Fan Perception Towards the Usage of Technology in Football

Navaneeth MM\textsuperscript{1} and Nayana Nimkar\textsuperscript{2}\textsuperscript{*}

\textsuperscript{1}Student, MBA, \textsuperscript{2}Professor, Symbiosis School of Sports Sciences, Symbiosis International (Deemed University), Pune, Maharashtra, India

\*Corresponding author: director@ssss.edu.in (Nimkar)

Abstract

\textbf{Background:} The paper discusses the perception fans had regarding various technologies used in the world of football on and off the field. The objective of the study was to understand the perception fans had regarding the usage of technology in football, the study looks into major refereeing decisions and how technology could have changed the outcome of these events, how technology in the field of e-sports had been important in popularising the sport, the pros, and cons of Goal-Line technology and video assistant referee, how technology had been important in improving fan engagement through social media and how fans perceive the usage of technology in football. \textbf{Methods:} The perception fans had regarding technology was understood with the help of a questionnaire answered by 160 participants who had a basic knowledge of the various technologies being used in football. \textbf{Conclusion:} The result of the study indicates that both human element and technology should go hand in hand for the improvement of the game.

Keywords: E-Sports, FIFA World Cup, Goal Line Technology, Video Assistant Referee

How to cite this article: Navaneeth MM, Nimkar N (2020): Fan perception towards the usage of technology in football, Ann Trop Med & Public Health; 23(S17): SP231731. DOI: http://doi.org/10.36295/ASRO.2020.231731

1. Introduction:

Football also termed as soccer in the US is widely acknowledged as the most popular sport in the world. The game is often referred to as the beautiful game due to the emotional attachment people have towards football. The governing body of football is the Fédération Internationale de Football Association (FIFA). FIFA has under 208 member nations and administers the governance of the sport in all these countries. The biggest event hosted by FIFA is the World Cup which happens every 4 years and is a global sporting spectacle watched by billions. Currently, Brazil holds the record for the country with the most number of FIFA WORLD CUP titles followed by Germany and Italy. Over the decade's football has evolved into more than just a game, with intricate tactics based on technology and specialized training for players and even technology adapted onto the jersey and cleats players wear, the way technology has been revolutionizing football is at a rapid pace\textsuperscript{(1)}.

Football and technology had a mixed feeling amongst the supporters of the sport around the world, some view it as a boon to the sport, some argue it takes out the magic from the sport. The first major advancement in football where technology was used was during the 2014 FIFA WORLD CUP Brazil, here the HAWK-EYE and GOAL-LINE technology was used for the first time throughout the entire tournament\textsuperscript{(2)}. The major incident responsible for the usage of technology in football and the most publicly noted one was the Frank Lampard goal incident which took place during the 2010 FIFA WORLD CUP.
In 2010 FIFA World Cup Frank Lampard scored a goal which went in against Germany and the goal was not given, had Hawk-eye or Goal-Line tech be used back then, that goal might have stood and England might have won\(^3\). That being true there is another angle to look at here, the goal not given created a controversy around the world and sent fans into a frenzy arguing whether the goal should be given or if a Goal-Line technology should be used and eventually it prompted FIFA to include technology in the 2014 World Cup, what many failed to understand at that time was with the inclusion of technology in the sport the so-called controversy against whether technology should be used or not began, let me give an example here: It is the final of the 2022 FIFA World Cup and Argentina are playing Brazil, Lionel Messi gets taken out in the box in the 90\(^{th}\) minute and the referee refuses to give a penalty, the video assistant reviews the decision and the referee overturns his decision and eventually Argentina score the following penalty and win. Now Argentina winning the world cup itself is a huge content for social media, but now consider this scenario let us assume no video assistant referee existed and the decision remained as the ref called it on the first view, imagine the controversy and the social media posts and all the attention the media is going to give to that one decision, imagine what an Argentine supporter and a Brazilian supporter would be feeling agony, delight and a mix of emotions on both ends, that is called as the “magic” or in simpler terms the unpredictability of the game and that is the biggest threat that technology possesses to football, to put it in simple words a large portion of supporters around the world feel that the use of technology takes out these moments of madness and thrill and chills out of football. There is a variety of technology currently being used in football on and off the pitch in various places.

