Sharing Sports Event Using Android Application

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--**ABSTRACT**--

Sports are very important for one's life and participation in sports should always be encouraged. Participation in sports makes us active, healthy, fit, and also the development of our social and communication skills. In existing system, there was no direct exposure between the coaches and the sports person. The sports person even unaware of the coaches of their related field.In this applicationthe sports person will get direct link with coaches and their events which is organized by the coaches. The NGO can view the coach and player details and they will display the best players and coach details. NGO can even add the sports kitdetails and can even sale the kit.
Keywords **- Sports Events, Sports Information Management, Valuation System.**

I. INTRODUCTION

The Ability to automatically identify important contents from lengthy sports video documents is a key technique in many important applications such as sports video index in, sports highlight generation, structural analysis, etc. Semantic sports video understanding also provides the fundamental technique for automatic sports video editing application which is becoming more and more popular in recent years. Such popularity comes with the advances in computer hardware and networking techniques which open up new perspectives in the distribution of audio/visual (A/V) content to public and home users. For example, users in near-future can expect the ability to re-edit existing videos to produce customized sports video segments for themselves. However, current production of such personalized sports video is difficult for both professional and amateur users for two reasons. First, the selections of suitable video segments from voluminous sports video documents is time consuming and labor intensive. SPORTS broadcasting is a billion dollar industry. Most professional sports are broadcast to the public on television, reaching millions of homes. The television experience differs in many ways from the live viewing experience, most significantly through its commentary. Much research has been done into the importance of commentary during sports broadcasting. When watching a game on television, "the words of the commentator are often given most attention" [10]. The commentary has the effect of drawing the attention of the viewer to the parts of the picture that merit closer attention, an effect called italicizing. Commentary can also set mood during a broadcast. A commentator who creates a hostile atmosphere during a broadcast often makes the viewing experience more enjoyable for the viewer.

II. LITERATURE SURVEY

2.1 The Development and Application of Valuation System on Competitive Sports Event

With some related researching materials and fixed the index factors of the valuation system on sport events, after comparing analyzing and synthesizing. I calculated the weight of each factor in valuation system and used AHPmethod to construct a judgment matrix according to the scored data. All the factors have been examined on conformance by calculating.The sport events have become an important part of people's daily life with the coming of information society and popularity of sports. The development and application of valuation system on sport events will contribute a lot to construct a comprehensive feedback system on sport events, promote sports development and improve the quality of people's life.The value of this study and the social appraisal framework based onit is used generally to testify some practical problems and is worthwhile to be popularized.

2.2 Digital Technology In The Application Of Sports Field

The literature research methods, induction of digital technology in the application of professional sports. Describe the selection of athletes for sports figures, professional training, teaching, and sports figure to provide a reference for further research.

2.3 Constructing Of Sports Information Management Theories And Developing Research Of Application System

In the sports management activities, decision and plan need information and in the process of organization and control also need information as the main basis. The whole process of sports management is the process of information processing. To effectively play the role of sports information resources, the sports information management has been proposed to be researched as an emerging discipline, which has the important practical significance on boosting the process of sports information and the development of sports information service industry and so on.

2.4 Mobile Personal Sports Activity Management App

In order to expect the effect of promotion of health through the activation of personal sports activity, scientific data management based onqualificationof personalsports activity is needed. However there is a lack

of integrated management systems of various sport activities as well as motivating factor for ongoing participation in sports activity. This paper proposes an effective integration and management method of the personal sports activity data. The data can be used for the certification of personal sports activity for personal use in the future. The personal sports activity management system has developed with mobile app.

2.6 Concussion Management Application For Amateur Sports

Concussion management has become one of the most popular topics in sports medicine. Significant resources are being invested in developing protocols for professional sport associations such as the NFL and FIFA. These protocols are often expensive and require substantial resources to implement.The problem, however, runs much deeper than just professional sports. Currently there exists little infrastructure to effectively manage concussion in amateur settings such as high school, club and university sport. A more holistic approach is required to ensure that the same standard of concussion management is being implemented across the board, regardless of the available medical and financial resources. An application was developed that will allow for easily accessible baseline testing and access to a player's concussion history from anywhere in the world. The application will be used to monitor players from the day they start playing sport until they potentially become professional sport players.

2.6 Why Ngo Matter For The Success Of Sports Events

Collaborations between companies and NGOs have been widely described in literature. Little has been said, however, on how NGOs can become a key success factor for sporting event. To reduce the uncertainties linked with consumer responses, the assumption taken in this paper is that the study of behavior of the so-called "NGO activist" has become a better indicator than consumer responses in gauging the success of sports events.

