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The Impact of Virtual Sports on Culture and Real Practices in Oman

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Abstract

Virtual sports are a set of regulated video games that are played competitively on electronic platforms. Some virtual sports tournaments have a structure similar to conventional sports, and eSports competitors, including those with exceptional abilities and mental focus, need planning and training in order to succeed. Successful prevention and treatment cannot be established or given without sufficient detailed data about the basic characteristics of the virtual sports population (including factors such as screen time, physical activity, overuse injuries, or training environment). As a result, high-quality medical care and preventive measures are needed. The research also aimed at assessing user experience preferences in relation to the implementation of virtual reality. The technology acceptance model was updated for this analysis, and expectancy value theory was used. It was hypothesized that the frequency with which sports-related information is consumed through various media outlets, the anticipated increase in sports-related information consumption after adoption, and one's attitude toward virtual reality (VR) positively influence the probability of adoption.

Keywords: Virtual sports, eSports, Internet, Technology, Culture and Real Practices

I. INTRODUCTION

Virtual sports are types of sport games developed with a fantasy that is inspired by real sports activities. The games are electronically played and participants do not have to meet physically but on virtual servers. The sports are simulated by computerized programs that have a set of rules for compliance. It is difficult to rig or fix virtual sports due to the use of software systems that work under defined commands and results are highly

dependent on the effort put in by the players (Rynarzewska 2021). Before deciding on the use of virtual sports in Oman, a test on the health effects has to be tested and medical attention offered. Participants need to be assured of their health conditions and the possible outcomes that may compromise health. Reasons such as sitting for long hours on the computers to play with other participants and the effect of the rays from the monitors that ca cause an adverse effect to the eye sight. Since Oman is aspiring to introduce and allow the people to take part in virtual sports, its influence is a great concern that needs to be understood.

II. PROBLEM STATEMENT

Due to the chase against sustainable development and the foster of creativity and growth in sports, virtual sporting is a discovery that is yet to bring together individuals from across the world where they participants and fans can engage. Devices have been made available that can be used to play virtual games and compete with opponents from various regions (Tanaka 2021). The challenge is in identifying and discovering the ability of making sports virtual and attracting more players and fans. The country of Oman has a poor record in terms of leagues and fan attendance. The challenge is to come up with possible ways and techniques that can be applied and demonstrated by a majority of the people in Oman to take part in virtual sports.

III. Aims

The aim of the research is to increase the number of the fans to virtual sports in Omani. The impact of virtual sports on culture and real practices in Oman and the study will aim at developing an understanding on the impact of virtual sports on culture and real practices in Oman.

A. Research Objectives

1. To find out the impact of virtual sports on culture in Omani society.
2. To determine the effects of these games on the culture of society.
3. Finding out the advantages and disadvantages that these games effects actually constitute.
4. To deal with such applications to make them suitable to motivate fans to come to watch sports.
5. Evaluate the benefits that the study will affect society positively in a short and long term.

B. Research Questions

1. What is the impact of virtual sports on culture in Omani society?
2. What are the effects of these games on the culture and society?
3. What are the advantages and disadvantages that these games effects actually constitute?
4. How do deal with such applications to make them suitable to motivate fans to come to watch the sports?
5. What benefits can the study affect in a positive way in a short and long term?

IV.   LITERATURE REVIEW

A. The rise of Demand for Virtual Sports Competitions

Qian et al. (2020) did a study where it was found out that the demand for esports online was increasingly coming up in different dimensions. A majority of the games were facilitated by the use of the internet and the structure that it can allow individuals from any region to participate and compete with individuals from abroad and overseas. The study found out that esports is beyond the game where not only physical participation can be encountered by the players and game supporters, but the use of different avenues to take part and feel the pleasure of the game. Spectators have always understood that only games played on the field can be aired on the screens for viewing by spectators but the players online can be streamed and supported cheer up their favourite teams. Prevention of movement can make it easier on the transport channels during the virtual sports events whereby groups of small people or individuals can take positions within their favourite places and participate without causing interruption on traffic.

