iJRASET
International Journal For Research in Applied Science and Engineering Technology

INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 8 **Issue:** IV **Month of publication:** April 2020

DOI:

www.ijraset.com

Call: 08813907089 | E-mail ID: ijraset@gmail.com

International Journal for Research in Applied Science & Engineering Technology (IJRASET)
ISSN: 2321-9653; IC Value: 45.98; SJ Impact Factor: 7.429
Volume 8 Issue IV Apr 2020- Available at www.ijraset.com

Sports Event Management using Android

Vishwa D. Gohil[1], Nishtha M. Mehta[2], Prof. N.Y. Kansara[3], Jay P. Patel[4], Kartik N. Patel[5]
[1, 2, 3, 4, 5]*Department of Computer Engineering, R.N.G. Patel Institute of Technology Bardoli, India*

Abstract: Sports management is a field of education and profession concerning the business aspect of sports. It involves many aspect, such as important data of players, record of games, scheduling etc. Information technology is improving efficiency of management of any event. Therefore with the rapid development of sports industry, the regular standard methods of management are not sufficient for Morden society. This paper provides registration module configured to register one or more users and a validation module configured to validate information pertaining to users and a player information module configured to provide player information to users. It also provides communication between entities that need to co-ordinate on a scheduling events. Typically schedule updates are maintained in a logically centralized database. It includes live-score facility to the users, an automatic system that include control panel monitoring which gives notifications to users when an event is deleted or created. The game events are retrieved from storage and statistics are generated from past game logs. Automatic report is generated using templates.

Keywords: Sports, participation, schedule, Live Scores, Notification, report

I. INTRODUCTION

Sports management is a field of vocation concerning and education. The sports management may include college sports, marketing sports. Program reconfigures user interface, display data accordingly and other properties where accommodation is necessary. The extensive interest in sports within our society produce numerous system to enjoy and track live-sport. A sports application program is designed to work across different sport, however accomplished by limiting the design of program in many instance. Though the program may support multiple sport in single design and interface. By wrapping all sport specific data within external sport season data entity that is separate from the main application program. End users are presented with a more flexible and useful application that enables user to manage sports information for sport in which they participate.

Within database each game contains related information include game scores, statistics, notes, multimedia and pictures. After analysing the database schedule is generated on past records. Report is also generated automatically. Data of every player is given in detail. Sport management application reduce work of every person which are connected with this application. Live-sport detection is also provide in this application.so that person can enjoy the sports by sitting at any place. Person can participate in any sport by using sports management application.

It is easy to keep records of players and its maintenance in also easy as compare to manual work. Notification of schedule creation and deletion is provided through application.

Report of every sport at the end of game is generated automatically. At the end of whole series report may contain data of winner team, runners-up team, man of the match, highest run of the player, highest wicket taken by which player. Report generation is done using best fit algorithm. It is also provided that participants can communicate with the person who organize the event regarding to the sports equipment. If there is lack of equipment and also some equipment are less in quantity then a player can communicate with authority directly through chat option provided in the application.

A. Methods For Managing The Sports Relted Information

This methods is directed towards network based management of sports related information. It comprises a user interface module in communication with a data processing unit and operative to receive data pertaining to one or more sports and sports related persons. It further comprises a storage module in communication with a server and operative to store the collected data. It also comprises a sports module in communication with a server and operative process the collected data to generate sports related information using predetermined algorithms, the generated information being stored in the storage module and being accessible via the user interface module.

It also include registration module which configured to register users, the registration being performed by collecting the pre-determined set of details. Registration module is configured to generate a unique identifier and define access rights and privileges for users, wherein the unique identification is generated after verification of the collected set of details.