III. EXISTING SYSTEM

In existing system, the sport person was unaware of the events organized by the different coaches. So even though the sports person was good enough in the sports field they was unable to show their excellence. There was also not a application in which any sports person can search the coaches of their interested field**.**

3.1 Drawback
- There was no such direct disclosure in which sports person will get information about the events.
- There was no such direct details about the coaches in different sports.

IV. PROPOSED SYSTEM

In this proposed system, we develop a application in which the user will enter the detailssuch as their personal detailsand also their interested field in sports. In this application, the coaches will enter their details and also the events which is organized by them. The player can search for a coach details and also can view the events location and also the different events. The player by enabling this application they will get the details only about the field they had already chosen. This will prevent them by getting any details other than their fields. The NGO can view the coach and player details and they will display the best players and coach details. NGO can even add the sports kitdetails and can even sale the kit.

4.1 Advantages
- The player can view the events, events location which is organized by the different coaches.
- This can also develop their direct contact with the coaches of their interested field.
- The players can buy the sports equipment's.
- The NGO will display the best players and coach details.

V. MODULES

5.1 Initial Setup
In the registration phase the user needs to feed their information. This information is used in login phase to verify the concerned user. Then the user information is passed to the GCM server then to the Tomcat server, and once the application is started the information about the user is queried and inserted in the Mysql database server in the user application installed device.

5.2 Coach Event Update
This module comprises of sharing the location of the user along with the details of the sports events updated by the user. This data is again updated to the GCM server and then these details updated to the local Mysql server database.

5.3 Player Indicate Event Interest
The player can also show their interest in the event by clicking the event information and also intimate the coach about the interest.

5.4 View The Coach And Player Details
The coach details will be added in the database and also the player details will be added in the database. The NGO can view the coach and player details and they will display the best players and coach details.

5.5 Buying The Sports Kit
The player can easily view the sports kit from the application and also can buy that kit. All the sports kit in this application will be added by the NGO. All the sports kit is added and stored in the database.
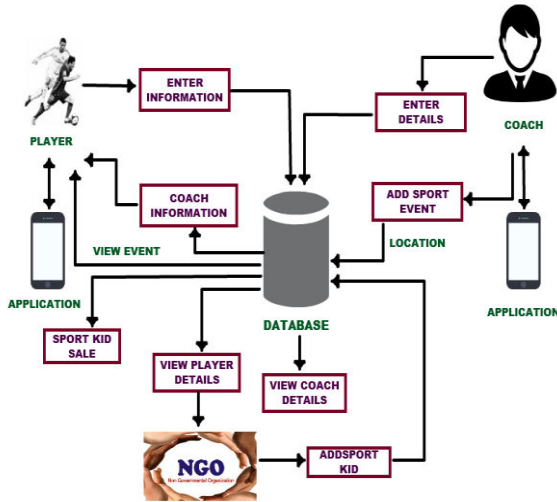
VI. SYSTEM REQUIREMENTS

6.1 Hardware Requirements
- Processor - Intel
- RAM   - 4 GB (Min)
- Hard Disk - 260 GB
- Key Board - Standard Windows Keyboard
- Mouse   - Two or Three Button Mouse

- Monitor   - SVGA

6.2 Software Requirements
- Operating System : Android
- Language   : JAVA
- Back End   : SQLite
- Documentation   : Ms-Office

VII.   SYSTEM ARCHITECTURE

VIII.   CONCLUSION

In this application, the player can add their information and stored in the databases and also can view the coach information from the database. The coach will enter their details and also add their sport events with location in the database. The NGO will view the player details and also view the coach details and they will display the best players and coach details. NGO will add their sports kit. Then player can buy sports kit from the application.

IX.   FUTURE ENHANCEMENT

The future scope of Sport Management in my opinion will move more into operations as a whole, namely, IT operations (apps for managing data), Marketing will always be an important part with the main emphasis on Sports Marketing, Scientifically backed exercise regimes (Biochemistry) that are tailor made base on individual body types and this can be done in modules that are related to anatomy and physiology. Event marketing & management should be a pre-requisite as some Sport Managers in ability to create events that are memorable and do not create the necessary hype about events due to lack of understanding of their clientele, i.e, SAFA vs EPL. These to me are the basics, with of course some financial management studies as well as PR related modules. Logistics is relatively basic and there are professionals who manage this from start to finish.

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