B. The Function of Sports and Exercise Medicine in Virtual Sports

Donath et al. (2016) took a research survey where the result coming out of a sports activity by exercising and ensuring a balance in mobility of health and training to control balance in the mind was the complicated topic to understand. However, exercise and sports can be motivating ways that people can become healthy and adopt to ways that can lead to a better way of living. Sports helps in keeping fit by ensuring that muscles and brain tissues are kept under control with the right dosage of components such as fats and cholesterol. Setting up of a play station that can enable connection with remote opponents who engage while seated can lead to an increase in obesity levels. The lack of muscle strugglers while playing can make exercising not beneficial and

C. Virtual Sports and the Escape of Social Scrutiny

Denham and Spokes (2019) suggest that virtual player choice are often mixed and varies wildly from the untamed subjective violence to pro-social behaviors and the researchers propose that more measured understanding of the player-game interaction should remain substantive since they account for the broader spectrum. Virtual or eSport violence is one of the key ethical suspense as most of the virtual sport participants are subjected to a lot of mental and or psychological conditions that make them more susceptible to violence. The Omani populations that practice virtual sports have tremendously failed to properly scrutinize such social and ethical effects of virtual sports.

D. **Physical Interaction in Virtual Sports through Video Games**

A. Cognitive Ability

Sala et al. (2018) critically analyze the discussion surrounding the cognitive ability or skills that virtual players possess as their research and the meta-analytic reviews indicate that various types of cognitive training such as working memory training are beneficial to the performance of the trained tasks. Virtual sports such as video games are noted to foster a broad range of cognitive abilities and or skills such as visual processing, attention, and cognitive control among others though the overall cognitive abilities and video game skills are weakly linked or related. This research found no link between cognitive abilities and video game training and or virtual sports. This type of physical interaction among the virtual players is not properly or adequately supported. It is, therefore, clear that virtual sports are not very beneficial to a significant population who engage in the activities or sports.

B. Spatial Ability

Quiroga, Diaz, Román, Privado, and Colom (2019) notes that video games are the most popular leisure activities currently in western societies, and psychology research reporting correlations between intelligence and video gaming. The Sultanate of Oman is also known for its leisure culture which is immensely being affected and or impacted by virtual sports and or video games which are now encroaching into the Omani culture.

E. Virtual sports contextualization in the postmodern socialism

Şentuna and Kanbur (2016) suggest that virtual games and or sports are currently being embraced and or played by millions of people with access means more improvement. They form a new world for players waiting to be discovered with advancements in technology making it easier to receive a significant number of audiences. Postmodern socialism has received virtual sports with embrace and rejection in equal measures. While a significant population in Oman still in the dark on matter technological advancement due to the traditional cultures that limited the human interaction with technology, a small population is getting to understand and embrace the social features of virtual sports such as fandom and spectatorship which are impacting the social lives of Oman population.

F. Emergent cultural preferences for home based and stationary entertainment in virtual sports

According to the research done by Pearce, C. (2019) where refugees are involved in taking part in sports activities, it was evident that a majority of the refugees come up with varied cultural aspects and beliefs. The various leagues organized can be motivating and encouraging in learning different cultures that will promote respect among communities. The more people interact and participate in activities together, they learn on other cultures. Whatever that is not promoted or supported by the rest of the other participants' remains a lesson that has to be maintained in future when engaging such communities in action for virtual sports.

V.   RESEARCH METHODOLOGY

A. Research Methods

The collected information and data from the people in Oman about virtual sports will be used in creating qualitative ideas that will aid in coming up with conclusive decisions. Alternatively, the survey done will engage the research in quantitative ways of handling and creating assumptions based on the collected information. A majority of the response issued will be used to determine the research outcome in terms of quantitative ways.

B. Research Philosophy

Sports management has a way of handling operations and organising for events that take place locally or internationally. When using technology systems to conduct virtual sporting activities, it calls for ways that seeking for an existing philosophy of conducting the virtual sports so that an understanding of the measures and rules of taking part can be applied. The virtual sports activities can be beneficial to the culture and real practices of Oman if they can be structured in a way that can promote its morals and values when taking place (Savci and Aysan 2017). Therefore, the existing ways of practicing and taking part in virtual sports activities can be made known and applied in the current research.

