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A MOBILE APPLICATION FOR ONLINE TICKETING FOR GHANA
FOOTBALL INDUSTRY

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CHAPTER 1

1.1 INTRODUCTION

1.2 BACKGROUND

The development of football increasingly turned into a show that entertained the public. Currently, soccer is enjoyed by all social classes ranging from lower to upper levels. Because it is so popular, sports football has now evolved into a sports industry aimed at commercial. Club revenue sources that can be obtained from outside the club are television broadcasting rights, investors (football trust), and sponsors. While the source of funds that come from within the club itself is the sale of tickets, merchandise, supporters, food, and supermarkets [1]. Booking tickets is a mandatory process that must be done before watching a game.

The manual ticket booking process is currently less effective, both in terms of your time and value. It takes more effort and physical space to keep track of paper documents, to find information, and to keep details secure. When mistakes are made or changes or corrections are needed, often a manual transaction must be completely redone rather than just updated [2]. That's why the need for a more practical ordering process either in terms of your time or cost itself and easier, more practical and faster course in ordering tickets that's by using the internet, because with the innovation of the web all kinds of reservations may be done anywhere so more facilitate consumers who will make ticket reservations.

2. PROBLEM DEFINITION

With a large number of spectators of football matches in Ghana, spectators who want to purchase tickets for football matches have to join a line first at the stadium counters. Ticket sales during this way can cause some problems, namely the occurrence of long queues, riots caused by prospective buyers who aren't orderly while waiting and not infrequently also prospective buyers who are queuing but out of tickets.

3.1 AIM

This project aims to develop a mobile application to facilitate the football club supporters in Ghana in booking match tickets in their comfort zone.

3.2 OBJECTIVES

- Allow spectators to purchase match tickets without joining any queue
- To make it easy for spectators to make reservations.
- To provide comparative information about available matches
- The match booking project will reduce the ticket booking tedious job of system paperwork by keeping all the project details of match ticket booking in the form of a database on a computer's hard disk.
- Provision of up-to-date information that is not possible manually.

4.1 SCOPE

The match booking project will be a mobile application and a back-end server to store details. The mobile application will consist of a form for users to fill in to make booking efficient, a page to display all matches available for booking, a feature to pay for tickets via mobile money.

4.2 LIMITATIONS

The project will only allow users to make payments via **MTN MOMO**.

REFERENCE

- [1] Aly D and Purwono E H 2014 Perancangan Galeri Klub Sepakbola Arema Di Malang Dengan Metode Programatik dan Semantik Jurnal Mahasiswa Jurusan Arsitektur 2 2 p 18-32
- [2] <https://www.linkedin.com/pulse/what-7-disadvantages-manual-system-richard-breitmeyer#:~:text=It%20takes%20more%20effort%20and%20physical%20space%20to%20keep%20track%20of%20paper%20documents%2C%20to%20find%20information%20and%20to%20keep%20details%20secure.%C2%A0%20When%20mistakes%20are%20made%20or%20changes%20or%20corrections%20are%20needed%2C%20often%20a%20manual%20transaction%20must%20be%20completely%20redone%20rather%20than%20just%20updated.>