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The reality of practicing artificial intelligence for employees of Omani sports federations in accordance with Oman Vision 2040

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Abstract

AI have initiated an entirely MASSIVE shift in the sporting scene – from its multiple corners right to the administrative side of it! Methodology for current study the present investigation aimed to identify the dissemination level of artificial intelligence in employees' performance at Omani sports federations base on Oman vision 2020. These were divided into two forms: weak and strong artificial intelligence. Descriptive survey design was used to fit the purpose of this study. The sample of study was represented by (185) subjects conducted from (11) sports federations, besides the pilot sample which included (31) subjects in addition to the main subjects' collection. A purposive sample of (71) administrative personnel constituted the primary study. Supplementary data suggest that there were very significant differences in (p 0.001) between employees working in sports federations in terms of year's job experience variable. The study ended with a number of recommendations, such as forming community partnerships that include business leaders, companies and government entities involved in artificial intelligence to improve workers' skills for intelligent applications. It also proposed that employees should undertake courses at universities in training programmed designed to develop knowledge and skill in this field.

Keywords: Administrative work; Artificial Intelligence; Weak Artificial Intelligence; Strong Artificial Intelligence.

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Introduction

AI as a game changer the notion of AI, considered a prominent catalyst for several compelling operational transformations across any organizational model, is now no more an abstract idea. It is also referred to as the philosophy of machines in the thinking, behavior and performance like or close to human beings and has permeated business enterprises as an unavoidable prerequisite (Dhamija & Bag, 2020). AI is present in a variety of manifestations for different purposes such as applications, tools and intelligence levels have been categorized into several categories: weak, strong and super AI (Ahmed, 2019). Services, Decision Support System, Workflow Automation, and Enhancing Productivity are among the advantages of implementation AI based systems in government and private organizations (Rajab, 2024). This is in line with the results of Shaikh et al. (2023) "An Analysis of the influence of artificial intelligence on employees' productivity: The mediation effect of knowledge sharing and well-being," demonstrating that AI enables hospital management by examining employee productivity, analyzing its characteristics (e.g., attitudes and behavior), as highlight the main strategies regarding knowledge sharing, mental health and wellbeing in the context between AI and employee performance.

In the sports arena, AI overcame human intelligence when a machine beat one of world' best player in Go (a Chinese ancient board game where stones of 2 colors are played on a wooden board) in 2016 (Ganascia, 2018). On the management aspect in sports organizations, Atasoy et al. takes less space physically and can speedy act AI use reduce the workload for sports administrators and staff easily saves their energy, however promote learning opportunity. Moreover, Eldeep and Mohamed (2022) in their research "The role of artificial intelligence to enhance sports organizations' cognitive capabilities" revealed that AI has better inputs for decision making within the sports organization and supports data analysis as a trustworthy reference characteristic for the users. The computerized information systems are generally recognized as the smartest processing system to accomplish tasks and achieve human goals. This was supported by (Jaafar, 2020) who found that the AI applications were significantly useful in data and business analysis, predicting errors adopting alternatives, saving time and effort to accomplish job tasks, screening employment applications prior their submission to ascertain that they meet general roles requirements. Additionally, Halawa (2023) indicated that as far the senior management suppurative of AI implementation explanation on whether there is clear time schedule to run all AI related activities and if budget with its required technical infrastructures are available at the top reap a leadership mind about the significance of AI in managing human resource within sports organizations.

Among the most prominent AI applications used in the administrative aspects of sports institutions are neural networks and expert systems. The latter have played a major role in facilitating administrative processes, ensuring information accuracy, and simplifying the design and training of employees, in addition to their ability to determine appropriate methods and approaches for staff training to acquire organizational knowledge (Al-Khudari & Al-Shafie, 2023). Gu et al. (2019) in their research titled "An Expert System for Game Prediction Utilizing Big Data and Machine Learning," suggested that expert systems are important to learning techniques, the merging of data sets, evaluation of specific model results as well as dealing with challenges related to predicting the average scores of hockey games.

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The second type is neural networks, which are also essential AI applications adopted in various systems within sports institutions. Zhang et al. (2019) stated in their study that the proposed model, titled "Safety Early Warning of Risks in Sports Events Based on Machine Learning of a Hidden Propagation Neural Network," demonstrates good validity and reliability and can achieve better early warning effects by verifying and comparing its outputs with theoretical data.

