Sport-Strides (Sports Learning and Event System)

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Abstract: *Sport-Strides is a pioneering initiative that aims to tackle the challenge of insufficient information and resources pertaining to various sports. The project strives to create a unified platform that brings together institutions, academies, and equipment vendors to provide a business-to-customer service experience. Through this platform, users can explore diverse sports and areas of interest, identify nearby training institutes and academies, and access resources related to upcoming events. One of the key highlights of this platform is its provision of external links related to upcoming events for different sports, thereby enabling users to stay up-to-date with the latest happenings. The platform offers a win-win situation for vendors, as they can attract new consumers referred from the platform. Additionally, the project aims to help training institutes get discovered by more users looking for a professional training space.*

Problem Statement: As a Newbie, there is currently no resource accessible to learn about a certain sport, including how it is played, its rules, where to receive professional training for the sport, and where to find the equipment needed for the activity. lack of knowledge about events at the local, national, and international levels for the specific sport.

Keywords: Android app, React native, Javascript, Academy, Shops, Organizers

I. INTRODUCTION

Since ancient times, sports have played a major role in human civilization, fostering social interaction and encouraging physical health and wellness. Finding trustworthy information about a sport's regulations, how to play it, and where to get expert training can be difficult for many individuals, especially the ones who are usually new to it. Additionally, it might be difficult to keep up with activities at the local, national, and worldwide levels, which results in a lack of interest and participation in the sport.

The goal of this study paper is to examine the difficulties novices encounter while trying to learn about sports and to suggest a remedy in the shape of an extensive sports information platform. The suggested platform will serve as a primary information hub for information about different sports, such as how to play, rules and regulations, possibilities for training, and access to facilities and equipment. Additionally, the portal will include details about local, national, and international sporting events, giving users the chance to engage with and take part in their preferred sports.

This study will conduct a literature analysis to examine the current research on the difficulties experienced by novices in learning about sports in order to construct this platform. It will also examine the current condition of sports information platforms and how well they can help beginners with their problems. The complete sports information platform's model, including its features, functionality, and potential impact, will then be suggested in the paper.

An extensive sports information resource is the intended result of this research paper.

platform that will encourage and enable beginners to join in sports. The platform will give trainers and sports organisations a tool to reach new audiences, opening up chances for the sports business to expand and thrive. In general, the goal of this study article is to promote sports as a way to promote physical fitness, wellness, and social cohesion.

By uniting institutions, academies, and instrument vendors onto one platform, we will implement a business model on this issue in order to make money off of it.

Users will learn about sports and fields that they could be interested in. The user can locate nearby Academies or Training facilities that are relevant to their field.

The user will utilise tools like external links that we supply in relation to the impending events in the fields.

Vendors will receive new clients through our platform.

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A greater number of people searching for a place to receive professional training will find institutes.

Our platform, which offers business to customer (B2C) service, brings together Institutes/Academies/Instrument-Vendors (Businesses) and Users/Seekers (Consumers).

As the site gains more users, revenue will also come from adverts.

II. LITERATURE SURVEY

This research paper aims to explore the need for a comprehensive platform that provides all-in-one-place information about sports for potential users. The paper highlights the increasing demand for sports information and the complexity of searching for information on various sports, which can be overwhelming and demotivating for newcomers. The platform aims to address this problem by providing users with information about different categories of sports, rules of each sport, major tournaments, how to get into the sport, where to start learning, physical accessories required, and where to buy them.
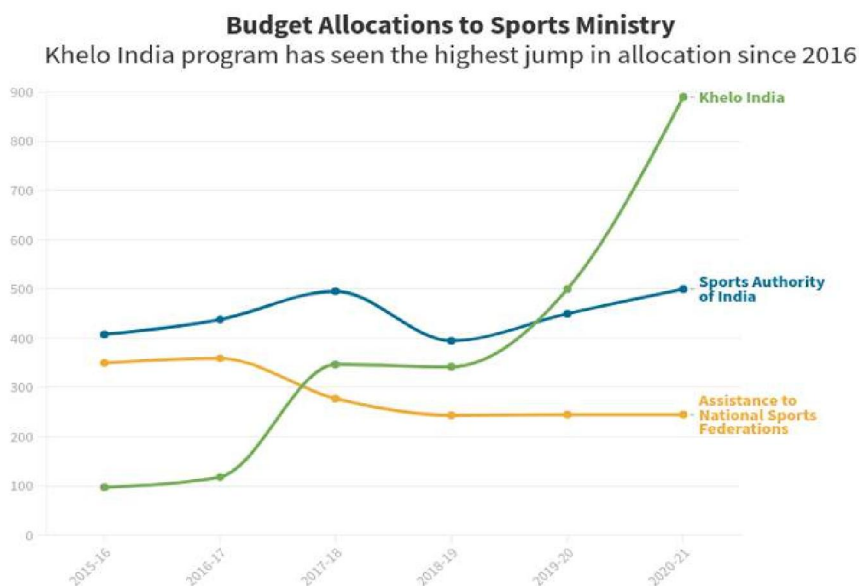
The literature survey found that there is a gap in the market for a comprehensive platform that provides all-in-one-place information about sports. Although there are some apps like Sportstoons that provide information about sports, they are limited in terms of the number of sports covered and do not provide information about events, tournaments, or professional training.[1]

