



School of Engineering

Department of Computer Science and Engineering

EDUCATION AND AWARENESS – EFFECTIVE USE OF TECHNOLOGY FOR DISSEMINATION OF ANTI-DOPING INFORMATION

A PROJECT REPORT

Submitted By

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BACHELOR OF TECHNOLOGY

IN

**COMPUTER SCIENCE AND ENGINEERING
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Department of Computer Science and Engineering

BONAFIDE CERTIFICATE

Certified that this project titled "EDUCATION & AWARENESS- EFFECTIVE USE OF TECHNOLOGY FOR DISSEMINATION OF ANTI-DOPING INFORMATION" is a bonafide work of "Dikshith S (20231CSE3027), R V Babitha (20221CSE0188), Arati Manakyal (20221CSE0578)", who have successfully carried out the project work and submitted the report for partial fulfilment of the requirements for the award of the degree of Bachelor of Technology in Computer Science and Engineering during 2025-26.

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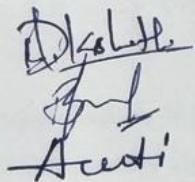
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DECLARATION

We the students of final year B.Tech in Computer Science and Engineering at Presidency University, Bengaluru, named Dikshith S, R V Babitha, Arati Manakyal hereby declare that the project titled “Education & Awareness- Effective use of Technology for Dissemination of Anti- Doping Information” has been independently carried out by us and submitted in partial fulfillment for the award of the degree of Bachelor of Technology in Computer Science and Engineering during the academic year of 2025-26. Further, the matter embodied in the project has not been submitted previously by anybody for the award of any Degree or Diploma to any other institution.

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Abstract

The integrity of sports relies heavily on fair play, ethical behavior, and the prevention of performance-enhancing drug misuse. In recent years, doping incidents have increased globally, highlighting the urgent need for effective education and awareness programs. Traditional methods of delivering anti-doping information—such as seminars, printed materials, and in-person workshops—often fail to reach a wider and diverse audience. With the rapid growth of digital technologies, there is a significant opportunity to enhance the reach, accessibility, and impact of anti-doping awareness initiatives.

This project explores the use of modern technological tools to disseminate anti-doping information in an efficient and user-friendly manner. The approach includes using digital platforms such as mobile applications, web portals, e-learning modules, and social media channels to educate athletes, students, coaches, and the public. Interactive features like videos, infographics, quizzes, and chatbots were designed to simplify complex information and improve user engagement. The project framework emphasizes accessibility, timely updates, and consistent messaging to ensure users receive accurate and reliable data regarding banned substances, testing procedures, health risks, and ethical sporting practices.

The results of the project demonstrate that technology-based dissemination significantly improves awareness levels compared to traditional methods. Users found digital tools more engaging, convenient, and easy to understand. The study concludes that integrating technology into anti-doping education can greatly enhance the effectiveness of awareness programs and contribute to promoting clean, fair, and responsible sporting environments.

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List of Abbreviations

Abbreviation	Full Form
AI	Artificial Intelligence
ATP	Anti-Doping Testing Procedures
CSS	Cascading Style Sheets
DOM	Document Object Model
E-Learning	Electronic Learning
HCI	Human–Computer Interaction
HTML	Hypertext Markup Language
ICT	Information and Communication Technology
IEEE	Institute of Electrical and Electronics Engineers
IoT	Internet of Things
ISE	International Standard for Education (WADA)
JS	JavaScript
NADA	National Anti-Doping Agency
SDG	Sustainable Development Goal
TDP	Test Distribution Plan
TUE	Therapeutic Use Exemption

UI	User Interface
UN	United Nations
UX	User Experience
WADA	World Anti-Doping Agency