CHAPTER I

INTRODUCTION

Project Context

Tabulation is the process by which debate teams are paired to debate each other. Over the course of a tournament, teams must be paired off to debate against each other. Generally, teams will be paired against other teams with the same won-loss record thus far. Teams are also evaluated on "points" and "ranks," and teams should be paired off so that (for example) the best team with 2 wins and 1 loss debates against the worst team with 2 wins and 1 loss. According to Benjamin Hebert (2005) that there are two means of tabulation available to the directors of debate tournaments. The first is doing it by hand and through computer program. Today, events are everywhere and judges are always involved in tabulating results. An ideal computerized system that would give them a satisfaction for judging, and a system that fits their different needs would result to flexible module for them to access the system easily. According to Benjamin Herbert (2005) that automated tabulation creates a reliable system for tabulating tournaments. However, there are also schools or organizations which continuously used manual transactions. One of those is our way of tabulating the result of the GADTC Games.

Forman (2007) also pointed out that continuing innovation in technologies can lead to organizational changes that range from improvement of day to day operation and for easy access it provides to the users. Many schools today have adopted this innovation in offering of their services.

The development of CLOP: GADTC Games Automated Tabulation System allows non-players to view the progress of the whole game season as events happen simultaneously. Updates are sent by the coordinators to the system via SMS in order to show the latest progress shown through rankings. Furthermore, it will also tabulate the result like Pagarbuhay, Cheer Dance, Dance Sports and Mr. and Ms. GADTC Games as the highlight of the season.

In Gov. Alfonso D. Tan College it was observed that of every tabulating the scores and ranking of every institute has become a problem. Tabulation requires numbers of teachers during the process. The announcement of the results becomes tedious. In fact, it was only done at the end of the season since ample time is needed in tallying the results.

In order to solve the existing problem, the student-researchers come up with an idea that there is answered for the college to create a system that will keep track and update the audience of the scores and results of every game as the intramurals progresses. The context of this project is based on the need to provide an alternative solution in tabulating and tallying the scores, results and rankings of each institute during the GADTC Games. A speedy and reliable tabulation system is needed. Moreover, to update the players and the audiences in the progress of the games has also been the basis in this system where reliable result become possible

Purpose and Description

The purpose of this project is to create a system that will provide a fast and reliable tabulation of score, results and rankings. The system is a standalone application for windows that will utilize the availability of mobile networks and low cost cellphones as an input medium for the system. By developing this system GADTC will benefit by having a real-time update of tabulated results during the games. This would have a faster error-free tabulation and updated tallying in ranks. This also aids the manual process of tabulating the results of the highlighted events such as Pagarbuhay, Cheer Dance, Dance Sports and Mr. and Ms. GADTC Games. This system notifies the registered event coordinator via SMS with regards to their individual game assignment. It allows to creating messages as the communication to delivery and reception of SMS text messages with keywords (also known as two-way SMS).

Objectives

The general objective of this project is to design and develop a standalone application that is able to produce a real-time result, specifically, it aimed to:

1. Design a database that will store and automatically tally the ranks.
2. Avoid discrepancies in producing the result of the games.
3. Develop a system that will manage the results of each event and update the ranks.
4. Save time in tabulating and tallying the results of the entire duration of the games.
5. Avoid errors in tabulating the result identified competitions.
6. Develop and implement an SMS Controlled Event Ranking system.
7. Automatically print the results.
8. Keep track of the leading institute.
9. Generate the final results in the fastest time possible.

Scope and Limitations

The system caters the following:

This system is focused on the development of GADTC Games Automated Tabulation System which includes the main events like Pagarbuhay, Cheer dance, Dance Sports and Mr. and Ms. GADTC Games. The project is to generate the latest tally and tabulation of ranks as soon as an event update is received via a coordinators SMS message. The system notifies the officiating officials of their assign game schedule. It also focused in enabling the system to generate an excel report of the rankings. The coordinator's cellular phone should have a load and is fully charged. The system also offers a real time scoring. Meanwhile, the system has also its limitations since it cannot access if there is unavailability of signal and will only accept the scores from the registered coordinators.

Transactions not mentioned above are beyond the scope of the system.

