



## Sports Events Management Platform for Colleges

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**Abstract**— Sports Events Management Platform for Colleges is an application where students can find various details about game. The entire system is made using java. The system is divided into two modules admin module and teacher module. These are further divide into sub modules. The admin module can add students registered for a particular game, teacher module is provided with password by admin, the teacher module declares the results for the events conducted. The main purpose of this application is to reduce manual paper work through automated system.

**Keywords**— Data Storage, Automated System, Admin, Teacher.

### I. INTRODUCTION

The sports events management platform for colleges which is built using java, there are two modules the admin module and the teacher module. The admin will add the collected information where students can see and get register for the game. The Teacher module gives a brief idea about one of its end users of the application. The user will consume less amount of time when compared to manual paper work through the automated system. This also maintains the information about the teams participating in the tournament and related to particular sports. The system will take care of all the servicing activity in a quick manner. Data storing is easier. It will be able to check any report at any time. The main objective of sports event management platform for colleges is to find out the application of sport events management platform for colleges. This system will provide the serving activity in quick and easy manner. It will consume less amount of time as it is based on automated system. Sports events management

platform for colleges is the application of project management to the creation and development of sports Events.

The tools and technologies used for this system are HTML, CSS for Front-end and Java is used for back-end. Database used is H2 Database. Angular and Spring-boot are used for Front-end and back-end Frameworks. Tools used are Visual studio, Eclipse. This is a three tier-architecture and loosely coupled application. The proposed Sports events management platform for colleges is fully automated and requires just one person to maintain the functionalities of the events. Admin is the responsible for maintenance of the application. The application works on the module system.

The Sports Events Management Platform for Colleges objective is to provide the system which manages the activity of many sports at a time. Students can register to multiple games at one go. So it saves time as there is no need of manual paper work and reduces the use of manual file system.

## II. LITERATURE SURVEY

In this section, we provide a comprehensive review of the literature on the existing related technical issues.

Year	Author/Authors	Title	Drawbacks
[1]2016	<b>Khalil Pinjari</b>	“Smart Event Management System”.	It is not suitable for mobile and any other handheld device.
[2] 2016	<b>Zhang Shu-An</b>	“Design and implementation of college sports Management information system based on UML”	This is a large and complex system involving a lot of factors.
[3]2017	<b>Junjie Li, Hongxiang Cao, Zhang Meng</b>	“Design and implementation of Online Booking System of University sports Venues”	It failed to set up a punishment and give a reasonable credentials into the venues.
[4]2018	<b>Fasn Wei a, Qian Zhang</b>	“Design and Implementation of Online Shopping System based on B/S Model”	In early testing phase, system load capacity is not well before optimization, and the number of system current connections is small.
[5]2020	<b>Selina Khoirom, Laimujam Raj Singh</b>	“Student Management System”	Software is limited to Desktop only. Security options provide only low level security against beginner attackers.

Table 2.1 Literature survey of Sports Events Management Platform for Colleges

[1] **Khalil Pinjari** : The title is “**Smart Event Management System**”. The drawback is it is not suitable for mobile or any handheld device.

[2]**Zhang Shu-An** :The title is “**Design and implementation of college sports Management information system based on UML**”. The drawback is this is a large and complex system involving a lot of factors.

[3] **Junjie Li, Hongxiang Cao, Zhang Meng** : “**Design and implementation of Online Booking System of University sports Venues**”. The drawback is It failed to set up a punishment and give a reasonable credentials into the venues.

[4] **Fasn Wei a, Qian Zhang** : “**Design and Implementation of Online Shopping System based on B/S Model**”. The drawback is the system load capacity is not well before optimization.

[5] **Selina Khoirom, Laimujam Raj Singh** : “**student management system**”. The drawback is software is limited to desktop only.

## III. Methodology

### 3.1 Modules

This system consists of two modules admin module and Teacher module. They are further divided into sub-modules student , Teacher , events module and Teacher module is divided into sub modules results and events module.

