SPORT EVENT MANAGEMENT PLATFORM FOR COLLEGE

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ABSTRACT

The goal of the college's sports event management platform is to ensure that multiple sports practices are handled simultaneously. It oversees the student placement program at the college and state level. Users can spend less time than manual paperwork on automated devices. The device will take care of all service operations in a fast way. Data is easy to handle. It will be able to review any reports at any time. Paperwork and manual work are reduced.

Keyword : - *Manual Paperwork, Review report etc….*

1. INTRODUCTION

The Sports Event Management System focuses primarily on student selection and participation in sports. Students' information will be saved in the database according to specific information. The software also has the feature of adding photos of specific sports events. The software also stores the date and venue of the tournament. The user can modify or delete this information. On that particular day, the remaining amount will be fixed. The user can also see the number of students registered for a particular sport. Best Player is a standalone module where the user can select the best 1 or more players to play in the next round or in any tournament at the next high level. All information will be saved securely in the database. The required information can be easily retrieved without any errors. The system is user friendly and error free. Sports play an important role in every college. A variety of sports events are organized in the colleges. Managing all these sports manually is tedious, as there are so many different events taking place and a large number of students will participate. The Sport Event Management Platform makes it easy to monitor all sports events, as well as provide information to keep students informed. The Sports Event Management Platform for colleges provides a web interface that makes it easy to manage all sports events that take place in colleges or institutions. It is also used to manage the information of students participating in various sports events. Web-based applications have evolved over the past few years from easy websites to integration of entire enterprise business systems and business portals with hosts, including databases, mail systems and third-party software. The Sports Event Management Platform for Colleges is a web-based application that provides completely different functionality for managing different sports events in colleges. The main objective of the Sports Event Management Platform for the College is to focus on the selection of students who are primarily participating in sports competitions and to keep their information in the database. Student information will be stored in a database based on specific events taking place in colleges. This will automate some basic operations for managing sports events. This project collaborates in the development of web-based applications with a combination of database management tools and scripting languages, providing a user interface and a simple data management system. It also

provides administrative access to administration and user-specific access to teachers. In this project, a simple one level security login is applied to the administrator login to the administrator website to manage teachers and all sports activities using the website to prevent interlopers. This level of security is also applied to students and teachers to prevent malicious users from signing into the system.

2. LITERATURE SURVEY

Yu-cheng Zhou, Zhan-ping Li, Long Wang, "The Application of Software Engineering in the Sports Management System Based on Teaching Materials"[1], Computer software is being used extensively in various fields of engineering. In this document software engineering design methods have been used, sports management system has been pre-developed based on the use of software engineering principles and methods, under this principle, actual management of games and system software has been developed. The design of the data flow diagram was clear and reasonable, which has played an important role in software development. It has been proven that the sports management system is built with performance design, using software engineering methods with fast process related issues.

Dong Feng Nie, Yun Du, "Study on Development of the Web-Based College Sports Management System Software"[2], There is a huge social demand for college sports management system software to process growing sports information more conveniently and in line with the trend of scientific management. This study is based on an analytical hierarchy process for dividing sports resources into multiple modules. Web-based college sports management system software such. Was developed by computer technologies such as NET and SQL Server and is equipped with features such as easy functioning and easy installation, operation and use with security on dynamic information interactions that can accelerate information and networking of college sports management.

Dr. Daniel Kane, "An Investigation to determine if Sport Video Games Helps Community College Students Become Interested in Real-life Sports" [3], According to the study, community college students developed an interest in playing sports video games or tried to determine whether they played the game in real life. The study was approved by the Institutional Review Board (IRB) at City University of New York Kingsborough Community College. A new questionnaire called Sports Video Games Questionnaire was developed. The researcher worked with a panel of experts and conducted two pilot studies to develop a sports video games questionnaire. A total of 101 students who participated in the study or are currently playing or currently playing sports video games participated. The results were positive and surprising as community college students felt that playing sports video games increased their connection to real-life sports. Most subjects felt that playing sports video games taught them about the rules, real life players or teams (in the league) and increased their knowledge of real life sports. Also, most subjects felt that sports video games enabled them to become fans of real-life sports teams, real-life sports, real-life athletes, and increased their interest in playing real-life games. Sport video games can be a tool that helps people connect with real life games.

3. PROBLEM STATEMENT

Sports competition management systems usually have problems with offline registration, managing single competitions. It is difficult to manage the record of each player profile. There is also the problem of managing the match schedule.
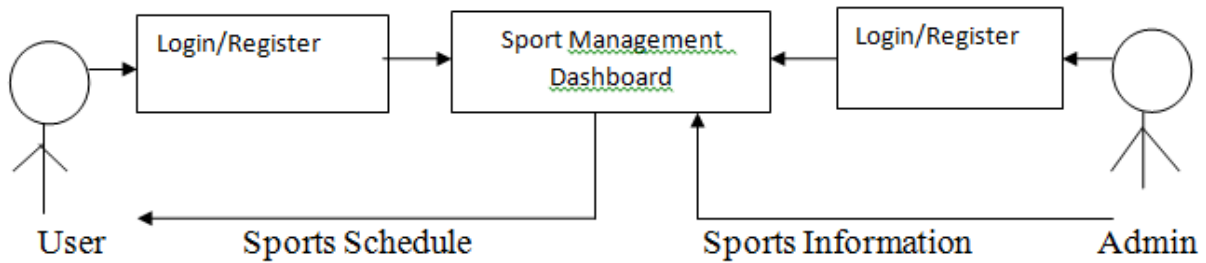
4. ARCHITECTURE

Fig -1: Architecture of Sport Management System

5. MODULE DESCRIPTION

1. Admin Module:
    Login: - By using admin login page admin add Sports details and Venue.
    Add/ Edit/ Delete User: - Admin can able to do the activities like adding new sport or delete sport, details and rules.
    Add/ Edit/ Delete Activities: - Admin can able to do the changes in sports like date, timing etc.

2. Student Module:
    This Module provides the user with the easy to register into the sport event. If the user is new to the Application then, the user can fill-up the form. After registration, user can see activity details and other about event.

6. REFERENCES

[1]. Yu-cheng Zhou, Zhan-ping Li, Long Wang, "The Application of Software Engineering in the Sports Management System Based on Teaching Materials".
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[3]. Dr. Daniel Kane, "An Investigation to determine if Sport Video Games Helps Community College Students Become Interested in Real-life Sports".