

Maulana Azad National Urdu University
Department of Computer Science and Information Technology



Mini-Project

SPORTS QUEST

Online Sports Learning Platform



UNDER THE GUIDANCE OF

PROF. PRADEEP KUMAR

HEAD OF DEPARTMENT

Computer Science & Information Technology

TEAM MEMBERS

MD HASSAN

22BTCS012HY

MD SAJJAD ANSARI

22BTCS029HY

TOUSIF TARIQUE

23BLCS008HY

>>>>



TABLE OF CONTENT

.....

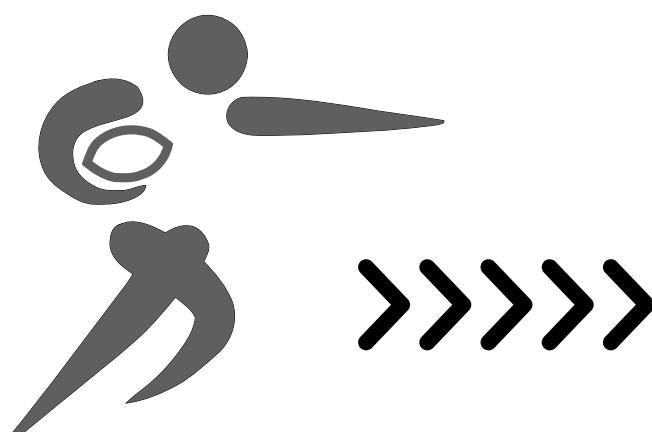
- | | |
|---|---|
| <p>1 Introduction</p> <p>2 Problem statement</p> <p>3 Objectives</p> <p>4 Methodology</p> <p>5 Entity Relationship Diagram</p> | <p>6 Application</p> <p>7 Future Scope</p> <p>8 References</p> <p>9 Summary</p> |
|---|---|

.....

INTRODUCTION



- SportsQuest, an innovative online platform designed to revolutionize sports education.
- Our mission is to assist athletes and sports enthusiasts at every level in achieving their fullest potential.
- Whether you're just starting out or already experienced, SportQuest provides programs that fit your needs.
- Our easy-to-follow modules cover various sports, making sure there's something for everyone.
- With SportQuest, you're learning in a supportive environment that values your journey.
- SportQuest also helps users pursue their professional sports dreams by offering detailed roadmaps and expert evaluations.



PROBLEM STATEMENTS

.....

PROBLEM 1

The absence of accessible, comprehensive, and engaging resources for learning and excelling in different sports restricts the growth of aspiring athletes and sports lovers.

PROBLEM 2

Conventional learning methods tend to be disjointed, with limited access to expert guidance, immersive training experiences, and personalized feedback.

.....



OBJECTIVES



01

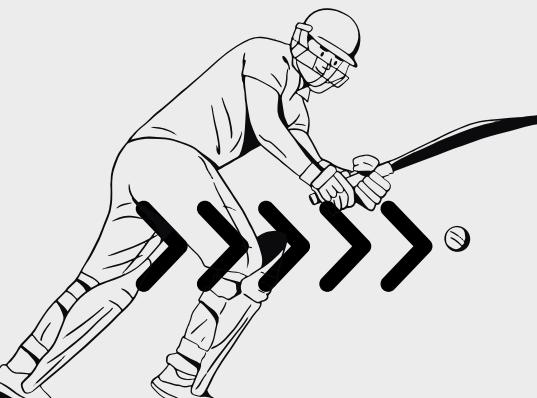
The goal is to create a comprehensive online platform that provides users with tools, knowledge, and support to learn and excel in various sports.

02

Offering detailed coverage of multiple sports, including methods, techniques, strategies, rules, regulations, and terminology.

03

Provide roadmaps for users to pursue sports professionally.



METHODOLOGY

1 RESEARCH & PLANNING

- Conduct market research to identify user needs and preferences.
- Define project goals and create a detailed project plan.

2 CONTENT DEVELOPMENT

- Collaborate with sports experts to create comprehensive content for each sport.
- Develop instructional course materials, videos and tutorials for beginners.

3 TECHNOLOGY INTEGRATION

- Create video analysis tools for performance feedback.
- Establish remote teaching using tools like Zoom for live coaching sessions.