©IJRASET: All Rights are Reserved

B. Sports Event Scheduling

In Traditionally sports programs coaches and sports manager communicates through several methods of communication such as by phone, electronic mails, etc to try to reach person in charge of scheduling and announcement from an institution. This process is time-consuming to relay the message for scheduling the game on a particular day and also time delay in responding to phone call and emails. We can solve the above problem using the web based scheduling for sports events. It generally related to method of schedule events, and more particularly , to a method for scheduling sports events among entities such organizations like colleges schools etc that may have limitation for scheduling such as geographical requirements ,constraints by timing ,conflicts, availability or other factor. A method for scheduling events including the step of creating a schedule database for the different teams associated with the different games ,search for two different teams for t least one game based on criteria and updating the schedule database to indicate an arrangement between two teams to conduct a match on agreed upon date, time and location, wherein system displays the updated schedule fetched from the database.

C. Methods For Providing Notification To Users

This methods relate the use of automation system with building and responding to event associated with the automation system. A control panel is connected to one or more automation component of automation system and monitor events within the automation system. Upon detection of an event ,the control panel may atomically access local or remote data store to identify the event and information about specific procedure setup by a dealer of an automation system. The specific procedure may be displayed or otherwise communicated by the control panel to allow a user to be aware of what actions the user should take and/or what actions the dealer or other party will take.

D. Methods For Providing Secure Data For Live Sports Event

Method for live sporting event wagering with data security and integrity are disclosed. At least one input device capture and at least one user device are constructed and configured in network communication with at least on computing platform .The captured input device is configured to transmit live input data relating to a live sporting event to the computing platform in real time or near real time. The computing platform is configured to add and analyse the live input data, thereby creating analysed data. The configured platform is future configured to set odds for wagering in the live sporting event based on the analysed data in real time or near real time. The user device is design to display the odds, receive bets to the computing platform.

E. Methods For Automatic Generating A Report For Sports Events

This method relates generally to automated process for gathering and organizing data and generating a narrative report of sports event, which report is formatted based upon the best fit between analysis of the sports event data and series of pre-defined report templates.

The game in formations are retrieved from storage and various statistics are generated from the game logs. A template is selected for report generation in two step process. First, condition criteria associated with a template are compared to the game statistics to determine whether the template matches the game. In a second step, the remaining candidate templates are subjected to weighting analysis by which the template providing the most detail description is selected. Once description is selected, game specific information is inserted into the template through the use of function calls that request game specific data from the game logs.

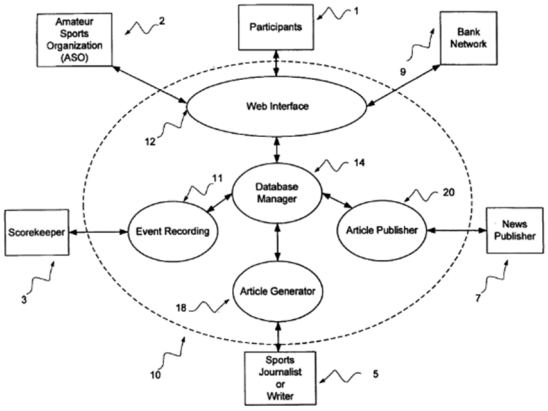


Fig 1 Block Diagram of Generating Sports Report

©IJRASET: All Rights are Reserved

F. Methods For Providing Communication To The User

This method related to the use of automation with communicate with the sports manager which is related to the sports equipment or other matters like miss-behaviour of the player. This control panel is connected to many other components. Data of equipment is also available to the admin. After getting message from player the manager can refer the data from database and take decision accordingly.

