**CHAPTER ONE**

**INTRODUCTION**

**1.1 Background of the Study**

In the contemporary landscape of sports management, the integration of technology has revolutionized how sporting organizations operate, manage data, and optimize their processes. The realm of youth sports, including football, is no exception to this transformation. With its rich history and commitment to nurturing young talent, Kaduna Football Club recognizes the need to embrace technological advancements for efficient youth sports registration and player screening. Youth sports programs play a pivotal role in not only identifying promising athletes but also in instilling values such as teamwork, discipline, and sportsmanship in budding talents. However, the administrative aspects of managing youth registrations, screenings, and talent development have often been characterized by manual processes, paperwork, and potential inefficiencies. Montellano et al. (2019).

Youth sports play a vital role in the development of physical fitness, teamwork, discipline, and character in young individuals. In the vibrant city of Kaduna, Nigeria, football is not just a sport; it's a way of life. The Kaduna Football Club, a prominent entity in the local sports community, has a rich history of nurturing young talent and providing opportunities for the youth to participate in the beautiful game. (Nugraha, 2020)

As youth sports continue to grow in popularity and importance, ensuring a robust system for registration and screening is crucial. It not only benefits aspiring young athletes but also enables the club to identify and nurture talent more effectively. The success of such a system can have a far-reaching impact, potentially extending beyond Kaduna Football Club to influence youth sports management practices in the broader sports community. This study delves into the rationale, features, and expected outcomes of the proposed web-based system, shedding light on its potential to reshape the landscape of youth football and sports management in Kaduna and beyond. (Nugraha, 2020)

The proposed "Development of a Web-Based Youth Sport Registration and Screening System for Kaduna Football Club" aims to bridge this technological gap. It seeks to leverage web-based solutions to streamline and enhance the youth player registration and screening processes, ultimately contributing to the club's mission of talent development and creating a more efficient administrative framework.

**1.2 Statement of the Problem**

Kaduna Football Club grapples with inefficient manual processes for youth player registration and screening, impeding talent development and administrative operations. The existing system relies heavily on paperwork and manual data entry for youth player registration and screening, creating a range of inefficiencies and hindrances in the talent development process. The absence of a modern web-based system hinders the club's ability to streamline these critical aspects of youth sports management.

**1.3 Aim and Objective of the Study**

The project is aimed at developing a web-based youth sport registration and screening system for the Kaduna Football Club.

**Objectives**

In other to achieve the aim of this project the following objectives are set and considered relevant for the achievement. This includes:

1. To reveal the related literature on web-based youth sport registration and screening systems.
2. To design a web-based youth sport registration and screening system.
3. To implement the system and evaluate his efficiency in terms of system information needs / output.

**1.4 Scope of the Study**

This project is entirely centered on the development of a youth sports registration and screening system. Its primary objective is to streamline the process of registering young individuals for football-related activities and to manage their information efficiently and systematically. This study wouldn’t go beyond this.

**1.5 Limitations of the Study**

This study's scope has been constrained by several issues, including:

**Time** - The researcher's busy academic pursuits severely limited the time allotted for research for this study.

**Finance** - The need for a standard working personal computer unit to execute and debug the application software, hindered the quick and simple progress of the task.

**1.6 Significance of Study**

The significance of this study lies in its potential to revolutionize the efficiency and organization of youth sports registration and information management within Kaduna Football Club. By developing a streamlined web-based system, the project aims to enhance the club's ability to identify and nurture young talent while maintaining data in an orderly manner. The successful implementation of this system has broader implications, as it may serve as a model for other sports organizations, contributing to the advancement of youth sports management practices beyond the club's borders.

**1.7 Project Organization**

The project is divided into three chapters. The outlines are presented below:

**Chapter One: Introduction**

Chapter one introduces this project work, the background of the study, the statement of the problem, the aim and objectives, the scope of the study, limitations of the study, the significance of the study, project organization, and the definition of terms.

**Chapter Two: Literature Review**

This chapter focuses on the literature review, and the contributions of other scholars on the subject matter being discussed.

**Chapter Three: Methodology and Design**

This chapter is concerned with the presentation of the results of system analysis and design. It presents the research methodology used in the development of the system to facilitate an understanding and effective future implementation of the system.

**1.8 Definition of Terms**

1. **Screening:** The procedure of assessing and evaluating the skills, capabilities, and potential of young athletes, often conducted as part of talent identification and development. In the context of the project, screening refers to the evaluation of youth players for their suitability and potential within the Kaduna Football Club.
2. **Web-based:** Refers to a system or platform that operates on the internet and can be accessed through web browsers, enabling users to interact with and manage information online**.**
3. **Registration:** The formal process by which young individuals express their intent to participate in sports activities, particularly football, under the Kaduna Football Club. This process involves the provision of personal details and relevant information to the club's authorities, enabling the organization to record and manage their participation in an orderly manner.
4. **User interface (UI):** The part of a software application that the user interacts with, including the layout, buttons, and other elements**.**
5. **User experience (UX):** The overall experience of a user interacting with a product or service, including their emotions, perceptions, and behaviours**.**