Figure 3.1 Admin Module

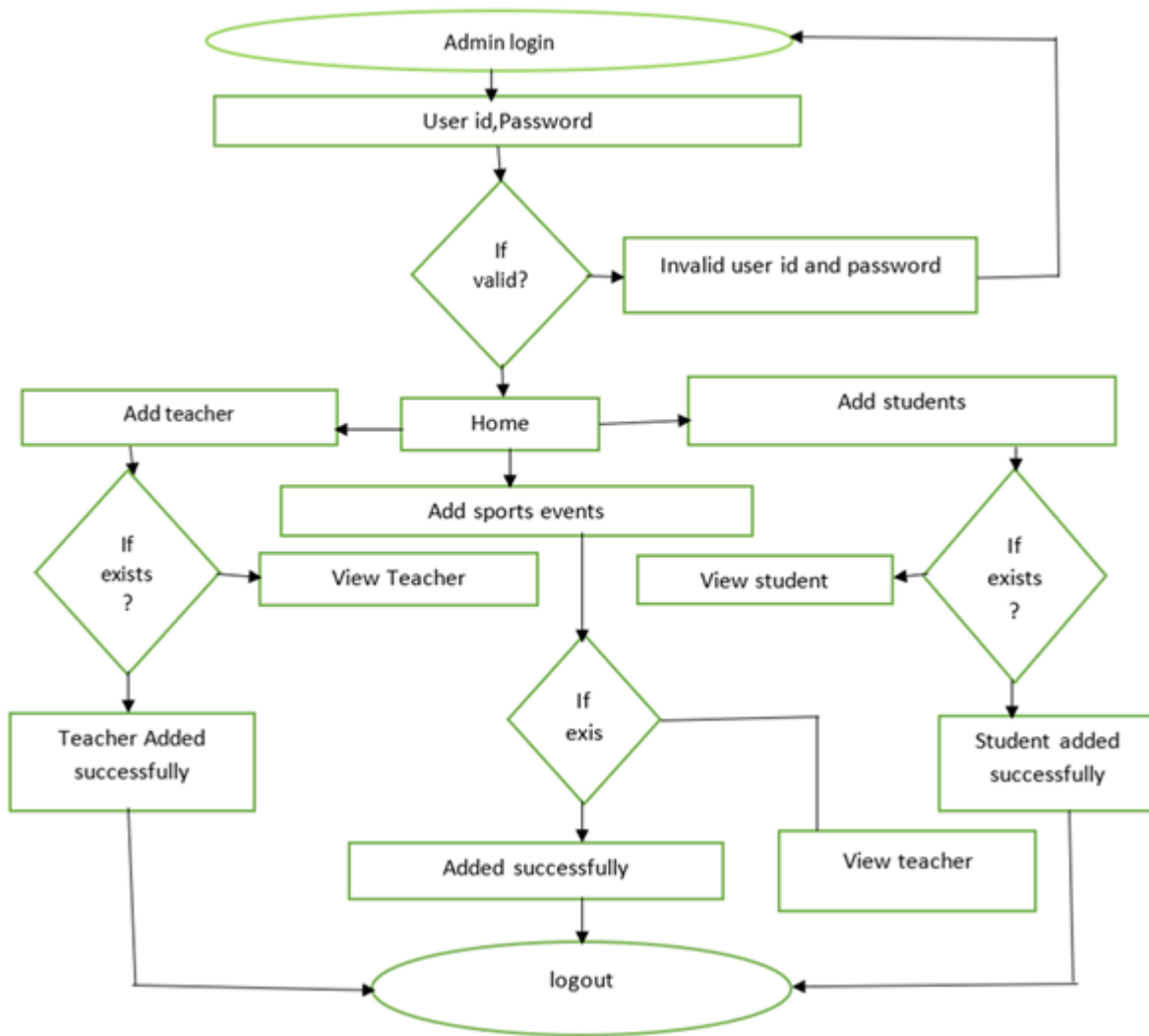
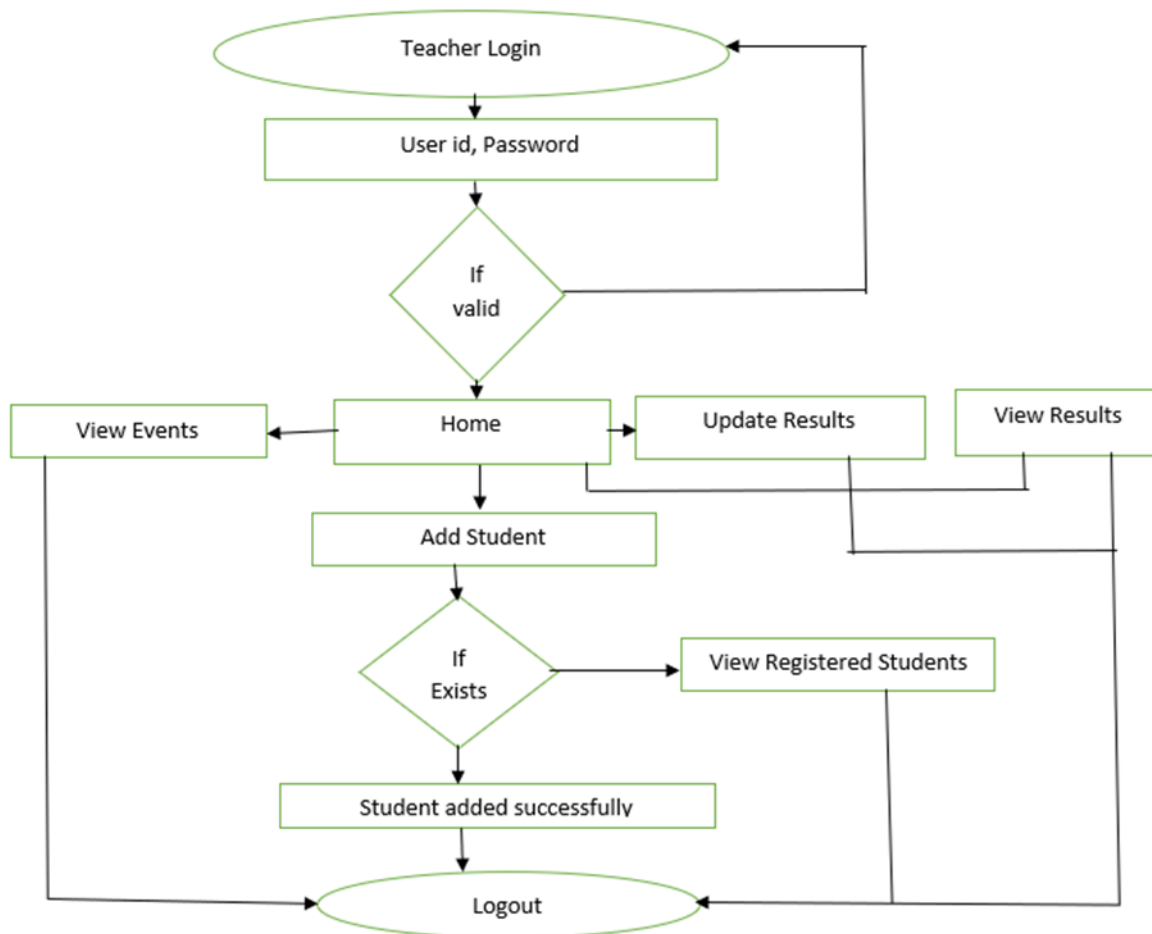