CHAPTER II

REVIEW ON RELATED LITERATURES AND RELATED STUDIES

This chapter explains the capabilities and features of the existing document management system described in the literatures that were reviewed. The aim of this literature review is to acquire a greater understanding of the information systems that have been implemented and are already in use in similar situations. The suitable features examined would be considered to be incorporated into the proposed system.

Related Literature

Adding event results is as simple as typing a number or time into a field and saving the page with a click of a button. That's about as painless as it gets. At least until AI technology come's round in full swing and can take over most human-related tasks. But, you need to wait around for that one.

According to Bacala and Reano (2010) that an online schedule System was proposed to replace the manual game tabulating in Cavite Maritime Institute in order to advance an organize flow of transaction and an a work concerned on how the manual tabulating performs throughout the institution's operations. The Administrator has the right to update, add and delete records at the same time, evaluation of then manual system essential. Online-based schedule system also provides the users or players to view the result and their schedule as long as the user or the player is log in the save in the system and also connected through the internet.

According to John Hop kin's University (2011-2012) Homewood (John Hop kin's University S.Y. 2011-2012) that prioritize the game schedule system resource to be used

as fully efficient as possible. The game schedule system provides equitable access to a variety of every game time management and player information, as well as to provide the player to search more result of the game.

According to Replica Stella McCartney Handbags A Gazette (2002) that possibly the best part is being able to set up an equation for calculating player statistics and game results. Once you add the scores to the event results, the overall game outcome and leaderboard or ongoing tournament results are tabulated and updated automatically.

Related Studies

Publish Game Schedules

This project introduced Team Management solutions that offers powerful tools for creating, communicating and managing games, and other scheduled events. It prioritized the game schedule system resource to be used as fully efficient as possible. The game schedule system provides equitable access to a variety of every game time management and player information, as well as to provide the player to search more result of the game.

Tally Genie

Tally Genie is the premier tabulation and auditing software solution for the pageant industry. The software handles everything from early contestant registration, payment of fees, purchasing of pageant merchandise, electronic judging, and, of course, computing the final results instantly. It speeds the process from end-to-end and eliminates human error. The software has been featured in Pageantry Magazine and is used across the globe with some of the largest pageant systems in the world.

Computerized Judging System

The SE Computerized Judging System (CJ55248) is software developed by Tasio Espiritu to automate the judging system of any competition with the use of personal computers. The Judge's Tally Sheet is the module to be used by the judges. Each judge has this program installed in the personal computer (preferably a notebook) designated for him.

CHAPTER III

DESIGN AND METHODOLOGY

This chapter presents the design and methodology of the proposed study, CLOP: GADTC Games Automated Tabulation System in Gov. Alfonso D. Tan College. It discusses the software specification of the system and it also shows the flow of the system that corresponds to the process.

Methodology

The study crafted was based on the interview conducted with the Dean of Student Affairs as the lead office facilitating annual GADTC GAMES. The data being gathered is used by the researchers to come up with a system entitled "CLOP: GADTC Games Automated Tabulation System" in which it helps the tabulators and events coordinators in tallying and tabulating the results of the games. To put the study in reality the researchers prepared a questionnaire distributed to the OSA Dean and used it as the basis in understanding the process and gaps of the manual. The result of the interview helped the researchers identify such gaps and serve as the basis for improvement.

