A SURVEY ON VARIOUS FEATURES OF "SPORTSZILLA"

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Abstract: As everything is getting digitalized in the present world, a major sector of event management is also a significant part of it. Sports Event Management – "SPORTSZILLA" is a mobile Application. This mobile Application is basically for all the people who want to be a part of a sports event or tournament organized near them. The main objective of this mobile application is to reduce the complexity while organizing or participating a sports event. The problems faced by the event manager such as regarding sports equipment required for an event and payment method which can be solved using this mobile application. People can participate in the sports events nearby and they can get a reminder notification of the event participated, moreover the organizer can upload the certificates of the winners in the application. Event manager can contact to the distributor directly for the sports amenities through this mobile application. This application is specially useful for players, organizers and equipment distributors as they can manage easily through mobile. Thus, this application will solve the hard real time issues of event organizers as well as players and give them a new direction for rapid development, growth and success and in turn will save their time.

1.INTRODUCTION

SportsZilla is an application which provides various functionalities to organize a sports event. It enables users to create a tournament on different sports at selected sports academy or stadium. If any player, athlete or other user wants to join or participate in the tournament then they can do it from this application only, there would not be any necessity for them to visit the organizers place. The details of various tournaments will also be present so that one can choose any sports they like and get every information based on it. There would be details such as event date and time, address, fees and full description of the event by which user can join the event and payment of fees via GooglePay (as per the organizers norms) can be done accordingly. Once the player has registered for the tournament the users will get notified so that they can give feedback and ratings. Moreover, there is a registration process for Distributor also which helps in providing the event organizer required equipment for tournament. This application covers majority of system functionality relieving on number of external interfaces for persistence and practical task.

2. LITERATURE SURVEY

Well we all know that we are living in the age of technologies, where all the human beings are accessing internet. In this age no one will like to wait and waste their time and so in today's world people usually use the smart phones to connect with everyone. Advancements in technology and computerized data processing have developed modeling software, applications, and websites which, with the help of detailed data, may track and/or predict the sequence of interactions forming a sporting event and essentially produce an athletic competition. The importance of sport events management in terms of tourism and economic development, urban regeneration, cultural and social goals and marketing has been increasing which may lead sport organizations face a new era of global competition. Within the saturated market of sport industries, the success of a sport organization may depend on the degree to which the organization creates and manages the sport events. It can be emphasized that the successful sport manager in the future must possess and consistently apply innovative skills. Accordingly, the process of sport management education must continually be adapted to meet the needs of the industry, and it is our hope that this text helps spawn the next generation of technology driven sport managers.[4]

Sport organizations adapt, renew and develop through creative and novel ideas. The various strategies for innovation applied by sport organizations hold the potential to radically change how we play, view and organize sport. In other words, through strategy, strategic management and innovation modern sport is shaped and improved as the present review demonstrates that its crucial for improvement of athletic performance. Furthermore, current research indicates that sport innovation can be a valuable tool to combat demanding challenges in modern sport if it is linked with internet devices. Also, one concept prevails across all sports events. They are all entertainment. This is true whether the event has spectators or not because participants take part for their own entertainment, even if they sometimes make it look like hard work. Naturally there are poor experiences for both spectators and those taking part, and the aftermath may well be one of negative reflection, however, sports events are a significant part of the entertainment industry. Whatever the scale there is a show to be put on.[1] Therefore, innovation and strategic management needs specific attention within the sport area by bringing in the digital world. The present survey attempts to provide more insight in the current body of research on sport innovation and strategic management. Finally, some recommendations for further research in this field is formulated.[9]

In the field of sport, we are currently witnessing a rapid increase in the number of innovations which are enhancing sports events, sport experience and related services and which are a rich source of opportunities not only in professional sport but also in the public and non-profit sport sector. Therefore in this literature the links between sport specific features and sport-based innovations are explored. The proposed conceptual framework of innovation in sport provides researchers with the foundation depended upon the use of electronic devices which help in further research in this area. This literature also offers interpretation of the context of how innovations occur in sport sector. On the basis of the typologies of innovation and sport specific features this literature addresses several issues regarding innovations in sport-based area. It also stresses the need for clarification of the concept of sport specific innovations linked to mobile applications which could help sports managers recognize, encourage and give priority to sports innovations as a key driver of development in sport.[10]

Sport entrepreneurship is a rapidly emerging field that combines sport management with entrepreneurship and innovation research. The aim of this survey is to discuss the reasons for interest in sport entrepreneurship by explaining its definition and application in the business management area bridged with internet devices. The objectives of the survey in terms of theory development and practical implication for those interested in sport as an entrepreneurial endeavor are observed. This includes an overview of the future for sports entrepreneurship in terms of how to include more innovation and competitiveness. The survey concludes by suggesting future research paths in terms of interesting ways to approve this interdisciplinary field by engaging in creative studies that have a practical implication in the form of applications or websites for sports.[11]