Figure 3.2 Teacher Module



### 3.2 ADMIN MODULE

In admin module, admin can login to the web page by using their passwords. Some of the functionalities of admin are adding a teacher and adding the students for the registered events, viewing a teacher, adding and viewing a sports event. Most of addition and maintenance about events and participants will be done in this module. Admin is the responsible for maintenance of the application. The admin module is further divided into sub modules student module, teacher module and events.

### 3.3 STUDENT

The admin module can login to the system using user id and password. The admin can add the students registered for the game . The admin can also view and update the list of students registered for the particular game.

### 3.4 TEACHER

The details of the teachers conducting events are added by the admin. The teachers are provided with user id and password by admin module. The admin can add, delete and view the teachers details.

### 3.5 EVENTS

The events schedule and details will be added by the admin through which the students can view and register for the particular game. The admin can add the details of the event like event name, event date, event time and event place. So that students can get register for the games.

### 3.6 TEACHER MODULE

Teacher module gives a brief idea about one of its end users of the application. Teacher will be having their username and

password through which they login to the system. Teacher module have some functionalities like update results, viewing results. Like admin module teacher module can also add the students registered for the events. The users involved in this event will be added through the admin and allocate them to take up responsibility of a particular event.

### 3.7 RESULTS

The teacher can login to the system using user id and password provided by admin. The teacher can add the details of the events which they have conducted like updating the results of the events, this includes adding the details of the students like winner of the game and declaring their positions in the games.

## IV. Result and Discussion

Sports are very essential for every human life which keeps them fit and fine. In the existing system of Sports Events Management Platform for colleges it is difficult to handle large amount of data about sports and students manually. In this, sports events management platform for colleges all these data about sports and students can be managed automatically by the database. This is a user-friendly application and easy to use.

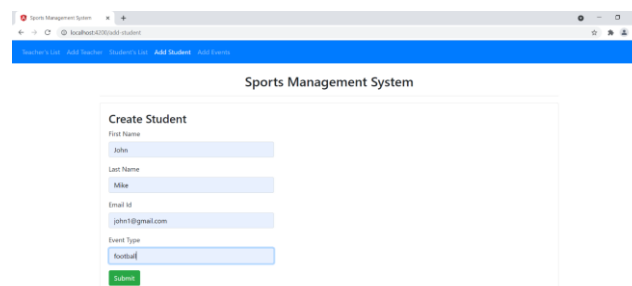


Figure 4.1 Adding Student Details for the Event Football.

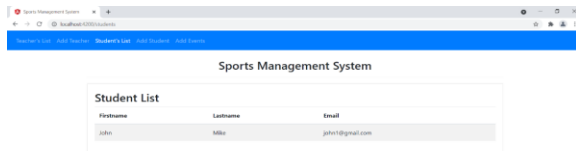


Figure 4.2 Displaying Students List

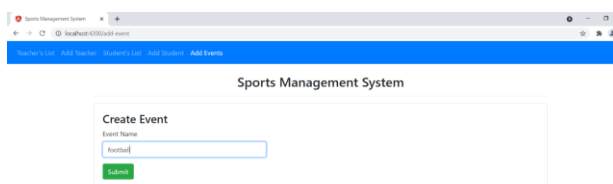


Figure 4.3 Adding a Sports Event

## V. CONCLUSION

VI. This application creates an easy web interface. It allows multiple users to login and perform their desired task. It helps students to save lot of time in searching of sport events being conducted, as list of students will be generated. Sports events management platform for colleges will provide the serving activity in quick and easy manner. It helps in great way for getting more information of the shortlisted students in small interval of time. In the existing system it is difficult to process the information also it is difficult for students to view their details of participation. It is a very time-consuming task

to retrieve the information about the sports activities. However in the proposed system it is comparatively easier for the students to know their participation details. It has also simplified the web interface interaction between the admin and the teacher. User would definitely get satisfaction from finding how each and every feature of sports management is implemented.

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