The different types of technology currently being employed in the game of football during a game are Goal-Line technology (GLT), Video Assistant Referee (VAR). The Goal-Line Technology (GLT) makes the impossible possible, the human eye can only process 16 images per second and hence this makes it very difficult for the referee to understand during a game whether the ball has crossed the goal line or not, the GLT aids the referee in understanding whether the ball has crossed the line or not with the help of sensors\(^4\). Various kinds of systems were developed for the GLT such as the Goal Minder and the Goal Ref, the former functions by using high-speed cameras which can capture 2000 frames per second and checks if the ball had crossed the line or not and the latter functions on an electronic circuit and a small magnetic field built into the goal and it detects if the ball had crossed the line or not. The technologies on paper look good and are effective and were implemented by FIFA as mentioned earlier after the Frank Lampard incident during the 2010 FIFA World Cup. The criticism the technology face is what we try to address in this research paper, whether technology is the way forward or is hindering the growth of football, the main criticism the technology faces is that it removes the human element from the game that is the unpredictability of the sport.

Another way technology is used in football is the internet of everything used in the form of social media to wearable devices, health, fan engagement, player performance, etc the technological side of football has seen less criticism in these areas. The usage of internet and the evolution of technology has enabled football to understand the health-related problems a player faces may it be physical or mental and address it in the best way required, it also helps to look into what fans require and how new challenges arise and how broadcasters should address these challenges\(^5\). Further-more tracking technologies have been widely employed in the game of football and they give insights to coaches about the players. Parameters such as how much an individual run, acceleration, pace, etc can all be tracked with technology now, and thus this helps professional teams and individuals generate ample amount of data helpful for various aspects of the player and the club.
So far, we have seen how technology has been employed in a good way in football and how it also acts as a negative aspect of the game. Adding to the negative aspects another criticism regarding technology is how due to the interference of technology referees are being blamed more and how the fans have become very unfair to them. A normal person sitting at home and watching a match can get a slow-motion replay in this day and age due to the advancement in technology and hence can make his or her assumption regarding a particular incident in the game\(^6\). Whereas in the case of a referee he does not have the privilege of any slow-motion replay and have to go with his experience, instinct, and have to decide under a lot of pressure, what many people fail to see is this side of the game and how it is unfair to the referees and how advancement in technology has indirectly affected them. Although the advancement in technology is indirectly responsible for the criticism faced by referees, the advancement in technology has made it possible to pursue online certifications and courses. Technology has also been used to teach football curriculum and physical education, technology helps to overcome factors such as time constraints and also acts as a teaching platform that can be used anytime anywhere through which sports enthusiasts and others can learn\(^7\).

Technology has many positives also, the game has become more competitive due to the inclusion of technology, also the usage of technology in boots, and jerseys are a major advantage to players. The evolution of football pitches is also advancing due to the impact of technology hence technology offers an incredibly positive outlook to football in that way\(^8\). Another positive to come out of the usage of technology to football is the e-sports industry.

Lastly, technology in the form of e-sports has enabled the public to become more knowledgeable and gather more information about different players, clubs, national teams, and so on through popular e-sports games like EA SPORTS FIFA series and KONAMI Pro Evolution Soccer series. The e-sports game FIFA has been successful in popularizing the game of football to a country like the US, the growth of football in the US, and how it tries to compete with the major four sports of the country is mainly due to the e-sports game FIFA\(^9\). The above paragraphs give an insight into the positives and negatives of using technology in the sport of football. The objective of the study tries to understand fan's perception of how technology affects football in a variety of dimensions and to understand whether technology should be included more in football or should it be removed from the game.

Starting from on-field use of technology in the game to off the field use such as in e-sports, wearable commodities, the influence of social media on fans, this study tries to understand if technology positively affects football or rather does it take away the element of “unpredictability” from the game. The study also understands the views and opinions of football fans and try to conclude whether they prefer a world of football with technology or without technology.

The paper gathers information on the perception of fans regarding a wide range of technologies used in football and is not restricted to just one domain, the paper discusses and understands the perception fans have regarding technologies such as the Goal-Line technology and the Video Assistant Referee, furthermore perception of fans regarding the bias towards referees, the e-sports industry and how it has helped to popularize the sport, the perception fans have regarding the matter of whether or not to include technology or take it out from the game, etc are some of the domains being explored in the research. The study would be helpful to fans of the sport, referees, coaches, and players, as they can understand the various negatives and positives technology can have on a sport such as football. The study brings to light the positive side of technology and why it should be used during the game and also helps fans to understand the general bias towards referees furthermore the study highlights how the use of technology in

areas such as wearables and social media aids football clubs and players. The objective of the study is to try and understand whether technology should take over the sport completely, should technology be removed from football completely, or should both be integrated.