C. Research Approach

The people of Oman have a variety of hobbies that they engage in but in every sports activity an individual engages, there has to be a way that it can be participated using virtual systems. The approach was selected in way of understanding what an individual likes and how it can be effectively done virtually without causing negative effects to culture and reality practices in the country. The analysis of the impacts of virtual sports in the country will highly depend on the approach applied where responses collected from the participants will be analysed to give a summative result.

D. Research Choice

The choice of the research was made based on the current online games and tournaments that are conducted and bring together individuals from different regions who meet virtually and participate. The use of technology in organizing and engaging in sports activities was a choice made due to an increase in technology use (Rynarzewska 2021). In deciding what kind of information to apply, both the qualitative and quantitative was applied where the data would be sourced from primary participants who will give their feedback regarding virtual sports in Oman.

E. Research Strategy

The use of primary data will be applicable in the study where a collection f information from the people of Oman in a selected area will be done using questionnaires. The questionnaires will be issued during a survey that will capture random people with the information about virtual sports activities and how it can influence society in terms of culture and reality practices.

F. Research Horizon

A time horizon for the research is assumed to be a span of five years backwards so that the content presented can be the most recent holding facts from previous years' research that has not expired but still under use. The applied literature was supposed to be covered within a range of five years so that the collected data within the previous studies can still be applicable and referenced in the current research study and be able to fit.

G. Population and Sample Size

The research is about Oman and its engagement in virtual sports that is taking the centre stage in the world. However, it will be difficult to move around the entire country collecting information about the impact of virtual sports but the researcher could manage to focus on a population of 289 people within Oman depending with the duration of the research.

Since the research is defined on a population of 289 people, the set parameters of the margin of error will be 5% and the confidence level is 95%. The determined sample size was calculated using the formula below.

$$n = \frac{N(\alpha)^2}{(\alpha)^2 + 4Ne^2}$$

$$n = \frac{289(1.96)^2}{(1.96)^2 + 4 * 289 * 0.05^2}$$

$$n = \frac{289(1.96)^2}{(1.96)^2 + 4 * 289 * 0.05^2}$$

$$n = \frac{1,110.2224}{3.8416 + 2.89}$$

$$n = \frac{1,110.2224}{6.7316}$$

$$n = 164.92697$$

$$n = 165$$

H. Sampling Technique

The sampling technique applied will be stratified where the population of 289 will be set into different sets where the target sample size of 165 respondents will be selected from in a random manner. There will be no category in terms of who should be answering, provided a participant has knowledge about virtual sports, it will give an opportunity to respond to the survey.

I. Research Limitation

Despite selecting an area of study, the population will not be a representative of the Omani population which can take a lot of time to study it all and incur of high costs of research. Instead, the sample size from the small area will be challenging to understand who takes part in the virtual sports exercise and who does not take part in the virtual sports games. Reaching out o the public can be easy but the identification of players that have an idea about virtual sports (Denham and Spokes 2019).

J. Research Instrument

1. Questionnaire

The target of the information assortment practice in the exploration is to assortment data utilizing a bunch of arranged inquiries. The questionnaire instrument is utilized to assemble the inquiries in areas that should be covered during the exploration and members needed to react by offering their perspectives dependent on their agreement or experience. The instrument comprise of open-finished and close-finished inquiries that can help the specialist gather sufficient data about the theme.

2. Primary Data

The data collected from the target sample size where responses will be given using questionnaires supplied among the sampled participants. It will create an original understanding of the ways that people take the perception of virtual sports in Oman and what it takes to the culture and real practices which are mainly used to among the Omanis. Instead, it will create a first-hand information obtained from those that are directly impacted.

3. Secondary Data

In the second chapter, literature review was conducted that gave insights on how the previous research findings have obtained and published information about virtual sports within the region. Apart from virtual sports in Oman, the literature review will create an understanding of the ways that virtual sports take place and what it can cause among the people in Oman regarding culture.