The Sultanate of Oman has paid significant attention to AI in the sports sector to keep pace with global developments by developing the Oman Sports Strategy 2040, derived from Oman Vision 2040, which includes digital transformation among its goals and strategic directions through the creation of electronic platforms and smart applications supported by AI (Ministry of Culture, Sports and Youth, 2021).

Administration barriers in Oman's sport sector that has an impact on the quality of development and performance. Therefore, it is imperative to implement smart applications as solutions that enhance work efficiency, accomplish big-data processing and render other facilitative services. Such a requirement suggests the need for more specialized research on AI in sports, consistent with Dindorf et al. (2022). Further, the Royal Orders that formulated from the eighth session of Oman Council for adoption of National Artificial Intelligence Programmed have offered huge boost and encouragement in this scenario (Al-Abri, 2023). Thus, examining and investigating AI application practices among members of staff within sports federations in the Sultanate of Oman becomes a crucial point according to Oman Vision 2040; seeing that these federations are considered as the official sports body which is responsible for the development and promotion of sport at national and international levels to maintain sporting excellence.

Research Questions

What is the current reality of practicing AI applications in the performance of employees in sports federations in light of Oman Vision 2040?

Are there statistically significant differences at the level of ($P < 0.001$) according to the variable of years of experience in the sports federation regarding the practice of AI applications in employee performance in light of Oman Vision 2040?

Study Limits

Spatial: Sports federations in the Sultanate of Oman.

Temporal: 2023/2024.

Human: Employees working in sports federations in the Sultanate of Oman.

Methodology

Study Methodology

The descriptive survey method was adopted as it is appropriate for the purposes of the study.

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Study Population

The study sample included workers in sports federations in Oman (11) federations. The final number of participants was (185), including (160) men (86.4%) and (25) female (13.5%) (Ministry of Culture, Sports and Youth, 2022).

Study Sample

The sample was selected conveniently among the administrative staff employees.) employed at sports federations in Oman except the ones holding technical or manual posts in the federations (drivers, guards and messengers). Paper survey formats of the questionnaire were given to them. To be impartial in the context of science, regarding minimum sample size the thematical equation suggested by Serdar et al. was used. (2021) for questionnaire-oriented studies, having in mind the total population size (185), which is a small number. Therefore, minimum sample size was calculated as not maximum than (67) people depending on certain conditions such as the level of confidence (1.28), limit error (0.05) and dispersion rate 0.20. The following is according to this, where the data were gathered from (71) subjects. Of these, (63) patients were Omani and represented 88.7% of the study population, (8) patients were non-Omani representing (11.2%) and represents the main sample for this study file.

$$N = \frac{\dfrac{p(1-p) \times Z2}{e2}}{1 + \dfrac{p(1-p) \times Z2}{ne2}}$$

Table 1. *Research Sample According to the Independent Variables of the Study (N = 71)*

Variable	Variable Levels	Number	Percentage	Total
Sports Federations	Cycling	2	2.8%	71
	Volleyball	5	7.0%	
	Basketball	3	4.2%	
	Handball	2	2.8%	
	Tennis	3	4.2%	
	Hockey	3	4.2%	

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	Aquatic Sports	3	4.2%	
	Athletics	4	5.6%	
	Camel Racing	14	19.7%	
	Equestrian	9	12.7%	
	Football	23	32.4%	
Gender	Male	55	77.5%	71
	Female	16	22.5%	
	General Diploma or below	20	28.2%	
Educational Qualification	Higher Diploma & Bachelor's	39	54.9%	71
	Master's & PhD	12	16.9%	
Years of Experience in the Federation	0–10 years	33	46.5%	71
	11 years and above	38	53.5%	
	Excellent	14	19.7%	
Level of Computer Use	Very Good	28	39.4%	71
	Good	28	39.4%	
	Weak	1	1.4%	

Study Instruments

Relevant to the aim of this study, the adequate tool was chosen. The research objectives were achieved by a close-ended survey as the main data collection instrument. Each of the questions in the questionnaire was framed on a 5-point Likert scale, after being accepted by the experts' panel of its appropriateness for this nature of study.

First: Instrument Validity (Questionnaire)

Face validity was verified through expert judgment, while internal consistency and construct validity of the questionnaire items were tested using Cronbach's alpha reliability coefficient.

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Face Validity of the Questionnaire

The expert review was conducted to determine the face validity by applying it on a sample of (11) reviewers from inside and outside Sultanate of Oman specialists and experts in physical education, sport sciences, information technology. They were asked to comment on whether the scale was suitable for their study and the suitability of items in the questionnaire as well.