2. Material & methods:

2.1 Sample

The sample size considered for the study included 160 participants out of which 140 were male and 20 were female. The age of the participants was divided into 3 categories 48 percentage of the participants were between the age group of 18-23, 45 percentage of the participants were of the age group of 24-30 and the remaining 7 percent was of the age of 30 and above. The requirement for the participants was that they had a basic understanding of the game of football and its various rules and technologies used in the game.

2.2 Procedure

The study is done through qualitative research, sampling technique used was simple random sampling technique, the participants were chosen at random and were asked to fill out a questionnaire containing a series of questions related to technology and its usage in football. The questionnaire was prepared based on a previous research report done in 2013 by London based market research company DJS research. The questionnaire was circulated using google forms. The questionnaire was first tested on a group of 10 people which included semi-professional and professional players and referees. The questionnaire used was close-ended.

2.3 Analysis

The questionnaire consisted of a set of 15 questions and helps to understand the perception football fans had regarding the usage of various technologies in football. The results were arrived at from the responses given by the participants and a conclusion was drawn with the help of tables and graphs generated using Microsoft Excel to determine the impact technology had on football and whether fans are generally against technology or on board with technology.

3. Results and Discussion:

The perception fans had regarding technology on football on various aspects were analyzed using the help of a questionnaire, the questionnaire contained a total of 15 questions and was answered by 140 male and 20 female candidates over the age of 18 who understands the game of football and the various technologies used in football on and off the field.

3.1 Are you a professional, local club, school/college footballer?

10 participants were professional players, 82 of the participants played for a local club/college or school team and 66 people still played football as a recreational activity, only 25 of the participants did not play the game but understands the game. The sample selected for the study includes only people who are involved with the sport and thus a valid understanding of technology can be drawn from the participants.
3.2 Technologies impact on football

Table 1: Perception of fan’s towards impact technology has had in football

<table>
<thead>
<tr>
<th>Participants</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Understand the rules of football through technology</td>
<td>92.5</td>
</tr>
<tr>
<td>Know about different technology being used in football</td>
<td>82.5</td>
</tr>
<tr>
<td>Believes football is benefitting from technology</td>
<td>83.75</td>
</tr>
<tr>
<td>Technology has improved the amount of football intake</td>
<td>77.5</td>
</tr>
</tbody>
</table>

The impact technology has had in football can be understood from the above table, the results show that the participants have a better understanding of the rules of the game with the help of technology and are also aware of various forms of technology being used in football, also it can be seen that a large portion of the participants agree that their football intake was increased due to impact of technology. Many organizations and athletes have used social media as a tool to increase their fan base\(^{(1)}\). The impact technology has had on football can also be seen by how Cardiff Metropolitan LFC through social media was able to increase women's participation in football\(^{(12)}\).

3.3 Decision Review System (DRS)

The DRS is a system used mainly in cricket, by using the system the umpire can review the decision he had made. The captains of teams are given the power to ask for a DRS review during a match. The on-field umpire consults the third umpire regarding the review of the decision\(^{(13)}\). The results of the study point out that fans are in favor of implementing such a system in football where the captain of teams has the power to challenge the referee similar to how it is done in cricket. 66% of the participants opt for the inclusion of a DRS based technology in football.

3.4 Controversy Vs Unpredictability

The controversy regarding using technology in football matches is that it leads to interrupting the flow of play. One of the arguments raised against using Video Assistant Referee and Goal Line Technology before it was implemented was that it would give an unfair advantage to one of the teams during a match due to the pause in play\(^{(14)}\). The result of the study shows that the case here is different, out of 160 participants 117 that is 73 percent are of the perception that technology will not take away the flow of the game and thereby the unpredictability from it. From the results obtained from the study it can also be noted, the participants are of the perception that controversial issues such as the( Diego Maradona hand of god goal against England in the 1986 FIFA World Cup and the Frank Lampard Goal which was not given against Germany in the 2010 FIFA World Cup) would have changed and affected the outcome of both matches if the technology was implemented at that time.