3.COMPARATIVE STUDY/ANALYSIS

Use of mobile phones with the best features and facilities is at peak in the present age and they have presented an entirely new way for layman and professionals to better serve their purposes. Keeping all those surveys and their limitations in mind it concludes the ideas and modules of Sportszilla app in more diversified manner such as instead of performing all the process of tournament manually, everything can be combined in a single application. Moreover, the current systems that are present in the form of mobile application are concentrated on a particular feature or sport missing out other important combinations. These applications or websites focus on either of individual sport, live scores or tournament entries while Sportszilla brings the amalgamation of all the features and adding the facility of distributor for providing the sports equipment directly. One more functionality different from other applications is that players can collect their certificate from the google drive link inside the app where the organizer have uploaded them.
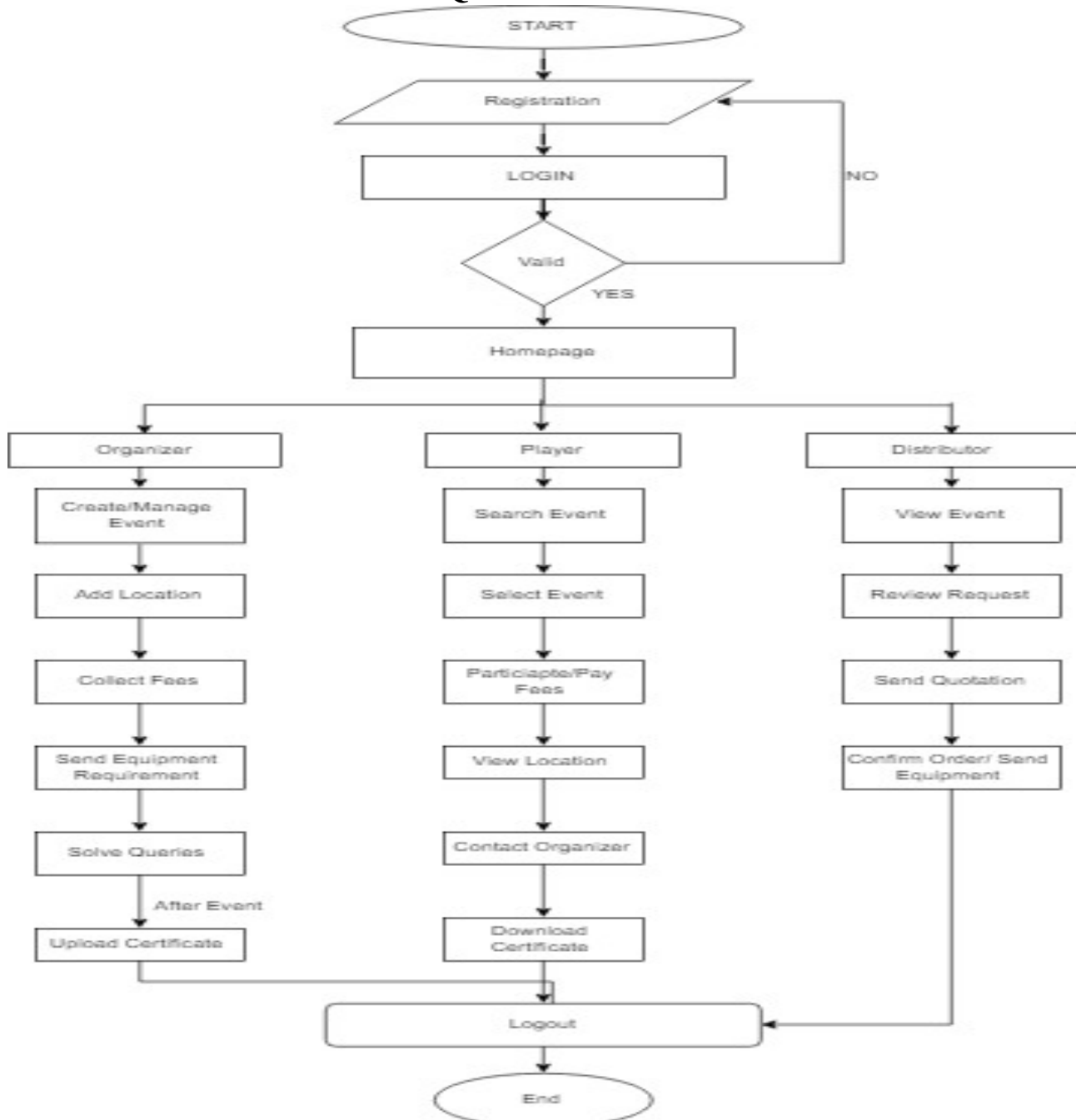
4. THE PROPOSED TECHNIQUE

Fig1 Flowchart Diagram

Registration: First of all the organizers, players and distributors needs to be registered then only after the valid id and password they can navigate to home page.

Login: Organizers, players and distributors need to login to access their respected functionalities.