Internal Consistency Coefficient

Reliability of the instrument was assessed by applying the study tool to a small pilot sample (n = 31) for determination of statistical test that could be used in evaluating internal consistency. Normal distribution of dependent variables was confirmed using the Kolmogorov–Smirnov test. Statistical The results showed that the all data were not normally distributed (P > 0.001). Consequently, Spearman's correlation coefficient was used as an inferential statistical test to investigate internal consistency.

Table 2. *Spearman Correlation Coefficient and Significance Values of the Items with the Dimension (n = 31)*

No.	Correlation Coefficient (Spearman)	Significance Value (p)
1	0.294	0.109
2	0.680**	0.00
3	0.539**	0.002
4	0.717**	0.00
5	0.589**	0.00
6	0.540**	0.002
7	0.200	0.281
8	0.772**	0.00
9	0.783**	0.00
10	0.597**	0.00

As disclosed in the above table, statistical significances were found out between items of questionnaire and score of dimensions by our own research results (α >0.05), which showed that this questionaire had a fair degree of criterion-related validity. The finding also indicated that the Spearman correlation coefficients of items (2, 4, 5, 8,9 and 10) were highly statistically significant p 0.05). In comparison, the results did not show that items (1 and 7) were statistically significant.

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Second: Reliability of the Study Instrument

To verify the reliability of the instrument, Cronbach's alpha coefficient was used to determine the internal stability of the scale.

Table 3. *Cronbach's Alpha Reliability Coefficients for the Study Instrument (n = 31)*

Dimension	Number of Items	Cronbach's Alpha
Employees' Practice of Artificial Intelligence in Sports Federations	10	0.85

The previous table shows that the Cronbach's alpha reliability coefficient for the questionnaire items was (0.85), which is considered an acceptable and appropriate value. Accordingly, the questionnaire is suitable for application to the study sample. Reliability is considered acceptable at a level of (0.70) and above, as indicated by Pallant (2020).

Test–retest reliability was also used to examine the stability of the questionnaire, with a one-week interval between the two applications on a pilot sample of (31) individuals from outside the main study sample. The correlation coefficient between the two administrations was calculated using the Intraclass Correlation Coefficient (ICC). Additionally, the Measure of Agreement (Kappa) was used to determine the level of agreement and consistency between the two applications. Table (4) presents the correlation values between the first and second administrations.

Table 4. *Reliability Coefficient (ICC) and Kappa Coefficient for the First and Second Administrations (n = 31)*

Dimension	ICC Reliability Coefficient	95% Confidence Level	Statistical Significance	Kappa
Employees' Practice of Artificial Intelligence in Sports Federations	0.84	0.66 – 0.92	0.00	0.31

The previous table indicates that the ICC value between the test and retest of the questionnaire instrument reached (0.84), and all items showed high statistical significance ($p < 0.001$). The Kappa index reached a moderate level (0.31). These indicators are considered appropriate and demonstrate that the study instrument possesses adequate reliability and is capable of achieving the objectives of the present study.

Study Procedures

A set of procedures was implemented in the current study as follows:

1. The questionnaire was prepared and presented to experts from inside and outside the Sultanate of Oman, followed by reviewing and modifying the dimensions and items according to their feedback.
2. The questionnaire was finalized and its main format was reviewed.

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3. Training workshops and discussion sessions were conducted for the targeted group in sports federations through field visits and the researcher's direct presence.
4. A pilot sample (n = 31) was collected from ten (10) sports federations.
5. Necessary statistical analyses were conducted to measure the validity and reliability of the questionnaire after testing its normal distribution.
6. The questionnaire was prepared in its final form and administered directly to the study sample, with data collected from (11) sports federations, resulting in an actual study sample of (n = 71).
7. The data of the current study were analyzed and appropriate statistical treatments were selected after testing their distribution in accordance with the study objectives.

Results

Table 5. *Analytical Table for Research Question (1): The Current Reality of Practicing Artificial Intelligence Applications in the Performance of Employees in Omani Sports Federations in Light of Oman Vision 2040*