Annals of Tropical Medicine & Public Health \hspace{1cm} \hyperlink{http://doi.org/10.36295/ASRO.2020.231731}{http://doi.org/10.36295/ASRO.2020.231731}
3.5 How do you consume football

![Bar chart showing consumption mediums of football](chart.png)

Fig 1: Shows the medium through which fans consume football regularly

The study shows that the participants consume football majorly through technological aid, that is through social media using their mobile phones or laptops or through television. As stated in the book\(^{(5)}\) by the turn of the twentieth century the advancement in technology made it possible for people to consume sport over vast distances, the results of the study focus on the same subject and show that technology can spread information and make football easier to consume for the fan base.

3.6 Technology Vs Referee

![Bar chart showing fan’s perception on referees](chart2.png)
Fig 2: Fan’s perception of referees

![Bar chart showing technology gives fans better decision making ability over referees with 75% agreeing and 25% disagreeing.]

Fig 3: Fan’s perception of technology giving an advantage to them over referees

The results of the above two scenarios highlight a negative aspect of technology in football. Fig 2 shows how more than half of the participants are agreeing to the fact that referees are being targeted unfairly and Fig 3 backs the statement that referees are targeted unfairly. Technology gives people viewing matches from home the advantage of slow-motion replays and better viewing angles which the referee does not get, he/she has to make a complex decision under a lot of stress and pressure\(^{(16)}\) and normal people fail to see this side of the beautiful game. Hence the results of the study clearly show that fans have an added advantage due to technology and can make better decisions over referees.

3.7 Technology in football

![Bar chart showing the areas technology is needed for football with the highest being Goal-Line incidents at 76.25%.]

Fig 4: Fan’s perception of where technology should be implemented more in football

The results of the study show what a football fan want technology to be involved with the most in football, the participants believe that Goal-Line incidents should be the area where
technology should be used the most and this can be justified by stating an incident as early as from the 1966 FIFA World Cup. In the final of the tournament, Geoff Hurst scored a match-winning goal in extra time to make it 3-2 to England against West Germany, the ball had bounced off the underside of the crossbar and took a bounce in front of the goal line, then referee Gottfried Dienst decided to give the goal and eventually England lifted their first-ever FIFA World Cup, till today no one can say for sure whether the ball had gone incompletely or not\(^\text{(17)}\). Hence the need for technology to be included more in Goal-Line matters can be justified from this statement. There are a variety of situations which show tackles and fouls going unnoticed and other off the ball incidents and penalty appeals, related research paper\(^\text{(18)}\) concludes that players do sometimes show deceptive behavior during in match situations, such as making most of a challenge or an unknowingly raised elbow or hand there have been situations where players try to make the most out of a situation and hence backing the results obtained from the study to increase the need for technology to intervene in such situations. Participants also want technology to be included more in player training and fan engagement and e-sports. The area where technology is needed the least is seen on the social media side of football.

Fig 5: Shows fans perception on Referee Vs Technology

The participants of the study are of the view that Goal-Line technology and Video Assistant Referee aids the game of football, the inclusion of both the technologies have been massively helpful to the world of football. A former study conducted about the influence of Video Assistant Referee in the Chinese league back the result obtained in the study, the paper compares two league seasons one before VAR was introduced and one after VAR was introduced and it concludes that factors such as home team advantage, fouls, penalties, etc have come down due to the inclusion of VAR\(^\text{(19)}\). The result obtained above suggests the same that both Goal-Line technology and Video Assistant Referee aid the game of football and that there is no reason to substitute referees with technology.

3.8 Technology and Player Performance
Technology has made it possible to understand the patterns of play in football and to analyze players and teams effectively. As discussed in an earlier research paper analysis can be done on an opposition player using video footage of the previous match to understand his playing patterns and other abilities\(^{20}\). The same analyses using technological devices such as slow-motion cameras, speed sensors, heart rate monitors, and other devices can be used on players to determine their level of performance and the results obtained from the research backs the same that technology aids a player to improve his performance. Along with that wearables integrated with technology has made it easier to play the play as shown by the results, this can be justified by the taking the scenario of boots and jerseys used nowadays to the ones used during the '80s and '90s.

### 3.9 E-SPORTS

The e-sports industry has contributed highly to the world of football. From the results of the study, 88 percent of the participants are in favor of the opinion that e-sports games such as FIFA and Pro Evolution Soccer have been vital in popularizing the sport throughout the world. 81 percent of the participants also agree that the games have played an important role in increasing their knowledge and information about players, clubs, and nationalities, tactics, formations, and analysis in football.

#### 3.10 Technology vs Human Interaction

The previous results of the study show that how technology is required in football and various areas where it should be implemented the most. The results also show negative aspects of using technology in football, the following Fig 7: shows the result of the perception fans have related to human interaction and technology.

