

VIDYA BHAVAN COLLEGE OF MANAGEMENT AND RESEARCH,  
YAVATMAL



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TITLE :- COLLAGE SPORTS INFORMATION SYSTEM

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## SYNOPSIS

# “COLLAGE SPORTS INFORMATION SYSTEM”

## INTRODUCTION

This project brings the entire sports registration process which built using VB 6.0 (Visual Basic) as a frontend, and MS Access as a back end. This system is a desktop-based application with a database management system. The main purpose of our project is to make the process easier and simple for the students as well as teachers and admins for handling the registration process of sports events by providing an interface to teachers and students. The admin part consists of multiple modules to initiate the sports events such as adding the type of sport (indoor or outdoor) Once the event has been added, students can register themselves for the event as per their interest in the specific event which is allotted by the admin. After the event has been completed the admin can declare the results of the event which are allotted by him and lastly, viewing the entry of sports event held in college. The student part comes up with handling all the sports related activity assigned by the admin. Students can perform various tasks such as getting themselves registered for the particular sports event.

The college sport information System objective is to manages the activity of many sports at a time. It also manages the selection activity of students to college and to state level. The users will consume less amount of time when compared to manual paper work through the automated system. The system will take care of all the servicing activity in a quick manner. Data storing is easier. It will be able to check any report at any time.

This purpose of this request is to provide detail how this system manages the activity of much sport at a time. It also deals with the selection of student at collages, university and even at state level. This system will provide the serving activity in quick and easy manner. It will consume less amount of time as it is based on automatic system.

## **LITERATURE REVIEW**

The purpose of this literature review was to investigate the potential of the use of information systems (IS) in college sports. College sports provide opportunities for students to develop their skills and knowledge in a variety of sports the literature review revealed that there is a lack of empirical evidence on the use of information systems in college sport.

The literature review is a method of reviewing or surveying a particular project or subject for examining it and to analyze it to study it thoroughly. This survey is based on Collage Sport Information System. While the file registration process is most commonly used all over. Most of the colleges use this process which very time-consuming. Since it has been seen that it is a tedious process and there is always a chance of data loss. In these systems sometimes, the no. of files is increased as there is an increase in students enrolling for the events. So, it becomes very difficult for teachers and events smoothly. Displaying the results of all the events is an important part that teachers should need to do. As it takes 2-3 days to display the results of all the events. So, all these operations can be performed on a single website or a portal and results of all the events can be displayed faster after all the events are conducted.

## **EXISTING SYSTEM**

In the existing Collage Sports Information System, students are not able to get proper Information about the games conducted in various colleges. The students need to spend the time to get the information about the game. The students should attend the venue to get registered for the game which takes a lot of time.

### **DISADVANTAGES:**

- Lack of security
- This system does not provide category wise classifications of products
- Inefficiency in querying details
- Periodic Report generation takes lot of time

## **PROPOSED SYSTEM / IMPLEMENTATION/METHODOLOGY/TOOLS**

Implementation is one of the most important stages of system development life cycle. The stage of implementation includes converting the design phase into a real system using various programming languages and scripting languages. The idea of implementation and the idea of the system will be designed in the designed phase. We will be implementing the flow of each module into a real system. The real systems are to be implemented in this phase and will be tested for validation in the next phase after successful implementation. The systems are been implemented such a way that they are flexible for future developments and adding different functionalities for future enhancement.

The deployment of the college sports information system is a complex project. If connect the system with the campus network, then as long as you can connect the campus network, users can access to sports information system and check the required information in time.

In the proposed College Sport Information System, everything is desktop-based. This will immediately reduce the manual processing, thereby increasing the speed of Sports management and registration.

It will have the following features:

- **Opportunities for the students:** This system will provide various opportunities for the Student other than their college.
- **Details of the sports:** The system will have all the clear details of the sports with all the rules and regulations involved in the particular event which will help the students.
- **Database management:** The database of the system will keep record of the all the information related to sports, students, venue, time either college level or university level.
- **Venue and time details:** The students will be able to see the venue and the duration of the sports event so that he/she can prepare accordingly.

➤ Features of our project: -

- students can view results easily
- admin can modify the events as per his requirements
- students can register easily at any anytime
- admin can view data entries for the event easily.

## **MODULES**

### **Module 1:** Admin module: -

- Manage Admin User.
- Approve Register Student.
- Manage Games.
- Manage Schedule.
- Manage Tournament.
- View registration and confirm it

### **Module 2:** User module: -

- Request for Registration
- Login to Portal.
- Manage Profile.
- View Tournament.
- View Schedule.
- View Team Details.

## **SYSTEM REQUIREMENTS**

### **Hardware Requirements**

- System : Pentium IV 2.4 GHz.
- Hard Disk : 40 GB.
- Monitor : 15 VGA Colour.
- Other devices : Mouse/Keyboard.
- Ram : 512MB

### **Software Requirements**

- Operating system : Windows XP.
- Coding Language : VISUAL BASIC 6.0
- Database Tool : MS Access

## **CONCLUSION**

By seeing the factors of data loss, time consumption, tedious process, and fewer management techniques, an online sports information system is the best way to approach it. As it requires less maintenance than a file system and less time to conduct operations on time it can be a nice approach for college. Nowadays there is nobody on the earth that doesn't use the internet so, it will be helpful for the college many numbers of students can register in an event at a time and can view results whenever they want at anytime and anywhere.

Our purpose is to create an easy Desktop Interface. It allows students to login and perform their desired task. It helps students to save a lot of time in searching of sport events being conducted, as a list of students will be generated. Sports information system will provide the serving activity in a quick and easy manner. It helps in a great way for getting more information of the shorted listed students in a small interval of time. The system is user friendly and easy to use.

Sports information system is not only rewarding but it also helps the programmer to quickly organize the sports events and lists in a short interval of time. I personally see this as a great way to find even more information for my topic. It will be able to check anything related to sports at any time. Paper work and manual work is reduced through this system.



## **FUTURE SCOPE**

In future, this system can be used to develop a more comprehensive information management system that can be used by college athletic departments to manage all aspects of their operations. This could include tracking athlete performance, managing team schedules, and handling finances. This system can be modified for tracking the recruiting process and to evaluate the impact of injuries on athletes and teams.

The college sports information system could be expanded to include information on student-athletes' academic performance, as well as their athletic performance. There is no limit to the potential scope of a college sports information system.

Some possibilities for future development include:

1. Enhancing the system to include video content and analysis,
2. Developing a mobile app version of the system,
3. Integrating the system with social media platforms,
4. Developing statistical models to predict outcomes of college sporting events,
5. Enhancing the system to provide live streaming of college sporting events,
6. Allowing users to create and manage their own virtual teams of college athletes,
7. Providing users with access to exclusive content and analysis from college sports experts,
8. Adding a fantasy sports component to the system,
9. Enhancing the system to provide real-time news and updates on college sports,
10. Developing a gamification layer to the system to encourage user engagement and loyalty.

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