**PROJECT PROPOSAL ON:**

**DEVELOPMENT OF A WEB-BASED YOUTH SPORTS REGISTRATION AND SCREENING SYSTEM FOR KADUNA FOOTBALL CLUB**

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**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. Kaduna Football Club, with its rich history and commitment to nurturing young talent, recognizes the need to embrace technological advancements for efficient youth sport 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 the 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.

As youth sports continue to grow in popularity and importance, ensuring a robust system for registration and screening is crucial. It not only benefits the 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.

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 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.

**2.1 LITERATURE REVIEW**

Article Title: Development of Athlete’s Registration Management and Monitoring SystemAuthors: Montellano, J.M. (2019).

**Summary of the work**

The study focuses on the development of an athlete's registration management and monitoring system for the University of the East's PE Department, aimed at streamlining the registration process for student-athletes participating in the UAAP. This digital system replaces manual registration methods, offering a centralized platform accessible to student-athletes, parents, coaches, officials, and school administrators, reducing paperwork and traditional challenges. The system provides student-athletes with the ability to monitor their allowances based on training attendance and access important information such as sports schedules and extracurricular activities. Using the Waterfall Model for software development and collecting data through a survey questionnaire, the study concludes that the Registration Management and Monitoring System is highly favorable to its users, ultimately enhancing the efficiency of athlete registration and management processes at the university.

**Methodology**

In this study, the methodology involved a two-fold approach. Initially, respondents were tasked with using the developed system to evaluate its usability. Subsequently, they were provided with a questionnaire to assess the program based on their firsthand experience. The Waterfall Model was employed in the system's development, a process that comprises five key phases: (1) Requirements gathering, (2) Design, (3) Implementation, (4) Verification, and (5) Maintenance. This sequential model was iterated through several cycles until the researcher deemed the program complete and ready for deployment, ensuring a comprehensive and thorough development process.

**Recommendation**

The study's recommendations include collaborating with a Graphic Artist to enhance the system's user interface, improving real-time updates and mobile application features, optimizing memory usage, seeking support from sports experts for school sports promotion, and implementing a data-driven athlete monitoring dashboard, all aimed at advancing sports-related technological solutions.

**Research Gap**

The research gap in this study is the need for further exploration of the long-term impact of the Athlete’s Registration Management and Monitoring System in university sports and marketing. The study establishes its user-friendliness but lacks an in-depth analysis of its effects on athlete performance and dedication over time, as well as its effectiveness in marketing and addressing departmental issues. Future research should delve into these aspects to better understand the system's role in achieving excellence in athlete management.

Article Title: Athlete Management Information System in KONI Karawang DistrictAuthors: Nugraha, B. (2020).

**Summary of the work**

The Indonesian National Sports Committee, or KONI, plays a vital role in coordinating and nurturing athletes to achieve success in sports at regional and national levels. KONI Karawang, as an authorized organization, serves as the focal point for sporting activities in the Karawang district, providing a platform for talented athletes to further develop their skills. However, managing athlete data efficiently has become a challenge. To address this issue, an Information System has been developed, designed to streamline athlete data processing in Karawang. This system takes the form of a web-based application, utilizing PHP programming language and a MySQL database, to enhance the management of athlete data within KONI Karawang.

**Methodology**

The methodology employed in this study involves the representation of results from a prior design phase, which is subsequently implemented into a website using PHP programming. Data collection consists of two main stages: observation and interviews. During the observation stage, supporting information related to athlete data within KONI Karawang district is gathered. The interview stage is focused on identifying user requirements for the development of the application. These combined methods serve to inform the creation and implementation of the program.

**Recommendation**

The system represents a valuable tool for athlete data management within the National Sports Committee of Karawang Regency. It is recommended that continuous monitoring and updates be conducted to ensure the system's optimal performance. Additionally, training and support should be provided to users to facilitate seamless adoption and utilization of the system. This proactive approach will help maximize the benefits of the Information System in addressing athlete data management challenges.

**Research Gap**

While the study introduces a promising Information System for athlete data management in Karawang Regency, there is a research gap in the absence of a thorough evaluation of the system's real-world implementation and its long-term impact on athlete data management. Future research should focus on assessing the system's effectiveness, user satisfaction, and its ability to meet the evolving needs of the National Sports Committee.

Article Title: Web-Based Land Registration Management System.Authors: Ali Mohammed, H., Zeebaree, S., Mujdat Tiryaki, V., & M.Sadeeq, M. (2021).

**Summary of the work**

This thesis highlights the persistence of hardcopy-based land registration despite the technological era and advocates for Internet-based methods to enhance efficiency and communication in government sectors. It emphasizes the role of Information and Communication Technology (ICT) in developing electronic government systems, particularly E-Land-Registration (ELR). The study proposes an ELR system for the Duhok Land Directorate to reduce time consumption, and paper waste, and integrate with the broader E-government framework. It includes modules like Employee Registration, Estates Registration, Operation Type, Estate Owners, Estate Status, View Information, and Login Employee, with implementation using HTML, CSS, PHP, MySQL, JavaScript, jQuery, Ajax, and Bootstrap tools.