VI. RESULT DISSCUSION

A. Reliability Testing and Cronbach's Alpha

Table1: case Processsing Summary

Case Processing Summary			
		N	%
Cases	Valid	161	100.0
	Excluded	0	.0
	Total	161	100.0
a. List wise deletion based on all variables in the procedure.			

Table 2: Reliability Statistics

Reliability Statistics	
Cronbach's Alpha	N of Items
.769	4

Data collected for research studies is supposed to be reliable in terms of consistency within the scores that are used in measuring the repeatable values. For example, the consistency of the options chosen by the participants in the study should encourage and motivate the researcher through having a high Cronbach's alpha. A Cronbach's alpha is a measure applied in statistical measures to offer confidence to a researcher in terms of consistency (Onwuegbuzie and Combs, 2020). Among the 161 respondents and responses issued within the research questionnaire the Cronbach's alpha was 0.769.

B. Demographic Data Analysis

1. Gender

Table 3: Gender

Gender					
		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Female	77	47.8	47.8	47.8
	Male	84	52.2	52.2	100.0
	Total	161	100.0	100.0	

Both female and male participants took place in the survey that consisted of 161 responses from the population within Oman that was reached out and issued with questionnaires. From the responses collected, 77 were female

and 84 were male participants. Sports activities are performed by both genders where they do not rely on one gender but both should have equal sections. The distribution was almost equally distributed where female were 47.83% and male were represented by 52.17%. The proportion was fair where both genders were fairly represented and it was a good representation of the gender population.

2. Age

Table 4: Age

		Frequency	Percent	Valid Percent	Cumulative Percent
Age					
Valid	20 – 35	101	62.7	62.7	62.7
	36 – 50	40	24.8	24.8	87.6
	Above 50	20	12.4	12.4	100.0
	Total	161	100.0	100.0	

Among the population surveyed, the age bracket given were 20 – 35, 36 – 50, and Above 50 of age. The statistics obtained indicated that the respondents that were aged 20 – 35 were 101, those aged 36 – 50 were 40, and those that were aged above 50 years were 20. Presuming, the active age for sports lies within the first bracket of 20 – 35 years where the majority of the surveyed respondents were found. Among the three sets of age brackets, the pie char representation was found to be 62.73%, 24.84%, and 12.42% respectively on the three sets of age brackets.

3. Participation

Table 5: Participation

		Frequency	Percent	Valid Percent	Cumulative Percent
Participation					
Valid	Yes	87	54.0	54.0	54.0
	No	74	46.0	46.0	100.0
	Total	161	100.0	100.0	

Out of the entire surveyed population in the research, I was discovered that those that are active and take part in sports were 87 and those that do not take part in sports were 74 out of the sampled size of 161 participants. The representation on the pie chart indicated 54.04% to those that take part while those that do not take part in sports was represented by 45.96%. Even though the part that does not take part in sports was engaged, they have little information about sports and how it contributes to the culture and real practices in Oman.

C. Responses Distribution

1. Objective 1-To find out the impact of virtual sports on culture in Omani society.

Table 6: Objective One Frequencies

To find out the impact of virtual sports on culture in Omani society.				
		Responses		Percent of Cases
		N	Percent	
Objective 1[a]	Q4	60	38.7%	47.2%
	Q5	95	61.3%	74.8%
Total		155	100.0%	122.0%
a. Dichotomy group tabulated at value 4.				

The first objective of the research was concerning the impact of virtual sports on culture within the Omani society. A denial of an opportunity to interact with other participants and failure to promote culture were examined (Schulte and Hinckley 2018). A majority of the respondents were in agreement that the impact would be negative where Q4 gathered 60 responses and Q5 gathered 95 respondents. The objective was achieved by having more responses that were in agreement with the questions' meaning or statements.