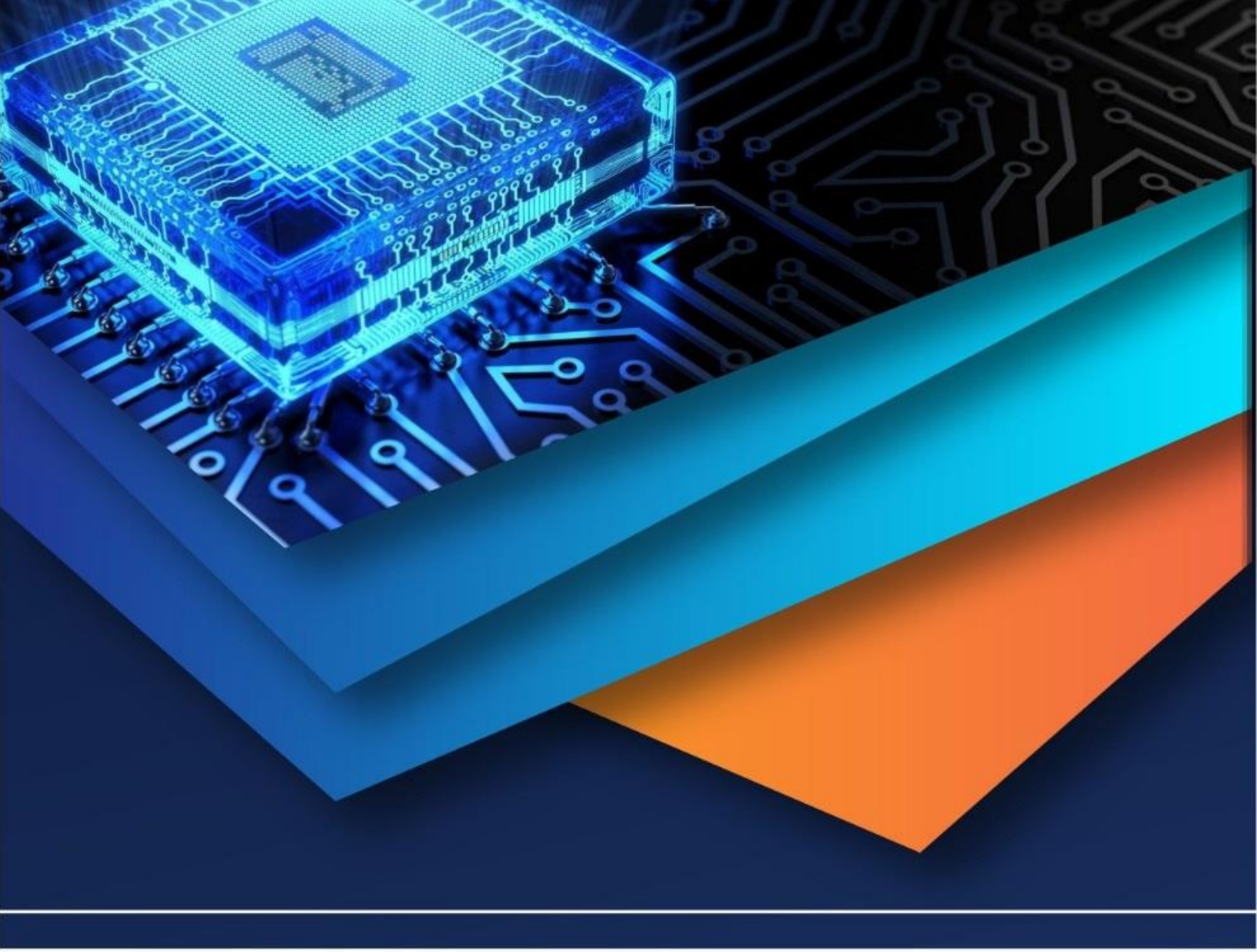
II. CONCLUSION

Although this application is mainly use for smart work. There are so many methods available to manage the sports event online through mobile app. As mentioned above a person can use any method to implement their application related to sports which is useful in many factors.

REFERENCES

[1] https://patents.google.com/patent/US10217090B2/en
[2] https://link.springer.com/chapter/10.1007/978-3-642-29087-9_37
[3] http://www.freepatentsonline.com/y2018/0133579.html
[4] https://patents.google.com/patent/US9889367B2/en?q=System&q=managing&q=sports&oq=System+for+managing+sports
[5] https://patents.google.com/patent/US20040162803?oq=sports+bas

©IJRASET: All Rights are Reserved



10.22214/IJRASET

45.98

IMPACT FACTOR: 7.129

IMPACT FACTOR: 7.429

INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Call : 08813907089 (24*7 Support on Whatsapp)