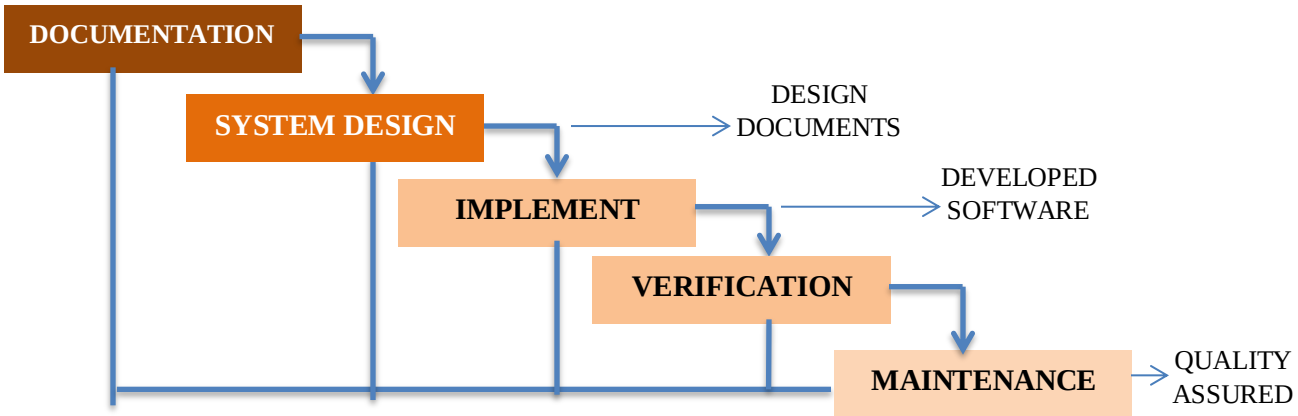

Figure 1. Waterfall Model

The researchers use the iterative waterfall method in making this study. First step is a thorough documentation to be done by the researchers of the process that will take place in the duration of the study. It will be followed by designing in which the specific program language to be use in the study is identified. Next is to implement the system for the users and followed by verification. Lastly, the maintenance of the system, to detect some errors in the preceding phase and reworked that phase.

The researchers used two kinds of model, data flow diagram and unified modeling language. Data flow diagram represents the graphical flow of the data in the system. It shows the necessary data as input and output. The result or information from the system includes the storage of data. This method is used by the researchers to visualize flow of data in the system. Meanwhile, the researchers used unified modeling language as a method used to identify the interactions between user and the system. It also illustrates how functionalities relate their internal and external controllers.

USE CASE

- Admin
- Game Coordinator
- Judges

Actors

Figure 2. Actors

Log In	Add New Scoring	Update Status Pageant Judge	Update Availability Cheerdance Judge
Add New Team	Edit Scoring	Update Availability Pageant Status	Add Dance Sport Entry
Edit Team	Delete Scoring	Add New Cheerdance Entry	Edit Dance Sport Entry
Delete Team	Add New Candidates	Edit Cheerdance Entry	Delete Dance Sport Entry
Add New Coordinator	Edit Candidates	Delete Cheerdance Entry	Add Criteria of Dance Sport
Edit Coordinator	Delete Candidates	Add Criteria of Cheerdance	Edit Criteria of Dance Sport
Delete Coordinator	Add New Criteria	Edit Criteria of Cheerdance	Delete Criteria of Dance Sport
Add New Events	Edit Criteria	Delete Criteria of Cheerdance	Add Dance Sport Judge
Edit Events	Delete Criteria	Add Cheerdance Judge	Edit Dance Sport Judge
Delete Events	Add Pageant Judge	Edit Cheerdance Judge	Delete Dance Sport Judge
Add New Event Participants	Edit Name Pageant Judge	Delete Cheerdance Judge	Update Status Dance Sport Judge
Delete Event Participants	Delete Pageant Judge	Update Status Cheerdance Judge	Update Availability Dance Sport Judge