Item No.	Statement	Strongly Agree	Agree	To Some Extent	Disagree	Strongly Disagree	Chi-square (χ^2)	Statistical Significance	Overall Direction	Rank
1	AI is used in attendance and absence recording.*	7 (9.9%)	51 (71.8 %)	6 (8.5%)	5 (7.0%)	2 (2.8%)	120.19**	p < 0.00	Highly significant	Agree
2	AI is used in customer service for registration, booking, and responding to inquiries.*	1 (1.4%)	16 (22.5 %)	11 (15.5 %)	33 (46.5%)	10 (14.1%)	39.35**	p < 0.00	Highly significant	Disagree
3	AI assists employees in decision-making.**	11 (15.5%)	0 (0%)	6 (8.5%)	46 (64.8%)	8 (11.3%)	60.66**	p < 0.00	Highly significant	Disagree
4	AI is used in analyzing annual data such as activities, competitions, and events and	6 (8.5%)	15 (21.1 %)	6 (8.5%)	41 (57.7%)	3 (4.2%)	68.93**	p < 0.00	Highly significant	Disagree

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	providing final indicators.**									
5	AI is used in writing periodic and annual reports.**	4 (5.6%)	9 (12.7 %)	8 (11.3 %)	46 (64.8%)	4 (5.6%)	90.47**	p < 0.00	Highly significant	Disagree
6	AI is used in solving problems related to job tasks.**	1 (1.4%)	3 (4.2%)	5 (7.0%)	54 (76.1%)	8 (11.3%)	141.32**	p < 0.00	Highly significant	Disagree
7	AI is used in internal and external correspondence.*	4 (5.6%)	57 (80.3 %)	3 (4.2%)	6 (8.5%)	1 (1.4%)	162.16**	p < 0.00	Highly significant	Agree
8	AI is used in sorting files and data according to programmed conditions.*	5 (7.0%)	37 (52.1 %)	4 (5.6%)	24 (33.8%)	1 (1.4%)	68.93**	p < 0.00	Highly significant	Agree
9	AI is used to generate new alternatives for accomplishing job tasks.**	1 (1.4%)	13 (18.3 %)	6 (8.5%)	48 (67.6%)	3 (4.2%)	106.39**	p < 0.00	Highly significant	Disagree
10	AI is used in dealing with stored data on players, administrators, technicians, referees, and others.*	5 (7.0%)	42 (59.2 %)	9 (12.7 %)	15 (21.1%)	0 (0%)	47.02**	p < 0.00	Highly significant	Agree

Note: ($p < 0.001$) represents the degree of freedom value for the total Chi-square test for all items included in Table (5), *Weak AI / **Strong AI

Table 6. *Analytical Table for Research Question (2): The Effect of Years of Experience on the Practice of Artificial Intelligence Applications in the Performance of Employees in Omani Sports Federations in Light of Oman Vision 2040*

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Item	Statement	Years of Experience	Strongly Agree	Agree	To Some Extent	Disagree	Strongly Disagree	Chi-square	Statistical Significance	Effect Size (Cramer's V)
1	AI is used in attendance and absence recording.*	0–10 years	2 (6.1%)	23 (69.7%)	2 (6.1%)	5 (15.2%)	1 (3.0%)	7.12	0.129	—
		11 years and above	5 (13.2%)	28 (73.7%)	4 (10.5%)	0	1 (2.6%)			
2	AI is used in customer service for registration, booking, and responding to inquiries.*	0–10 years	1 (3.0%)	8 (24.2%)	4 (12.1%)	13 (39.4%)	7 (21.2%)	4.57	0.334	—
		11 years and above	0	8 (21.1%)	7 (18.4%)	20 (52.6%)	3 (7.9%)			
3	AI assists employees in decision-making.**	0–10 years	0	7 (21.2%)	1 (3.0%)	20 (60.6%)	5 (15.2%)	4.43	0.218	—
		11 years and above	0	4 (10.5%)	5 (13.2%)	26 (68.4%)	3 (7.9%)			
4	AI is used in analyzing annual data such as activities, competitions, and events and providing final indicators.**	0–10 years	4 (12.1%)	8 (24.2%)	2 (6.1%)	18 (54.5%)	1 (3.0%)	2.00	0.736	—
		11 years and above	2 (5.3%)	7 (18.4%)	4 (10.5%)	23 (60.5%)	2 (5.3%)			
5	AI is used in writing periodic and annual reports.**	0–10 years	2 (6.1%)	6 (15.2%)	5 (18.2%)	18 (54.5%)	2 (6.1%)	3.33	0.503	—
		11 years and above	2 (5.3%)	3 (7.9%)	3 (7.9%)	28 (73.7%)	2 (5.3%)			
6	AI is used in solving problems related to job tasks.**	0–10 years	1 (3.0%)	1 (3.0%)	2 (6.1%)	25 (75.8%)	4 (12.1%)	1.48	0.829	—
		11 years and above	0	2 (5.3%)	3 (7.9%)	29 (76.3%)	4 (10.5%)			