---

**Fig 6: Technology Vs Player Performance**

Technology has made it possible to understand the patterns of play in football and to analyze players and teams effectively. As discussed in an earlier research paper analysis can be done on an opposition player using video footage of the previous match to understand his playing patterns and other abilities\(^{20}\). The same analyses using technological devices such as slow-motion cameras, speed sensors, heart rate monitors, and other devices can be used on players to determine their level of performance and the results obtained from the research backs the same that technology aids a player to improve his performance. Along with that wearables integrated with technology has made it easier to play the play as shown by the results, this can be justified by the taking the scenario of boots and jerseys used nowadays to the ones used during the '80s and '90s.

### 3.9 E-SPORTS

The e-sports industry has contributed highly to the world of football. From the results of the study, 88 percent of the participants are in favor of the opinion that e-sports games such as FIFA and Pro Evolution Soccer have been vital in popularizing the sport throughout the world. 81 percent of the participants also agree that the games have played an important role in increasing their knowledge and information about players, clubs, and nationalities, tactics, formations, and analysis in football.

#### 3.10 Technology vs Human Interaction

The previous results of the study show that how technology is required in football and various areas where it should be implemented the most. The results also show negative aspects of using technology in football, the following Fig 7: shows the result of the perception fans have related to human interaction and technology.

---

**Fig 6: Technology Vs Player Performance**

Technology has made it possible to understand the patterns of play in football and to analyze players and teams effectively. As discussed in an earlier research paper analysis can be done on an opposition player using video footage of the previous match to understand his playing patterns and other abilities\(^{20}\). The same analyses using technological devices such as slow-motion cameras, speed sensors, heart rate monitors, and other devices can be used on players to determine their level of performance and the results obtained from the research backs the same that technology aids a player to improve his performance. Along with that wearables integrated with technology has made it easier to play the play as shown by the results, this can be justified by the taking the scenario of boots and jerseys used nowadays to the ones used during the '80s and '90s.

### 3.9 E-SPORTS

The e-sports industry has contributed highly to the world of football. From the results of the study, 88 percent of the participants are in favor of the opinion that e-sports games such as FIFA and Pro Evolution Soccer have been vital in popularizing the sport throughout the world. 81 percent of the participants also agree that the games have played an important role in increasing their knowledge and information about players, clubs, and nationalities, tactics, formations, and analysis in football.

#### 3.10 Technology vs Human Interaction

The previous results of the study show that how technology is required in football and various areas where it should be implemented the most. The results also show negative aspects of using technology in football, the following Fig 7: shows the result of the perception fans have related to human interaction and technology.
The results state that both human interaction and technology should be integrated and balanced together to support the sport and importance should not be given to one area only.

The research paper analyses the impact of technology in football. The paper brings to light the view on various aspects of technology in the minds of the public. Since football is the most followed sports in the world the view of people who understands and follows football play a role in understanding the perception regarding the usage of technology in football. For starters, it can be seen that technology is the way forward and that many people believe that if technology did intervene in matches such as the Italy VS South Korea match of 2002 WC or the Germany Vs England match of 2010 WC\(^{21}\), the results would have been different. The paper focuses on people’s perception regarding the involvement of technology in football on and off the field and it gives light into how technology is an important factor for football as time moves forward. Research papers have been done on referee’s bias towards the home team in the English premier league which focuses on the bias referees have towards home teams\(^{22}\). The research paper helps to bring to view how technology would aid in preventing such bias towards home teams not only in the English top division but throughout the world of football. Technology by making use of VAR helps to aid refereeing decisions and see that no bias is shown towards any team and studies conducted in the Italian top flight and German top-flight football leagues\(^{18}\) show that the use of video assistant referee has been influential in helping out referees during a game. The research paper supports the usage of the VAR and other technologies such as the GLT or widely known as the Goal-Line tech being used in football and the results obtained in the research give the view that people want technology to be used to aid referees, the paper also highlights how there is no need to replace the referee with devices and that they just need to be supported properly by the appropriate technology to make better decisions throughout a game. Another factor to focus on is the hostility towards referees in the football world, the amount of stress a top tier elite referee has to go through when making a complex judgment such as the ruling of offside during a game, where he has to take into account the position of the players, the ball, when the ball was played\(^{18}\) is a very tedious.