The proposed platform aims to cater to potential users by providing a user-friendly interface that offers information on a wide range of sports, including the most popular and lesser-known sports. The platform also offers features for organisers, institutes/academies, and shops to promote their events, subscription plans, and products related to sports.[1]

One of the key features of the proposed platform is its ability to connect users with coaches and trainers for professional training. Many newcomers to sports may feel overwhelmed or unsure of where to begin when it comes to training and developing their skills. The platform can provide a centralized location for users to find coaches and trainers for various sports, along with information on their qualifications and experience. Users can also leave reviews and ratings of coaches and trainers, helping others make informed decisions when selecting a coach or trainer.[2]

The platform can also offer a community aspect where users can connect with other sports enthusiasts, share information, and participate in discussions. Users can create profiles, join groups, and follow their favourite sports and teams. The platform can also provide a section for user-generated content, such as blog posts, reviews, and tutorials. This can create a sense of community and encourage users to share their experiences and knowledge with others, helping to build a comprehensive and vibrant platform for sports enthusiasts of all levels.

The technology stack used for the platform includes JavaScript for the frontend, React-Native framework, and NodeJs for the backend. The database used is MongoDB.

Budget Allocations to Sports Ministry
Khelo India program has seen the highest jump in allocation since 2016

This https://en.wikipedia.org/wiki/India_at_the_Olympics#List_of_competitors source states that from 1980 to 2000, 272 times, and from 2000 to 2020, India participated in the Summer Olympics from 1950 to 1960 a total of 168 times.[7] 518 times, demonstrating India's expanding interest in sports.[2]

More awareness is brought on by the rise in the number of international events held in India. The number of international sporting events held in India increased by 92.86% between the years 2001 and 2010 and 2010 to 2020 (Source).[3]

The youth are further encouraged to join in and practise sports by the notable budgetary increases for programmes and organisations like Khelo India Programme and Sports Authority of India.

In conclusion, this research paper highlights the need for a comprehensive platform that provides all-in-one-place information about sports for potential users. The proposed platform aims to cater to this need by providing a user-friendly interface and features for organisers, institutes/academies, and shops. The technology stack used for the platform includes JavaScript, React-Native, NodeJs, and MongoDB. The app can be a very valuable aid for sports enthusiasts and newcomers looking to explore and learn about various sports.

III. METHODOLOGY

The Sport-Strides(Sports Learning and Event System) project intends to develop a one-stop shop where sports aficionados may study, buy gear, locate training centres, and keep up with events in their particular sports. The approach used to create the Sport-Strides platform is covered in this section.

To start, our team thoroughly investigated the requirements and difficulties faced by those who are interested in sports. We searched for sources on event management, instrument stores, training academies, and sports learning. We browsed through these references using related keywords and chose the ones that would be most useful for our project.

We started thinking about concepts and designs for the Sport-Strides platform after weeding out the most pertinent references. In order to best meet the needs of our project, our team collaborated to mix the greatest features and functionalities from the chosen references.

User authentication, sports equipment buying, a listing of sports academies and trainers, event listing and registration, and sports-specific learning materials are just a few of the major components of the Sport-Strides platform. Modern web technologies and frameworks, such React.js and Firebase, will be used to build the platform.

The Sport-Strides project's overall goal is to give sports aficionados a comprehensive platform where they can learn, buy gear, locate training centres, and keep up with news regarding their particular sports. In order to produce the best user experience for our target audience, a rigorous research process and teamwork were used to design this platform.

Users can do:

1. Browse and search for sports: Users can browse and search for sports they are interested in learning more about to find out more about the rules, how the sport is played, where to obtain professional training, and where to find the necessary equipment.