Figure 3. Use Cases

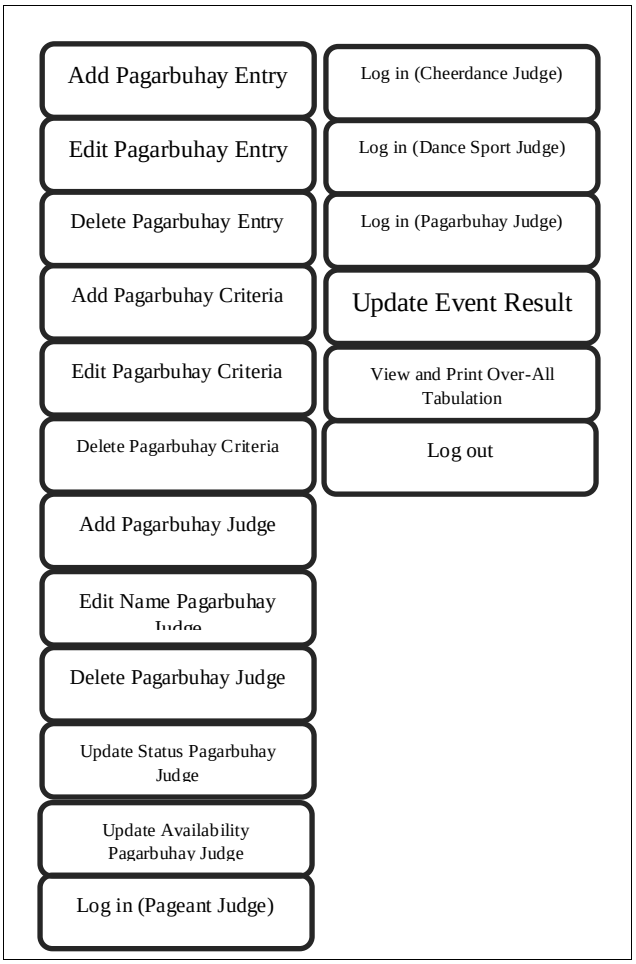

Figure 4. Use Cases

Use Case Diagram

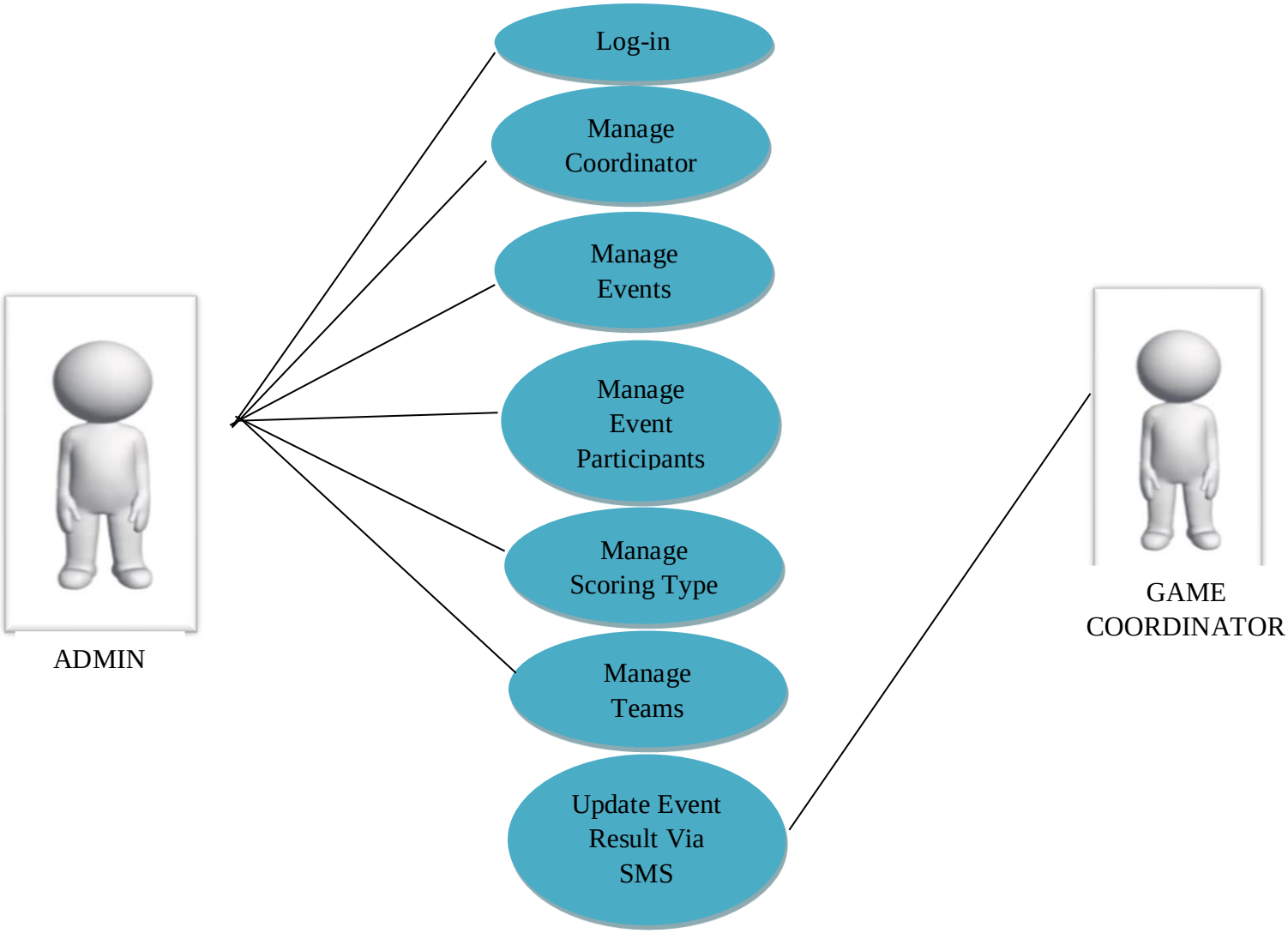