Event: a) Organizer can create a new event or manage the previously created event.
    b) Player can browse for the events categorized by different sports.

Payment: Entry fees set by the organizer can be paid directly by the user through GooglePay app for participating in the desired tournament.

Location: Players and distributors can view the location of event by integrated Google maps feature.

Contact: a) Players can directly contact the organizer through integrated WhatsApp feature for any kind of queries.
    b) Distributor and organizer can also contact each other similarly for the requirement and payment of required sports equipment.

Certificate: After the tournament organizer can upload the certificates of winners and participants on Google drive.

5.IMPLEMENTATION

System Configuration: Processor: Intel Core i3 or equivalent, OS: Windows
 Tools: Xampp Server, Net beans, MySQL Server, Firebase

Technology: Android, Backend language: JAVA, Frontend: XML, Webservices: PHP User Interface:
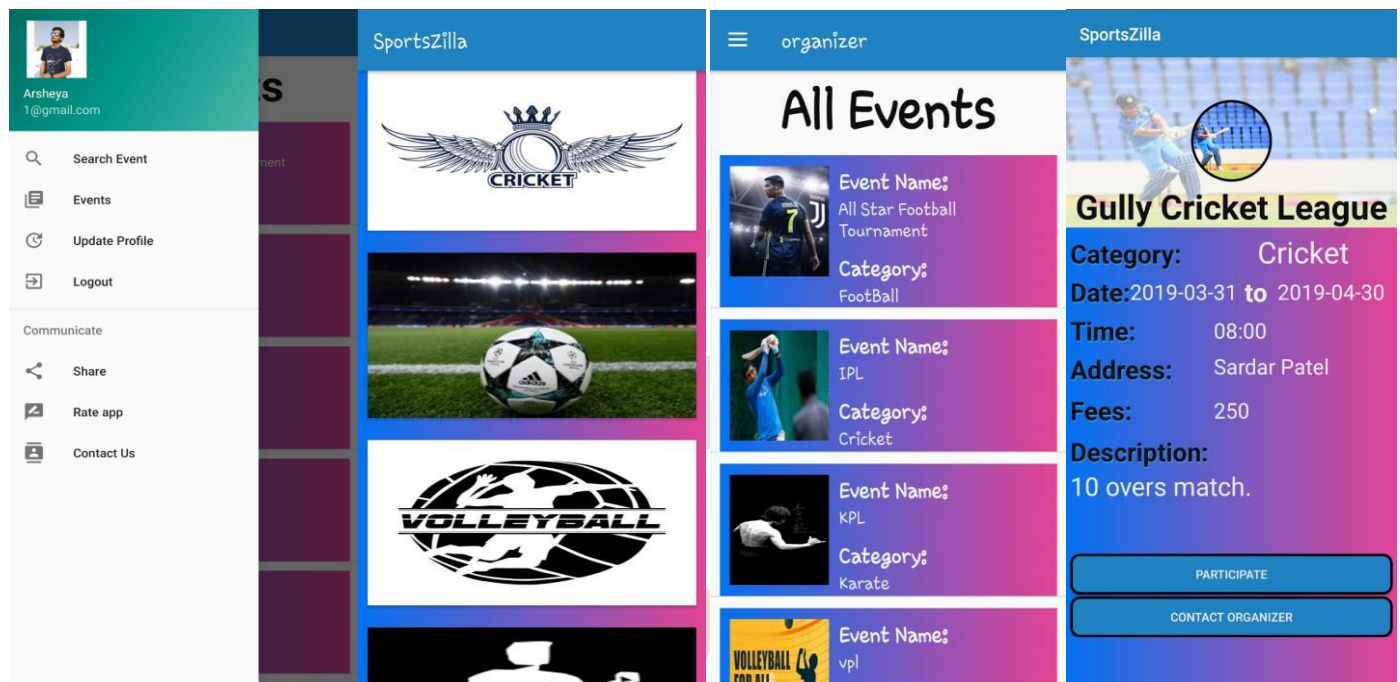

Fig2 Navigation Drawer   Fig3 Event Categories   Fig4 Event List   Fig5 Event Details

6.CONCLUSION AND FUTURE ENHANCEMENT

This application concludes that it would be easy for an organizer, player and distributor to create, participate or supply equipment for sports event. There would not be any necessity for the player to visit an organizers place which in turn will save their time in light of the increasing complexity of communication. This simplifies the workflow and allows organizer to host the event through application and similarly player can find desired tournament around him and participate accordingly.

The future enhancement of this system would be adding more and more sports location and a direct connection with sports ground owners can be established. Moreover, live updates of the ongoing tournaments will be included for the participants and other spectators. This application will be made cross-platform/ web-app and maximum try will be to bring organizers and participants of even other cities to get into the use or participate in this application so that increasing number of organizers and players are benefited. Additionally, a sports equipment cart will be added along with its distributor so that the equipment requirement can be fulfilled more efficiently.

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