2. Find sports academies and shops: Users can look for local sports academies and shops to find expert instruction and gear for their preferred sport.
3. View and participate in sports events: Users can register through the app to participate in these events and view forthcoming sporting events at the local, national, and worldwide levels.
4. Connect with other sports enthusiasts: Users can establish connections with other sports fans in the neighbourhood to exchange advice, stories, and create teams.
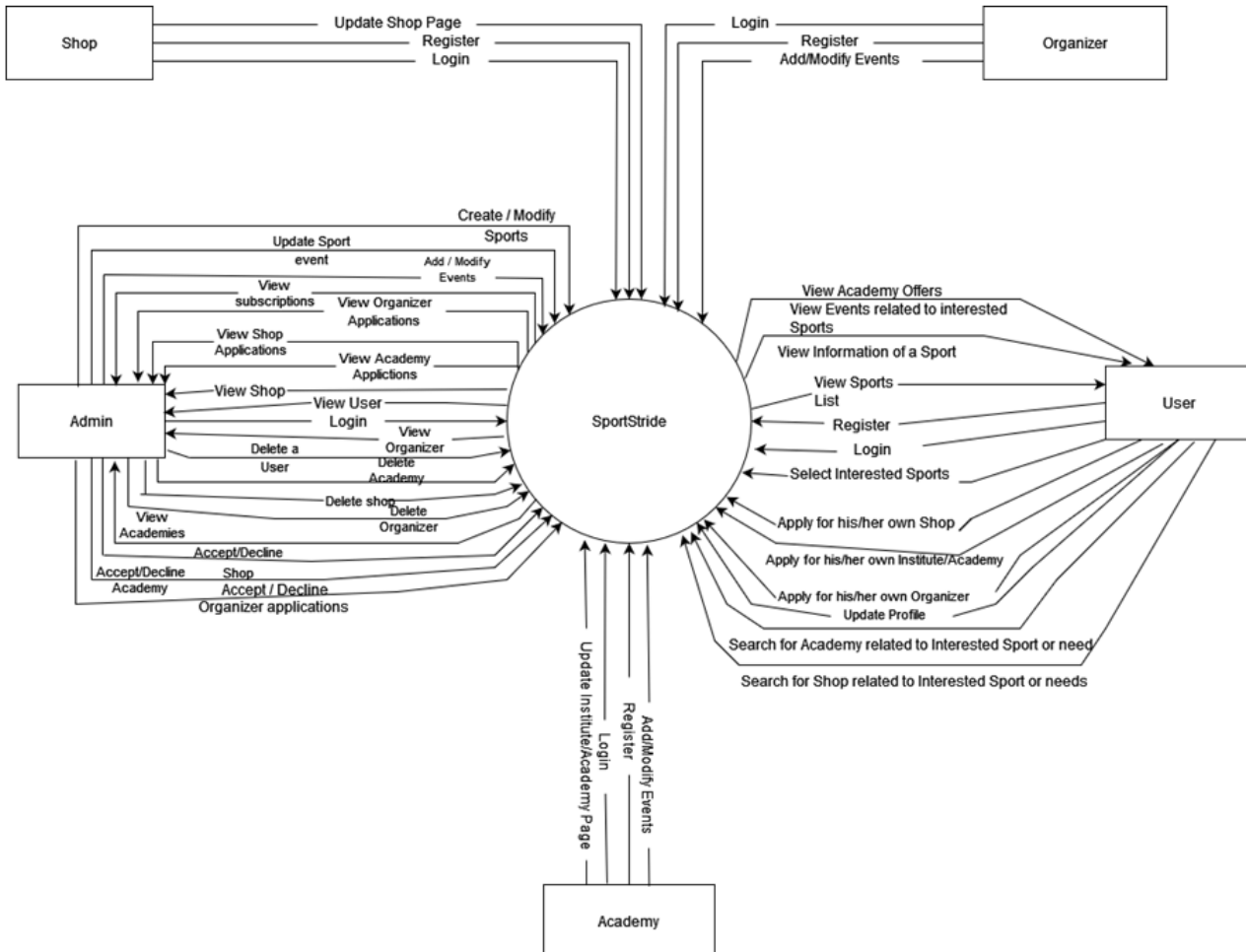
IV. DATA FLOW DIAGRAM

- Partnership Development: To give users a complete experience, the Sport-Strides team collaborates with sports academies, retailers, and event planners. This includes highlighting the partners' services on the app, giving them a platform to connect with potential clients, and marketing their events.
- App Development: The Sport-Strides team creates a mobile app that collects all the sports-related information and services. The software includes a training and event registration system, personalised recommendations based on the user's hobbies and preferences, and an easy-to-use user interface.
- Testing and iteration: To receive feedback on the user experience and spot areas for improvement, the Sport-Strides team tests the app with a set of beta testers. The group then refines the app in response to user feedback to make sure it fulfils their needs.

In general, the Sport-Strides philosophy is focused on giving newcomers to the world of sports a seamless and all-encompassing experience. The Sport-Strides team seeks to develop an app that aids users in learning about sports, locating training and equipment, and connecting with other enthusiasts. To this end, they combine user research, content production, partnership development, app development, testing, and iteration.