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7	AI is used in internal and external correspondence.*	0–10 years	1 (3.0%)	25 (75.8%)	3 (9.1%)	3 (9.1%)	1 (3.0%)	5.53	0.237	—
		11 years and above	3 (7.9%)	32 (84.2%)	0	3 (7.9%)	0			
8	AI is used in sorting files and data according to programmed conditions.*	0–10 years	3 (9.1%)	18 (54.5%)	4 (12.1%)	7 (21.2%)	1 (3.0%)	9.08	0.059*	0.358
		11 years and above	2 (5.3%)	19 (50.0%)	0	17 (44.7%)	0			
9	AI is used to generate new alternatives for accomplishing job tasks.**	0–10 years	0	8 (24.2%)	5 (15.2%)	19 (57.2%)	1 (3.0%)	6.45	0.168	—
		11 years and above	1 (2.6%)	5 (13.2%)	1 (2.6%)	29 (76.3%)	2 (5.3%)			
10	AI is used in dealing with stored data on players, administrators, technicians, referees, and others.*	0–10 years	3 (9.1%)	19 (57.6%)	3 (9.1%)	8 (24.2%)	0	1.30	0.729	—
		11 years and above	2 (5.3%)	23 (60.5%)	6 (15.8%)	7 (18.4%)	0			

Note: ($p > 0.001$) represents the degree of freedom value for the analytical Chi-square test for all listed items, except item (8), which showed statistical significance.

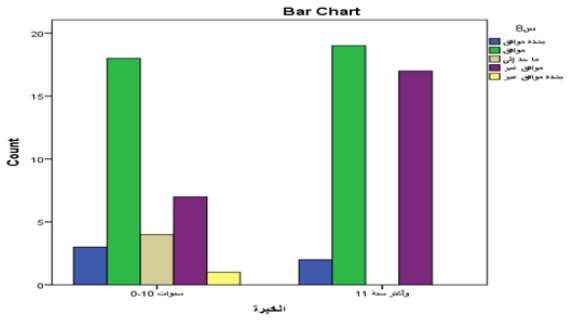

Figure 1. *Differences in the Variable of Years of Experience for Item (8): Use of Artificial Intelligence in Sorting Files and Data According to Programmed Conditions.*

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Discussion

The results presented in Table (5) indicate that all items of the dimension were highly statistically significant at the level of ($p < 0.001$). The total Chi-square values ranged between (39.35–162.16). The indicators showed that the items related to weak artificial intelligence were generally directed toward the "agree" level. Their percentages ranged between (52.1%–80.3%) for items (1, 7, 8, and 10), except for item (2), which showed an overall "disagree" direction at a percentage of (46.5%). These items reflected the use of AI in attendance and absence systems, file sorting, and dealing with stored data, among others.

Conversely, statements that described strong artificial intelligence had an overall tendency toward "disagree" level (percentages between 57.7%–76.1%) of agreement for items (3, 4, 5, 6 and item 9) in which use was related to: intelligent applications within data analysis toolkits; job-related problem solving; writing reports of periodic and annual nature; and support in the decision-making process. This suggests that the application of AI technology among Omani sports federations' staffs is low. This finding is in line with the study carried out by Abu Al-Saud (2023) on the use of AI in Ministry of Youth and Sport, Olympic Committee, clubs and sports Federations in Egypt which determines that there is less use of AI within these institutions that needs to be developed. This also coincides with Ding (2019) who stressed the necessity of AI tools integration in the Chinese sports industry to minimize and correct mistakes, achieve accurate indicators, arguing that there is an urgent call for this kind of development in those Arab and Asian countries as these technologies recently appeared and developed rapidly.

Item (7) ranked first among the items categorized under weak AI, with a Chi-square value of (162.16), and an agreement rate of (80.3%). This item addressed the use of AI in internal and external correspondence to facilitate workflow for employees. This suggests the presence of actual practices among staff and the role of AI in strengthening communication between employees, sports federations, and relevant institutions, thereby facilitating job tasks for both parties. The result conforms with Jaafar (2020) work that AI aid administrative processes involved in human resource management of sport institutions as well as the study by Shelley (2023) showing how AI applications can administratively support and accelerate HR functions notwithstanding adoption challenges.