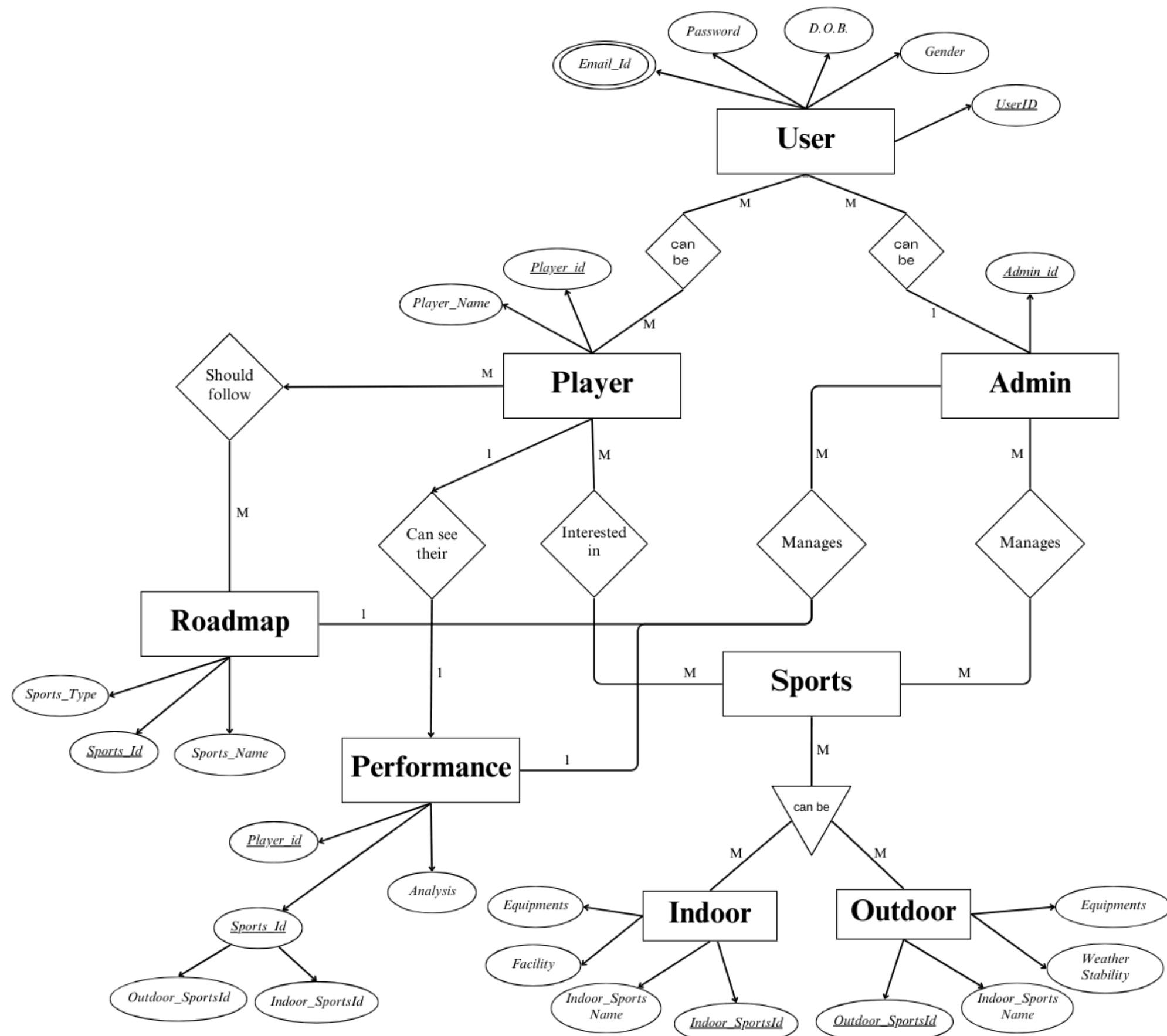
4 PLATFORM DEVELOPMENT

- Create a user-friendly interface for easy navigation.
- Incorporate content and tools into the platform.
- Conduct thorough testing for functionality and user experience.

.....



ENTITY RELATIONSHIP DIAGRAM



APPLICATION

.....

1

The platform will serve as a comprehensive resource for learning various sports but mastering it requires real-world practice.

2

It will be used by beginners, amateur athletes, coaches, and sports enthusiasts.

3

Experts will evaluate user performance and provide guidance on pursuing sports professionally





FUTURE SCOPE

.....

01

Continuous content updates and improvements based on user feedback.

02

Expansion to include more sports and advanced training modules.

03

Integration of AI for personalized training and feedback

04

Implement VR technologies for immersive training experiences.

05

Collaborations with sports organizations for certification and recognition.

06

Development of mobile applications for wider accessibility.

.....

>>>

REFERENCES

- [1] P. L. Williams, J. M. Jones, and K. T. Simon, "The role of digital platforms in sports education and coaching," *Journal of Sports Education Technology*, vol. 15, no. 3, pp. 123–136, Mar. 2023.
- [2] R. S. McDonald, "Virtual Reality in Sports Training: A New Era," *International Journal of Sports Science & Technology*, vol. 22, no. 5, pp. 78–85, May 2022.
- [3] T. H. Weber, "Video analysis and feedback mechanisms in athletic training," *Journal of Performance Evaluation in Sports*, vol. 18, pp. 45–55, Feb. 2021.
- [4] Online Sports Academy, <https://onlinesportsacademy.com/>
- [5] iSportz: LEARNING MANAGEMENT SYSTEM (LMS), <https://isportz.co/sports/sports-learning-management-system/>

• • • • • • •





SUMMARY

.....

- SportQuest aims to change how people learn sports by combining expert advice with easy-to-use tools.
- It provides detailed information about different sports and gives personalized feedback.
- Users can learn at their own speed and get professional evaluations to help them reach their sports goals.

.....

>>>>



THANK YOU