V. TECHNOLOGY STACK

In this section, we will explore the various software components that make up your technology stack.

- **JavaScript**: JavaScript is an extensively used programming language that's primarily used for creating interactive web applications. It runs on both the client-side and server-side, making it a versatile language for building modern applications.

- **React Native**: It is a framework used for building mobile apps with JavaScript and React. It enables developers to build native mobile apps for iOS and Android platforms using a single codebase. It uses a similar design compared to React, which allows developers to create UI components that can be shared between web and mobile applications.

- **ReactJs**: It's a JavaScript library used for developing and creating user interfaces. It provides a declarative approach to building UIs and enables developers to create reusable UI components that can be used across an application.

- **NodeJs**: Node.js is an open-source server environment that runs JavaScript code on the server-side. JavaScript allows developers to create scalable, fast apps. The event-driven, non-blocking I/O mechanism provided by Node.js makes it the perfect platform for developing real-time applications.

- **ExpressJs**: A well-liked web framework for Node.js is Express.js. It offers a convenient method for creating web applications and APIs. Numerous features, including routing, middleware, and error handling, are available with Express.js.

- **MongooseJs**: It's an (ODM) short for Object Data Modeling library used in MongoDB / Node.js. It provides a higher-level API for interacting with MongoDB, allowing developers to define data models and interact with the database in an easy and consistent manner.

- **JWT Tokens**: JSON Web Tokens (JWT) are a type of token-based authentication mechanism. JWTs are used to securely transmit information between parties, typically as part of a user authentication process.

- **APIs**: APIs (Application Programming Interfaces) are sets of protocols and standards that enable communication between different software applications. APIs allow developers to access and manipulate data from different sources, such as social media platforms, weather services, and payment gateways.

- **MongoDB**: MongoDB is a popular NoSQL database that provides a flexible and scalable way to store and manage data. It allows developers to store data in a document format, making it easier for developers to work with and on unstructured data. MongoDB is also a distributed database, which means that it can scale horizontally across multiple servers.

VI. DISCUSSION

Sport-Strides is an innovative project that seeks to address a common problem in the sports industry - a lack of information and resources about a particular sport. The project has been designed to offer a comprehensive solution to this problem by bringing together institutions, academies, and equipment vendors on one platform to offer a business to customer service platform.

The primary objective of the project is to help users discover sports and fields of interest, find nearby academies or training institutes, and access resources related to upcoming events. One of the key features of the project is the ability to provide external links related to upcoming events related to the fields, which will be helpful for users to stay updated about the latest events. This feature will enable sports enthusiasts to remain informed about upcoming events and be well-prepared for them.

The platform is also expected to be beneficial to vendors, who will receive new consumers referred from the platform. By bringing vendors and consumers together on one platform, the project has the potential to create new business opportunities and foster the growth of the sports industry. Moreover, the project will also help institutes to be discovered by more users seeking a place to train professionally. This feature will help increase the visibility of training institutes and enable them to attract more students.

From a business perspective, the project has a potential revenue stream through advertisements as the platform reaches more users. This may be a big source of income for the platform as the user base expands. Additionally, the platform has the potential to monetize user data to generate more revenue streams.

However, the success of the project largely depends on the execution of the business model and the ability to attract users and vendors to the platform. To achieve this, the platform needs to be user-friendly and offer a seamless experience to the users. Additionally, the project needs to ensure that the vendors are legitimate and offer quality products or services. The platform must also implement strict data privacy policies to ensure that user data is adequately protected.

Moreover, the platform must leverage digital marketing strategies to attract a broad user base. By utilising effective digital marketing techniques, the platform can target the right audience and increase its reach. Furthermore, the platform must continuously evolve to meet the needs of its users, and user feedback must be incorporated to make the platform better.

Overall, the Sport-Strides project has the potential to be a game-changer in the sports industry by providing a comprehensive solution for sports enthusiasts and businesses in the industry. The platform's unique business model and features make it stand out in the crowded sports industry, and if executed correctly, it could significantly improve the sports industry's efficiency and growth.

VII. CONCLUSION

The project aims to solve the problem of a lack of information about a particular sport and related resources. By bringing institutions, academies, and equipment vendors on one platform, the project intends to generate revenue by offering a business to customer service platforms. Users will be able to discover sports and fields of interest, find nearby academies or training institutes, and access resources related to upcoming events.

Vendors will benefit from new consumers referred from the platform, while institutes will be discovered by more users seeking a place to train professionally. The project also plans to generate revenue through advertisements as the platform reaches more users. Overall, the project has the potential to provide a comprehensive solution for sports enthusiasts and businesses in the industry.

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