dünya Üniversitelerarası Kış Oyunlarının Erzurum Şehrine Sosyo-Kültürel ve Ekonomik Etkisi. *Selçuk Üniversitesi Beden Eğitimi ve Spor Bilimleri Dergisi*, 13(3), 383–393.
- T.C. Sağlık Bakanlığı, Halk Sağlığı Genel Müdürlüğü, COVID-19 (2019-n CoV Hastalığı) Rehberi (Bilim Kurulu Çalışması) (2020). T.C. Sağlık Bakanlığı, 25 Şubat 2020. Access Date: November 30, 2020. <https://covid19.saglik.gov.tr/TR-66301/covid-19-rehberi.html>
- Timпка, T. (2020). Sports health during the SARS-Cov-2 pandemic. *Sports Medicine (Auckland, Nz)*, 1.90.
- TÜİK. (2020). *Turizm Geliri, Gideri ve Ortalama Geceleme Sayısı*. Türkiye İstatistik Kurumu. [tuik.gov.tr](http://tuik.gov.tr)
- Tunçdemir, C. (2013). Olimpiyat ev sahipliğini kazanmak gerçekten kazandırıyor mu? <https://t24.com.tr/yazarlar/cemal-tuncdemir/olimpiyat-evsahipligini-kazanmakgerçektenkazandiriyor-mu>, 6423, Access Date: December 12, 2019.
- Turco, D. M., Riley, R. S., & Swart, K. (2002). *Sport Tourism*. Indianapolis: Fitness Information Tecnology Inc. 6.
- TÜRSAB. (2014). *Spor turizmi Sektör Raporu*. [https://www.tursab.org.tr/apps/OldFiles//dosya/12195/tursab-spor-turizmi-raporu\\_12195\\_5670173.pdf](https://www.tursab.org.tr/apps/OldFiles//dosya/12195/tursab-spor-turizmi-raporu_12195_5670173.pdf), Access Date: December 20, 2019.
- TÜSİAD. (2003). *Ulusal İnovasyon Sistemi, Kavramsal Çerçeve, Türkiye İncelemesi ve Ülke Örnekleri*. İstanbul: TÜSİAD Yayını, 11.
- UNWTO. (2020). *International Tourism and COVID-19*. <https://www.UNWTO.org/international-tourism-and-COVID-19>, Access Date: June 9, 2021
- Weed, M. (1997). Influences on sport tourism relations in Britain: The effects of Government Policy. *Tourism Recreation Research*, 22(2), 5.
- WHO Official Updates – Coronavirus Disease 2019- [who.int](http://who.int), Access Date: November 30, 2020.
- WTO. (1995). *Implications of the WTO/UN Tourism Definitions*, Madrid.
- WTTC, Dünya Seyahat ve Turizm Konseyi (2020). <https://www.turizmgunlugu.com/2020/04/25/Covid-19-sonrasi-turizmde-is-kaybi-wttc/>, Access Date: May 13, 2020.
- Yamamoto-Telli, G. & Altun, D. (2020). Coronavirüs ve çevrimiçi (online) eğitimin önlenemeyen yükselişi. *Universite Araştırmaları Dergisi*, 3(1), 25–34.
- Yıldız, E. & Aydın, S. A. (2013). Olimpiyat Oyunlarının Sürdürülebilir Kalkınma Açısından Deđerlendirilmesi. *Spor Bilimleri Dergisi Hacettepe*, 24(4), 269–282.
- Yılmaz, Ö. D. (2004). Turizm işletmelerinde kriz yönetimi ve konaklama işletmeleri yöneticilerinin krizlere ilişkin yaklaşımlarına yönelik bir araştırma (Yayınlanmamış yüksek lisans tezi), Dokuz Eylül Üniversitesi, İzmir.