**Fig 7: Technology vs Human Interaction in football**

The results state that both human interaction and technology should be integrated and balanced together to support the sport and importance should not be given to one area only.
process. The research paper points out how the referees are being targeted unfairly and how technology is playing a role in that whereby a normal person sitting at home can make a better decision on an in-game situation better than a referee because of the better slow-motion replays he may get or angles he gets of the event which occurred through his tv. The paper shows how technology in this scenario acts as both a positive and a negative. The solution to the unfair hate towards the referees is also technology as in the implementation of a better video assistant technology or a goal decision system. Many supporters are scared for the implementation of VAR and GLT because they believe it could lead to too much power in the hands of technology and not humans. The paper also gives an insight into this matter and it shows how technology and human element should be integrated to improve the sport. The paper gives a view of how people feel about the usage of a system like the DRS where the captain of a team can challenge the umpire using a quick slow-motion replay of the incident that took place on the field. From the results obtained from the research conducted the use of DRS where the captain of each team would have the ability to challenge the referee would be a well-implemented decision to the game of football. Giving a bit of power to not only the referees but captains too enable them to challenge the decisions on a fair basis and helps to bring down the error factor from the part of the referee. A video assistant referee plus a Goal-Line technology coupled with a proper method for the captain to review decisions bring balance to the sport and gives power to not only the referee or technology but to the team and players as a whole hence by the results obtained from the research paper the usage of DRS in football would be a welcomed decision. The paper also gives insight into how e-sports has made an impact in popularizing football. E-sports games such as EA Sports FIFA and Pro Evolution Soccer have helped viewers and fans from around the world to gain more football knowledge, by familiarizing themselves with player names, their strengths, weaknesses and so on the e-sports industry has made the fan base more knowledgeable and at the same time popularised the game of football. Other research papers have also used E-sports game data like the data from FIFA to cluster together a variety of data and use it to differentiate pro players. Technology has also come into wearables in the football world and the biggest example of this is the Adidas Mi coach line of boots, which is a wireless device containing 3 different units used to measure the heart rate, speed, etc. of an individual attached in the form of a chip to the inside sole of a boot. Through the questionnaire provided to candidates, the paper was able to examine what the perception that people had when related to the use of technology in wearables and a majority of them believed technology used in wearables has made it easier for players to play the game. Technology has also been responsible for the improvement in fan engagement by using social media as a medium, from the research paper we can note that the supporters of various clubs believe technology to be used for fan engagement the most. The various clubs around the world have been using technology-driven through social media to engage with their fans around the world, these include social media platforms such as Twitter, Facebook, Instagram, etc and from the study, it can be seen that this the area the people want technology to be used concerning football. Lastly, technology has led to the rise of online betting and in foreign countries, online betting is a huge income-generating field for example the revenue websites like bet365.com and all generate, etc. This is mainly possible due to the help with technology which has given rise to fantasy and dream leagues were the winner is guaranteed amazing prices. The most recent biggest win in betting would be of Leicester city who were given a 5000:1 odds of winning the league back in 2016 and a person betted for them lifting the title and the team went on to do that. The paper shows how technology is important to football and how it has helped the world of football come forward in various aspects and not just on the field issues, thus setting this paper apart from similar ones is how it discusses various factors in football influenced by technology and is not just sticking to one.
4. Conclusion:

The research paper starts by discussing the various forms of technology used in football followed by understanding the perception that 160 football fans had regarding the sport in terms of refereeing decisions, on-field issues, technology replacing referees, how esports had helped improve their knowledge of the sport, whether the Goal-Line technology and Video Assistant Referee are aiding the sport or hindering it. From the views and perception of fans, it can be concluded that majority of them are in favor of technological advancements that are taking place in the world of football at the moment and voice the opinion that if the technology was used in the past it would have helped teams to win who had decisions unfairly gone against them, although it is important to note that the participants also believe that the sport of football should not lose its human element too that being the element of unpredictability, hence it can be concluded that the way forward for the world of football is a future in which technological and human involvement would be integrated for a brighter future.

Ethical Clearance: Not applicable
Source of Funding: Self-funded
Conflict of Interest: There is no conflict of interest among the authors

References:

7. Qu C. Application of network technology in distance education of physical education curriculum-take the football course as an example. Educational Sciences: Theory & Practice. 2018 Oct 30;18(5).


25. Porta JP. Validating The Adidas miCoachAnd Nike+ Sport Kit For Estimating Pace, Distance, And Energy Expenditure During Over-Ground Exercise.
