

SPORTS EVENT MANAGEMENT SYSTEM

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Abstract: *Sports is one of the form of physical fitness or activity or game, which are conducted to improve the skills, physical ability of an individual by providing him enjoyment and entertainment. Earlier registration in sports are managed in various ways like manual registration of a person or a student or anyone else who wants to take part in a particular event. But this type of registration is used everywhere in the world. So now we decided to make the Registration Process online, by which individuals can also give their names for the sports and they can also get the update as much as faster than the offline mode.*

KEYWORDS: *Html, CSS, JavaScript, PHP, MySQL, XAMPP, VISUAL STUDIO*

I. INTRODUCTION

With the expansion of Universities, services and lot other issues, which add the difficulty for the operation of RTMNU's Sports Event Management System event. So to step up the pace of the university sports data collection, and ultimately ameliorate the position of sports tutoring quality and tutoring substantially lies in strengthening the construction of website. Embarks from the factual situation, this anatomized and erected a general RTMNU's Sports Event Management System event operation information system.

The RTMNU's Sports Event Management System is an RTMNU's Sports Event Management System Software which leads us to the situation where universities of central India Especially RTMNU-Universities. The system allows only the listed scholars/ University position staffs to log in and new scholars/ University position staffs allow registering. The proposed system to be a web operation. In the proposed system pupil will share in the event through the online enrolment. The pupil will get all details regarding events online after the login. University Admin will modernize all information on the event on

the department gate and the pupil will fluently get all the details. The proposed system perfecting the effectiveness by Automatic and enforcing event collaboration, monitoring and operation system.

II. LITERATURE SURVEY

The literature survey is based on Sports Event Management System. While the file registration process is most commonly used all over. Most of the schools and colleges use this process which is very time-consuming. So it has been seen that it is a tedious process and there is always a chance of data loss. Since it has been seen that it is a tedious process and there is always a chance of data loss. In these systems sometimes the no. of files is increased as there is an increase in students enrolling for the events.

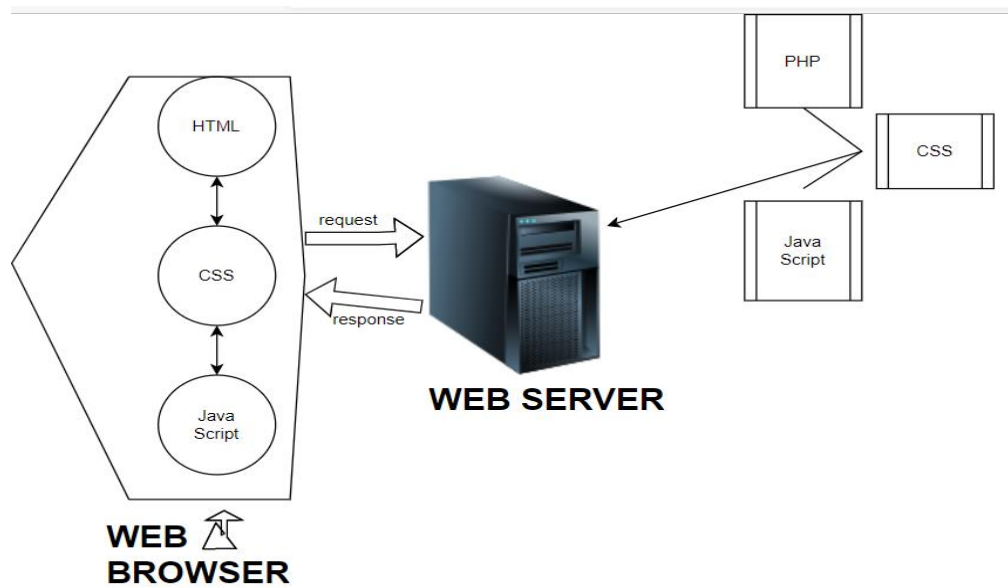
The main purpose of our design (SPORTS EVENT MANAGEMENT SYSTEM) is that to handle all the events duly and to help the pupil to know which event of the sport is going to held. There's lot of pros in our design which we're going to give pupil is that they can fluently view the events, pupil can suitable to give their entries, the main thing is that scholars can save their time, and one of the major advantage is that by comparing offline enrolment process over online enrolment is that there's no loss of the data, because it's stored under database. So this is our main purpose of our design.

III. PROPOSED SYSTEM

Sports Event Management System is developed for managing the events, since offline registration has drawbacks like data loss, since many people use a manual system for taking the registrations for the events there is a high chance of data loss and it is very time-consuming. Taking the registration online will help to take accurate data, time will be saved, there is no chance of data loss and the data will be directly stored in the database. Since the system is user friendly taking registrations or registering into the events becomes very easy.

IV. Data Flow Diagram

The Data Flow Diagram (DFD) is a graphical representation of the "inflow" of data through an Information System. A data inflow illustration can also be used for the visualization of Data Processing. It's common practice for a developer to draw a environment- position DFD first which shows the commerce between the system and outside realities. This environment- position DFD is also "exploded" to show further detail of the system being modelled.



PROS:-

- Easy result generation as well as view ranking.
- It is easy to pierce anywhere at any time.
- Registration process or enrolling is too much easy.
- No Losses of data in our website.
- In this Website there is no requirement of manual file for handling the data.

TECHNOLOGIES BEING USED

Hardware requirement:-

This software requires following minimum hardware configuration:

- Processor: Pentium-iii
- RAM: 2 GB
- Hard Disk: 4.3GB

- Software Requirement:-
 - Operating System
 - ✓ Windows / Linux
 - ✓ XAMPP
 - ✓ Sublime Text
 - ✓ VS Code
 - Language Used
 - ✓ HTML
 - ✓ CSS
 - ✓ PHP
 - ✓ JavaScript
 - Technologies and Framework used :
 - ✓ Bootstrap
 - Browser :
 - ✓ Mozilla Firefox
 - ✓ Google Chrome
 - ✓ Internet Explorer

V. CONCLUSION

Our project creates a safe and easy web interface. Allows multiple users to perform and login their desire task. This will definitely helps students to save their time in searching of sport which is going to be conducted, list of students will be generated. Sports event management system will provide the serving activity in quick and easy manner. It helps in great way for getting more information of the shorted listed students in small interval of time. The system is user friendly and easy to use.

- Future Scope:

In our sports event management system [SEMS]. Many of the students of colleges can enrol at a time by online mode which will save their time. The lot of paperwork is there in the past that will be totally reduced due to the online registration process. Earlier we have to do the lengthy operation which were are conducted manually, but now they were are can be completed in just a few seconds such as online displaying of results, taking entries, and many more events. Now a days lot of works, lot of process is getting digital day by day, that's why we need to do the smart work, i.e., from paperwork to online or digital processes.

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