**Methodology**

The methodology employed in the development of the EMLRS (E-Land Registration System) revolves around a three-layered architecture. The presentation layer, the topmost layer, incorporates various tools such as HTML, JavaScript (including Ajax and jQuery), CSS, and Bootstrap to create the user interface and ensure responsive web design. The business logic layer, situated beneath the presentation layer, manages the core functionality of the system, while the data layer, at the bottom, is supported by technologies like PHP and MySQL to handle data storage and retrieval. The design and implementation of the ELR (E-Land Registration) system leverage these technologies, ensuring an integrated and efficient web application infrastructure.

**Recommendation**

The study recommends that ongoing support and training be provided to users to ensure seamless adoption and utilization of the system. Additionally, regular updates and maintenance should be carried out to keep the system aligned with evolving technological advancements and user requirements.

**Research Gap**

Future research could focus on assessing user satisfaction, system scalability, and its ability to adapt to changing regulations and requirements.

Article Title: Validity of the online athlete management system to assess training load.Authors: Menaspà, M. J., Menaspà, P., Clark, S. A., & Fanchini, M. (2018).

**Summary of the work**

This study aimed to validate the quantification of training load, specifically session rating of perceived exertion (s-RPE), within an Australian Olympic women's water polo squad. It utilized a modified RPE scale collected via a newly developed online system, the athlete management system. Sixteen elite female water polo players participated, with 30 training sessions monitored. Heart rate data was collected during these sessions, and participants rated training intensity using the athlete management system's RPE scale. The study analyzed individual relationships between s-RPE and two other training load methods: Banister training impulse (TRIMP) and Edwards' method. The results demonstrated that the online athlete management system was a valid indicator of internal training load, making it a valuable tool for elite sports.

**Methodology**

The study involved 16 elite female water polo players, with 30 training sessions monitored, totaling 303 individual sessions. Heart rate data was continuously recorded during these sessions. After each training session, participants were instructed to rate the intensity using the athlete management system's modified RPE scale via an online application within 30 minutes of completion. Individual relationships between s-RPE and two other training load methods, Banister TRIMP and Edwards' method, were then analyzed to assess the validity of the s-RPE collected through the online system.

**Recommendation**

Based on the study's findings, it is recommended that the athlete management system, with its online s-RPE assessment, be adopted and further integrated into elite sports training programs. The system has demonstrated its validity as an indicator of internal training load, and its use can enhance training load monitoring and management in elite sport settings. Moreover, coaches and sports scientists should consider implementing this system to optimize training programs and performance outcomes.

**Research Gap**

While this study successfully validates the use of the athlete management system for assessing s-RPE as an indicator of internal training load, there is a research gap in the need for longitudinal studies to assess the system's performance over an extended period.

Article Title: Kindergarten Registration Management System (KREMS)

Authors: Ibrahim, A., & Mohamed, H. (2019).

**Summary of the work**

The Kindergarten Registration Management System (KReMS) is a comprehensive system developed for a kindergarten in Dungun, aimed at streamlining the registration process. KReMS serves various user roles, including parents, administrators, staff, and teachers, and encompasses eight key modules, such as student registration, fee payment, report generation, and communication with parents. Developed using the Rapid Application Development (RAD) methodology, KReMS underwent evaluation by both experts and users. Expert evaluations indicated that the system's interface was attractive, while user feedback from 30 respondents revealed a positive perception of improved work efficiency, with a high mean rating of 4.36 (SD= 0.62).

**Methodology**

The chosen methodology for the development of the Kindergarten Registration Management System (KReMS) is the Rapid Application Development (RAD) Model, which comprises four key phases: Requirement Planning, User Design, Construction, and Evaluation. The selection of the RAD model was motivated by its capacity to expedite system development. This model is well-suited for rapidly creating and refining software systems, aligning with the goal of accelerating the development process for KReMS.

**Recommendation**

Based on the study's findings, the positive feedback from users, particularly regarding the efficiency construct with the highest mean rating, demonstrates the system's potential to significantly improve their work processes. To further enhance the system, the suggestions and comments from experts should be carefully considered and implemented. Additionally, continuous monitoring and user training can ensure a seamless adoption of KReMS within the kindergarten.

**Research Gap**

Future research could focus on the system's usability and effectiveness over an extended period, including potential challenges encountered during its practical implementation. Exploring the scalability of KReMS for use in other kindergartens and educational institutions could also provide valuable insights into its broader applicability and areas for improvement.

**3.1 PROPOSED METHODOLOGY**

A comprehensive inquiry such as this is used in the research technique to unearth new facts or information about the current system. The research method used in this study is the primary and secondary source of data collection.

**Primary Source of Information**

This includes data gathered directly or indirectly from target users, with no edits or suggestions from other writers. This main source's material is considered more accurate and credible. As a result, the goal is to incorporate the knowledge gleaned from this source into the project in order to satisfy the criteria. Interviews and observations were used as primary source data collection strategies.

**Secondary Source of Information**

This essentially includes all of the information that someone can receive from existing sources such as books, the internet, case studies, articles, newsletters, and other relevant publications. The resources obtained from the internet in particular were quite relevant; various search engines, particularly Google, made it very easy to find information

**3.2 CHOICE OF PROGRAMING LANGUAGE**

HTML and CSS will be employed in designing the front-end, Python and JavaScript technology will be used as the scripting language; SQLite will be used as the database (backend), Django will be used as the backend. The combination of the above will help build a very robust platform that will be useful, fast, and handy.

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