2. Objective 2- To determine the effects of these games on the culture of society.

Table 7: Objective Two Frequencies

To determine the effects of these games on the culture of society.				
		Responses		Percent of Cases
		N	Percent	
Objective 2[a]	Q6	52	40.6%	40.9%
	Q7	76	59.4%	59.8%
Total		128	100.0%	100.8%
a. Dichotomy group tabulated at value 4.				

The second objective of the research was focusing on the effects of virtual sports on the culture of society in Oman. The objective was represented using Q6 and Q7 which emphasized on the erosion of eh Omani culture and forgetting he activities that are accepted in Oman respectively. Q6 gained 52 responses from the participants who were in agreement with the statement and Q7 gained a response feedback from 76 participants. The result was highly favouring the forgetfulness of the Omani culture through the interaction and confusion

that can make the virtual sports participants through forgetting of their culture and adopting the foreign participants' culture.

3. **Objective 3- Finding out the advantages and disadvantages that these games effects actually constitute.**

Table 8: Objective Three Frequencies

Finding out the advantages and disadvantages that these games effects actually constitute		Responses		Percent of Cases
		N	Percent	
Objective 3[a]	Q8	87	47.8%	54.7%
	Q9	95	52.2%	59.7%
Total		182	100.0%	114.5%
a. Dichotomy group tabulated at value 4.				

The third objective checked on the benefits and drawbacks of participating in virtual sports on culture and real practices. The objective was represented with Q8 and Q9. The objective was concerned about the Ibadhism Islam religion being replaced with Sunni and Shi'a due to the imitation of the practice which was addressed in Q8 (Bryk and Raudenbush 2018). Another concern was about the assurance of taking place as planned without distraction with weather and other factors that can limit the operations. Q8 gathered 87 responses that were in agreement with the Islam practice adoption and Q9 secured 95 responses regarding the assurance of taking place due to closed doors that cannot be affected by weather conditions.

4. **Objective 4- To deal with such applications to make them suitable to motivate fans to come to watch sports.**

Table 9: Objective four Frequencies

To deal with such applications to make them suitable to motivate fans to come to watch sports.		Responses		Percent of Cases
		N	Percent	
Objective 4[a]	Q10	78	50.3%	100.0%
	Q11	77	49.7%	98.7%
Total		155	100.0%	198.7%
a. Dichotomy group tabulated at value 4.				

The fifth objective was checking on the ways of obtaining enough audience in cheering the participating teams. Q10 focused on the revenues that stadiums can manage to collect by selling tickets and Qs 11 set focus

on the number of spectators and audience due to lack of meeting in a central place. The ideas were proven by the high number of responses obtained in Q10 that were 78 and Q11 with 77 responses. A majority of the participants' agreement with the statements created a notion that it is important to hold sports in defined places so that the audience can have an opportunity to generate revenues to the various authorities and ensure that more viewers or cheering squad can be available (Jog et al. 2018). Morale in sports is obtained when the audience is gathered in a common place with a similar interest.

5. Objective 5- Evaluate the benefits that the study will affect society positively in a short and long term.

Table 10: Objective Five Frequencies

Evaluate the benefits that the study will affect society positively in a short and long term.				
		Responses		Percent of
		N	Percent	Cases
Objective 5[a]	Q12	79	47.3%	69.9%
	Q13	88	52.7%	77.9%
Total		167	100.0%	147.8%
a. Dichotomy group tabulated at value 4.				

There are presumed benefits obtained from holding virtual sports in society and their effect on real practices. The objective was represented using Q12 and Q13 which was about having a continuous flow of events & operations as planned and enhancing technology use in sports for a long-term use respectively. The continuous flow of sports events was represented with 79 responses in Q12 and the future and long-term use of digital systems in sports was represented by 88 responses in Q13. The higher number of participants that were in agreement that the use of technology in conducting virtual sports is a great sense that will promote the country and make it move with time under the prevailing technologies.

