



Ciaran McLaughlin  
Chair, GAA Games Development Committee



# Background



- 1,616 clubs in Ireland and 450 overseas
- Membership approaching 1 million and almost 300,000 players
- 20,000 teams
- Annual revenue of approx. €65 million
- €10.3 million invested in Games Development inc €6m on coaching
- 1.5 million supporters
- 130,000 children at Cul Camps
- In 10 years - 80,000 coaches, 8,500 Conference Attendees



# Our Vision



Our vision is that everybody be welcomed to participate fully in our games and culture, that they thrive and develop their potential, and be inspired to keep a lifelong engagement with our Association.



# Strategic Plan



*'We are all aware of the precious gift of the GAA that has been entrusted to us and what we do with it and the condition and health of what we pass on to the next generation will be how we are judged.'*

Tomás Ó Riain  
Ard Stiúrthóir



# Strategic Plan – Focus Areas



## **Games Participation**

Improve opportunities for participating in Gaelic games

## **Objectives**

- Improve the balance between club and county fixtures
- Engage more with primary and post-primary schools to further promote Gaelic games
- Recruit and retain players, coaches and referees especially at club level
- Promote inclusivity through exploring ways to encourage more people to play our games

# Keegan Report December 2017

***“It is important to state that games development work is at the heart of the GAA. Every week thousands of children and parents attend their local clubs to develop skills, form friendships and put on a club jersey that identifies them as a member of a unique and vibrant community.”***

- Coach Education – Including its Programme Development, Delivery, Accreditation and Oversight.
- Performance Science – Development of what is appropriate for Gaelic Games plus the dissemination of appropriate knowledge to units and other stakeholders. Also, to determine the skill deficiency in this area at National and Provincial levels.
- Talent Development Advisory.



# National Games Development Work Groups

## **Governance, Strategy & Operations Work Group**

- Age Grades

## **Sports Science Work Group**

- Devise a policy proposal on the provision and quality assurance of sports science inputs

## **Coach Education Work Group**

- Coach Education Development
- Programme Design Accreditation
- Programme Assessment
- Programme Delivery
- Mentoring
- Resource Development

## **Participation Work Group**

## **Future Leaders Work Group**

# Conference Theme 2019

## Coaching for Wellbeing;

- Players wellbeing - organising games and training programmes that ensure the wellbeing of players, but as important considering the wellbeing of you our coaches.
- GDC aim - help clubs and counties to drive self sustainability, to support our clubs to be able to develop their coaches.
- How? Through club based programmes, courses, workshops, conferences, resources, developing learning communities locally and using our online learning system to foster broader learning communities.

## GAA Family

- All of the Gaelic games family are working closer and games development is to the forefront of this. This mirrors the reality of life in our counties, clubs and schools.

## GAA GAMES DEVELOPMENT CONFERENCE

Friday 11 and Saturday 12 January, 2019  
Croke Park

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# Buíochas

- Games Development Department & Conference Team
- Sponsors
- Personnel
- Volunteers

## Ní Neart Go Cur Le Chéile

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