Figure 5. Use Case Diagram for the Games

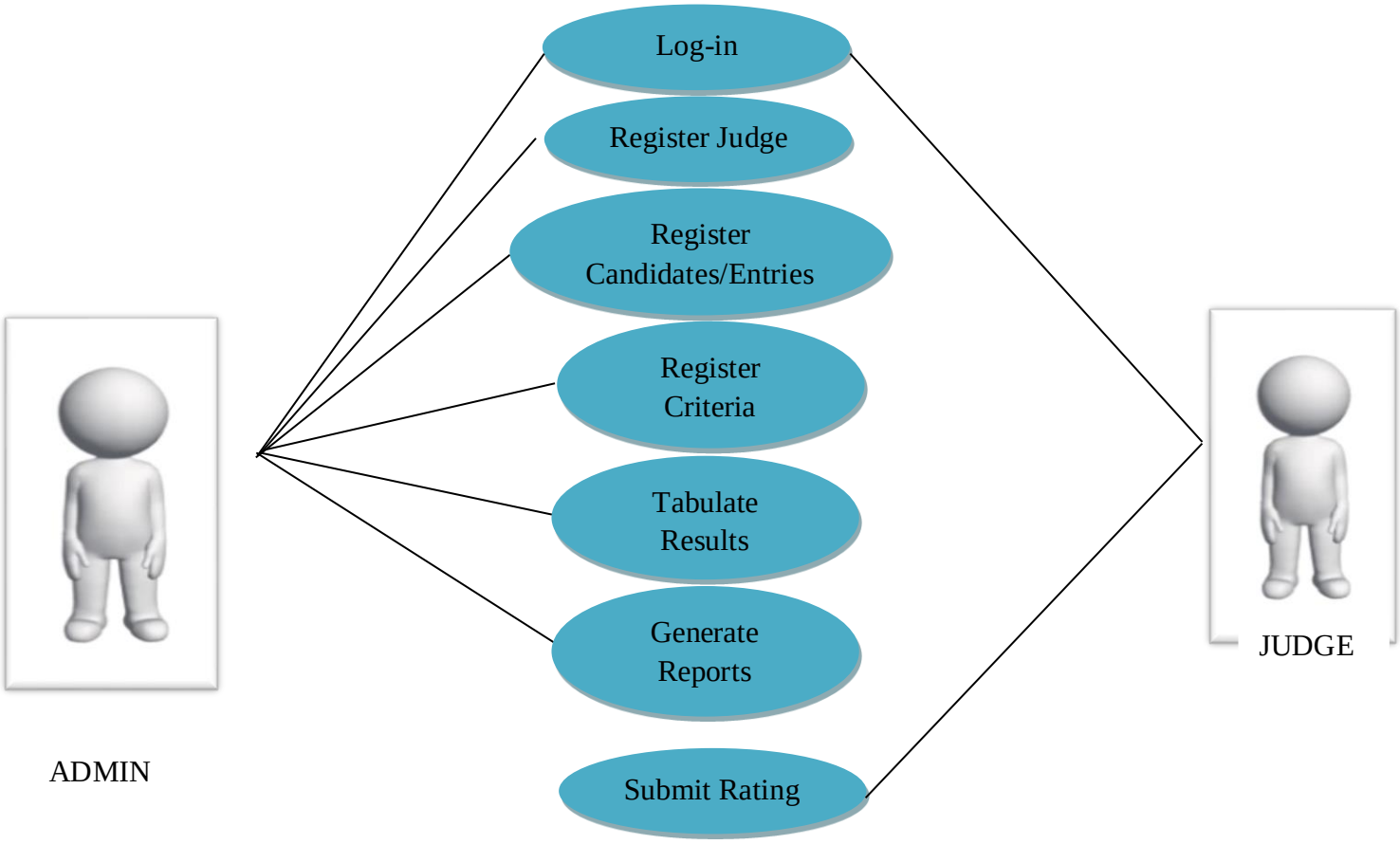

Figure 6. Use Case Diagram for the Pagarbuhay, Cheer Dance, Dance Sports and Mr. and Ms. GADTC Games.