D. Correlation

Table 11: Correlations

Correlations			Q4	Q5	Q6	Q7	Q8
Spearman's rho	Q4	Correlation Coefficient	1.000	.127	-.265**	.338**	-.216**
		Sig. (2-tailed)	.	.109	.001	.000	.006
		N	161	161	161	161	161
	Q5	Correlation Coefficient	.127	1.000	.151	.335**	-.304**
		Sig. (2-tailed)	.109	.	.055	.000	.000
		N	161	161	161	161	161
	Q6	Correlation Coefficient	-.265**	.151	1.000	-.516**	-.019
		Sig. (2-tailed)	.001	.055	.	.000	.809
		N	161	161	161	161	161
	Q7	Correlation Coefficient	.338**	.335**	-.516**	1.000	-.408**
		Sig. (2-tailed)	.000	.000	.000	.	.000
		N	161	161	161	161	161
	Q8	Correlation Coefficient	-.216**	-.304**	-.019	-.408**	1.000
		Sig. (2-tailed)	.006	.000	.809	.000	.
		N	161	161	161	161	161
**. Correlation is significant at the 0.01 level (2-tailed).							

Q4 and Q7 were found to be positively correlated with a correlation coefficient of 0.338. It indicates that the two variables can both take the same direction of increase or decrease at the same rate. Another positive correlation was found to exist between Q5 and Q7 with a correlation coefficient of 0.335. They also indicate that an increase or decrease in one variable will case a similar effect on the other variable (Sandelowski 2020). Within the same correlation test, a negative correlation as discovered to exist between Q6 and Q7 of -0.516. The negative correlation is a sin that when one variable is increased the other has to be decreased at the same rate.

Table 12: Correlations

Correlations			Q9	Q10	Q11	Q12	Q13
Spearman's rho	Q9	Correlation Coefficient	1.000	-.377**	-.547**	.497**	.023
		Sig. (2-tailed)	.	.000	.000	.000	.769
		N	161	161	161	161	161
	Q10	Correlation Coefficient	-.377**	1.000	.927**	.182*	-.702**
		Sig. (2-tailed)	.000	.	.000	.021	.000
		N	161	161	161	161	161
	Q11	Correlation Coefficient	-.547**	.927**	1.000	.185*	-.530**
		Sig. (2-tailed)	.000	.000	.	.019	.000

		N	161	161	161	161	161
	Q12	Correlation Coefficient	.497**	.182*	.185*	1.000	-.557**
		Sig. (2-tailed)	.000	.021	.019	.	.000
		N	161	161	161	161	161
	Q13	Correlation Coefficient	.023	-.702**	-.530**	-.557**	1.000
		Sig. (2-tailed)	.769	.000	.000	.000	.
		N	161	161	161	161	161
**. Correlation is significant at the 0.01 level (2-tailed).							
*. Correlation is significant at the 0.05 level (2-tailed).							

Q9 and Q12 were found to have a positive correlation of 0.497 which illustrates that the selection and application of the various factors during the data collection was done well (Cordón et al. 2019). The correlation of the variables is an indication that the identified items are good in creating a good result for the final report. Also, Q10 and Q11 were found to have a very strong correlation of 0.927. The strong positive correlation illustrates that every change made to one variable is a positive way of the related variable within similar constraints.

VII. Conclusion and Recommendation

A. Conclusion

Society has its way of handling sports activities because they keep the morals and values of traditions going and being taken over by generations after another. As the world move towards becoming one community where anyone can work anywhere, it is a reality that a majority of the people would want to adopt and assimilate other traditions and cultures that can help in participating in the sports activities where they all understand how things are supposed to be done. However, sports activities help in visiting areas and learning more from the physical interaction among the attendants in the sports (Ramirez 2019). Technology is a tool that is applicable across borders where it creates a single community that uses a similar platform that is able to be used within and outside the borders so embrace its ability to perform activities without making the people to make physical movements. It was concluded that society will gain greatly by getting a chance of handling and interacting with individuals from other cultural communities an opportunity to engage and feel part of other cultural communities without restriction and discrimination.