Item (6) ranked last among the strong AI items, addressing the use of AI in solving problems related to the work environment. It recorded a total Chi-square value of (141.32) and a "disagree" percentage of (76.1%). This suggests that employees' practices require more advanced AI-supported intelligent systems capable of providing accurate indicators, alternatives, and solutions that facilitate administrative processes. This is consistent with the assertion of Naraine and Wanless (2020) that there should be increased attention to smart applications that would deepen interaction between sports management and sports consumers, solve problems as well as facilitate automation in business operations, sales and others needed to achieve institutional excellence.

Ranked highest of the items that were strong AI, item (4) focused on sports federations (for those not governing tribes and nations) using AI applications to analyse data for tasks, activities and events. Chi-square value is (68.93), 8.5% strongly agree, and 21.1% agree for it.

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This reflects an early indication of a high level of AI use by employees in some sports federations in Oman. This fact was corroborated by the field observations realized during the visit of the researcher and it is even easier to be confirmed in the places where they are, mainly through monitoring on financial and administrative analysis data, with use of precise indicators and representing incipient efforts towards the rationalization in managing digital sports. This finding is in line with Nasri and Khashaimiya (2021) who indicated that the use of AI applications, like neural networks for sports management purposes are able to analyze and audit data by identifying errors, fraud and irregularities.

Item (2) unique from other weak AI items, conveyed a general "disagree" trend at (46.5%). It also covered the way in which customers could interact with smart systems to submit a query, register (or sign up) and make a booking. As a result, this speaks to the low uptake of more sophisticated AI-powered d systems for digital inquiry and booking services by sports federations that benefit those within the sports community.

In conclusion, the reported reality of practicing AI applications for the Omani sports federations' employees in the light on Oman Vision 2040 still need further efforts to build a workforce with some mastery of it. The implementation of AI applications in job tasks is at the weak AI level and that calls for more development to transform efforts towards the strong AI level in agreement with Oman Vision 2040, having digital transformation as a cornerstone of change across governmental organizations. This also falls within the line of work of the executive plan for the Omani sports strategy toward developing smart applications and digital platforms to keep pace with technical progress in serving sports.

The variable of years of experience was selected due to its importance in supporting the current study by identifying the general orientation of employees toward smart applications across different age groups and experience levels. It also aims to determine whether differences exist in employees' attitudes toward these applications based on thinking patterns and levels of interaction with technology, which may influence administrative processes and work quality within sports federations. This question was addressed using analytical Chi-square tests, percentages, and Cramer's V effect size to measure responses related to years of experience, which were divided into two levels: (0–10 years) and (11 years and above).

As can be seen from table (6), at a level of ($p > 0.001$) the statin results for employees working in sports federations in terms of years of professional experience for all its items did not find any significant statistical differences except that found on item (8) where it was strikingly significant (0,059) with Cramer's V effect size = (358), which represents high effect (>0.25), analytical Chi-square value -(9.08). Natter Shaun would explain that "AI" Apps were used in pre motherboards to auto sort optimized files or data- according to programed conditions. The results suggest that lower-experience workers (0–10 years) were more likely to use weak AI applications, which allow them to most quickly and effectively organize files and work through their jobs the most accurately. The percentage of agreement for this group was (61.5%) compared to workers with an experience of 11 years and above, who scored (50.0%).

This may imply that younger employees have more smart applications contacts because technological and digital transformations of Omani societies they are working for as well they are

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exposed more than older employees to new developments. This conclusion is in agreement with those of Galeshi et al. (2018), who investigated behavioral diversity across millennial sub-dimensions seeking health-related information in the United States and found that young people are more experienced with technology, more involved in digital communication, and dependent on technology compared to older employees. The orientations of the younger employees conform with Oman Vision 2040 and its leading towards digital transformation.

Conclusions

1. The level of practice among employees in Omani sports federations is classified at the level of weak artificial intelligence.
2. There are emerging indications of strong artificial intelligence in some sports federations, attributed to developmental practices and individual initiatives undertaken by these federations.
3. Years of professional experience do not significantly influence the practice of artificial intelligence applications in employee performance within Omani sports federations, except in the use of AI for sorting files and data according to programmed conditions.

Recommendations

1. Developing specialized training programs in artificial intelligence applications to enhance the level of practice among employees in sports federations by the Ministry of Culture, Sports and Youth and the administrations of sports federations, in alignment with Oman Vision 2040.
2. Establishing a specialized technical support unit in artificial intelligence, staffed with qualified human resources, by the Olympic Committee to support AI implementation among employees in sports federations.
3. Encouraging individual and collective initiatives, as well as innovative youth talents in this field, to contribute to improving employees' levels of competence in artificial intelligence.

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