When there are many cultures and traditions introduced through engagement and interaction with people from other regions, it creates a learning platform where individuals can know how people conduct themselves in other regions. Even when the sports activities are carried out physically in play grounds and other places, it creates and causes them to learn from one another., instead, the costs of meeting using virtual platforms is cheaper compared to those of making physical movement to interact (Ramirez 2019). Through such, society

will have an easy time of understanding how they believe and associate with the rest while in public. Sports activities bring the public together hence developing a way of living in the community without causing trouble of discrimination and lack of openness. Through such interactions, copying of other cultures can lead to an erosion of the Omani culture which is the backbone of the country. When such takes place, it calls for a way of poor decision making and influenced ways of adopting other cultures that the sports participants and audience admire.

Enabling an environment conducive for people to attend virtual sports activities is challenging due to the required devices and internet connection. The internet connection comes with a great cost that not everyone in the country can afford to stream or take part with personal means. Through the support to have large audiences taking part on the virtual sports, it will require the people to meet in a place set and intended with internet connectivity that can allow them to connect and enjoy the sports activities without feeling the pain of meeting some costs (Ramirez 2019). Handling large audiences can be challenging hence the supportive fans to the games will be lacking in the sports. When there are not fans, it will become demoralising to have platers or participants enjoying the game through empty support benches or platforms. Conclusively, handling and managing of audience is a difficult aspect that needs to be promoted to the offer of support to the engaged and prospected number that should be participating.

B. Recommendations

1- Offering required medical attention

Sports participants need medical attention due to the essence of undertaking and engaging in various activities that should be promoted with good health. To keep the bodies healthy and fit for participation in sports, there has to be proper medication for the platers. As illustrated in the literature review by Kim et al. (2016), the need for sports was directly proportional to the need for medical attention. When engaging in virtual sports activities, the use of rays from the screens of computers and laptops can cause an effect on the eyes which require regular check-up that can guarantee healthy eyesight. Investing on the requirements of keeping the various sports participants and audience in the right condition must be applied within various settings.

2- Ensuring reliable and stable internet connection

When performing sports using online platforms, it requires a reliable and stable internet connection that cannot disrupt the connection. The participants from the different places of setting must be assured of an up internet connection that cannot tamper with the activities (McKenna and Whitty 2017). Any form of disconnection can render a participant declared a winner or loser deepening on whose connection got lost. When games are played

on the pitch they are attended by official sand spectators who do not lose focus on the progress of the game irrespective of the time. All the events are followed and the events taking place completed without disruption, ensuring of a strong internet connection is a major concern that requires a lot of concern.it is a recommendation that all involved parties must ensure that they have met the requirements of having a stable and reliable internet connection which must be supported by a continuous power supply that can lead to consistence of events.

3- Empowering the public on how virtual sports can create contribute to embracing technology

A small percentage of individuals are connected to the internet hence it can result in few participants and audience being present to take part in the virtual sports activities. The internet services are offered extremely expensive and they cost a lot of installation charges. Therefore, because of the high cost of managing to have internet that can aid in connecting participants (player) and audience, it will cause slow turnout of the people (Mohan and Ahlemann 2015). It is a recommendation that Oman has to engage in investing on infrastructure of technology mostly the internet supply and availability within the counr6 and uninterrupted power supply.

Apart from enabling internet connection availability, it has to be conducted and offered among the people with information and aware about virtual sports activities. They require to be informed and taught how to make use of the technologies in attending and participating in the organized sports activities. The training can be commenced on the players and the top fans to the games so they can help spread the information to the rest pf the people.

4- Creating culture awareness using online platforms

In Oman, Muslims follow the tradition and culture of Ibadhism while Muslims in other areas follow Sunni and Shi'a. Therefore, to help make a good collaboration and understanding of the two cultures and traditions, it is suggested that the government of Oman and other responsible bodies to encourage culture awareness using various platforms (Patah and Carvalho 2017). Social media is a major platform that requires the implementation and spread of the information regarding culture so that when the payers and audience meet online, they do not fail to cope with the manner the other sides conduct themselves. There are many ways that technology can allow activities to be carried out using the internet by connecting and reducing other associated costs such as travelling and accommodation which can be cut down by connecting and playing virtually.

VIII.   ACKNOWLEDGMENT

VIII.   REFERENCES

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