Khel Konnect – Social Networking Site Connecting The Sports Industry

Adarsha S P[1], P.Srivalli[2], A.Ammaji[2], A.Aswini[2], C.Bhargav[2], R.Nikhil[2]

[1]Assistant Professor, Department of Computer Science & Engineering, Sanskrithi School of Engineering, Puttaparthi, Andhara Pradesh
[2]Department of Computer Science & Engineering, Sanskrithi School of Engineering, Puttaparthi, Andhara Pradesh

ABSTRACT:

The project is aimed to develop a socialnetworking site focusing the sports industry, which can unite several groups into a single sports entity. The platform provides a chance to showcase one's skills with other members of the community. The project provides a common interface for all the members of sports community that helps to establish an inter-connection with various sports groups, players, sponsors, coaches, retired professionals and other supporting organizations.

Key Words: Social Networking, Sports Community, Sponsors, Coaches, Athletes

INTRODUCTION

Sport plays an important part in an individual's life in every sector. Sports can also be treated as an important mechanism for creating social and economic values of the country. The major factor by which our country's sports industry is handling back is due to the lack of sports talent being noticed by the sponsors, coaches and players in the community. The current scenario of sports domain does not provide enough recognition to a truly talented sports person due to many factors. This may include political influence, lack of exposure and unawareness of current remote events and many more [1]. This can be resolved if every talented individual is connected directly to the community without any involvement of third parties. The main aim of our project is to develop a social networking site focusing the sports industry, which can unite several groups into a single group entity. Our project provides a common interface for all the sports users that help to establish connection with other sports people and authorities [2]. The platform provides a chance to showcase one's skills with other members of the community. These results in the acquisition of influential contacts, gain awareness of sports events, and the direct contact can suppress the political influence or recommendations.

LITERATURE REVIEW

A few research papers related to social networking applications and current scenario of sports industry have been reviewed and the following references shows influence on the plan & design of Khel Konnect. Kanchana Kanchanapradit [1] have studied factors affecting the department of athletes' excellence, the researcher collected the data by in depth interviews and questionnaire. The research results that the effective guidelines for developing the athletes' excellence in physical fitness. Sports skill, technique, psychological fitness and body structure to success must work in the same direction. Athletes', coaches and family are most important stakeholders. The analysis states that there is a lack of convey and exposure for a sport's individuals.

Adedamola[2]presented have studied social networking constitute greatest global information platform on internet today. They have become an indispensable part of our daily lives as people spend more time socializing on the internet. The paper gives a short introduction to social networking sites and its diverse existing applications. A conclusion drawn from the research is that the present programs have now not considered using of social networking into the sports activities industry.

Ana Lucia Dos Santos and others [3] have support service for the improvements of athletes' career and retirement is a major factor which affects the sports activities system success. The purpose of this study as stated by the researcher is to investigate the perception of athletes on post sports career assistance. 379 athletes' were involved in the questionnaires. The results included career prospects after retirement are a serious problem. The results suggested that. It is necessary to improve the support for post-sport career athletes' and perhaps take advantage of knowledge of the previous athletes' as a potential work force in areas related to sport's.

Jalil Moradi, Alireza and dana [4] have researched to compare sports participation motivation of athletes in group and individual discipline. The sample involved team players as well as individual sports players. The results showed that sports discipline and the athletes' gender is effective in

motivating athletes' continuation and commitment to a physical activity. The research could have suggested a way to create a sense of group activity even among the individual sports players.

Joaquin Castillo de Mesa, Luis Gomez Jacint, Antoniolopez Pelaez and Amaya Errogarces [5] have stated in their paper that digital interaction of young people increases year by year, social networking applications play key role in their personal and professional relationship, and a very high percentage of jobs require digital skills. According to Eurostat (2019), participating in social networking applications are growing every year and this percentage increases among the younger generations. Results show that certain digital skills relate to the well-being of young people. The virtual abilities skills are not being utilized in an efficient manner by today's youth.

DESIGN AND DEVELOPMENT

A detailed study has been carried out for the design of various components of the web application. The major systems of the application involve the user interface, functionality and backend support for data base. The application is designed to provide a friendly interface to avoid any complex knowledge to be known by the user. A cloud storage system is used for the purpose of storing data of any user globally. The web application is designed to accommodate future modifications and additional features.

Architecture

The process of post filtration is carried out in three different stages:
1. Universal content filtering
2. User identification
3. Human editors

1. Universal content filtering:
Almost every time someone posts an update to KhelKonnect (even if it's an image), it immediately assigns the content to one of three categories:
• Spam
• Low Quality
• Clear
The post must be in the third category i.e., clear category. If the content falls into the low-quality category, you can still expect to proceed to the next stages.

2. User identification:

The second part is the audience test process. After the robots categorized the post, they sent it to the audience to see how popular the content is. It is first shown to a smaller group of people. At this stage, the release should prevent users from hiding the content from their feeds. You can also mark the post as spam.

3. Human Editors:

• Is the content great?
• Performance, profile, content quality.
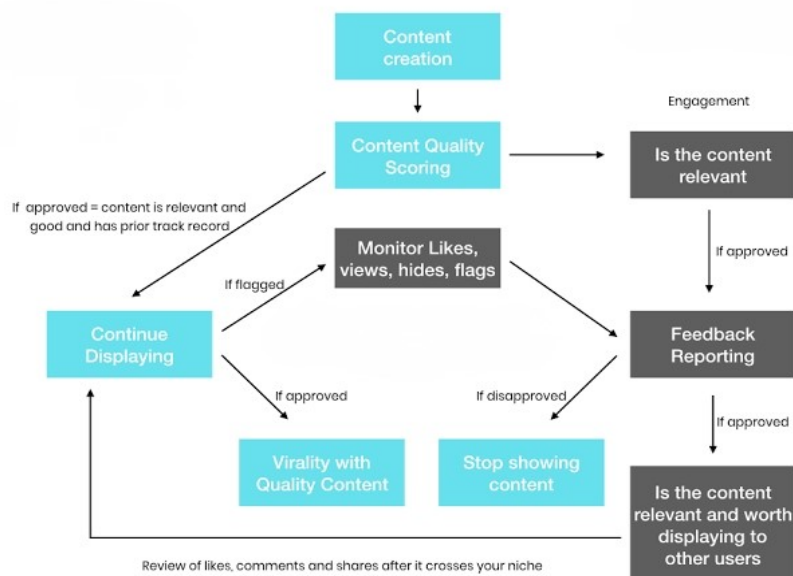• Monitor likes, views, hide flags.
• Keep showing in feed.

Fig 1. Block Diagram for Content Filtration

Module Description

Khel Konnect contains two modules:

Admin: Admin is the person who can maintain Database and also managing the users post, opportunities events, my buddies, chat managements.

User: Users can Sign up and login with their Gmail accounts.

Some of the sub modules in our user portal web application are:

1. Sign-Up
2. Log-in
3. My Buddies
4. Opportunities
5. Chat
6. Profile
7. Post

Sign-up: In this module users can sign up with their Gmail account. This is the initial step to connect with Khel Konnect.

Login: Users can login directly with their Gmail account. If user successfully logged into their account, users are redirected to the home page.

My Buddies: In this module users can search and make connections with other users in Khel Konnect. User can send and receive the requests from or to the users.

Opportunities: In this module users can search and apply for opportunities according to their skills.

Chat: In this module users can directly communicate with sponsors, coaches, sports institutes and co-players within the site.

Profile: User can add, edit, delete their information in profile.

Post: In this module users can post their images, videos. They may like, comment unlike, report or restrict other's post.
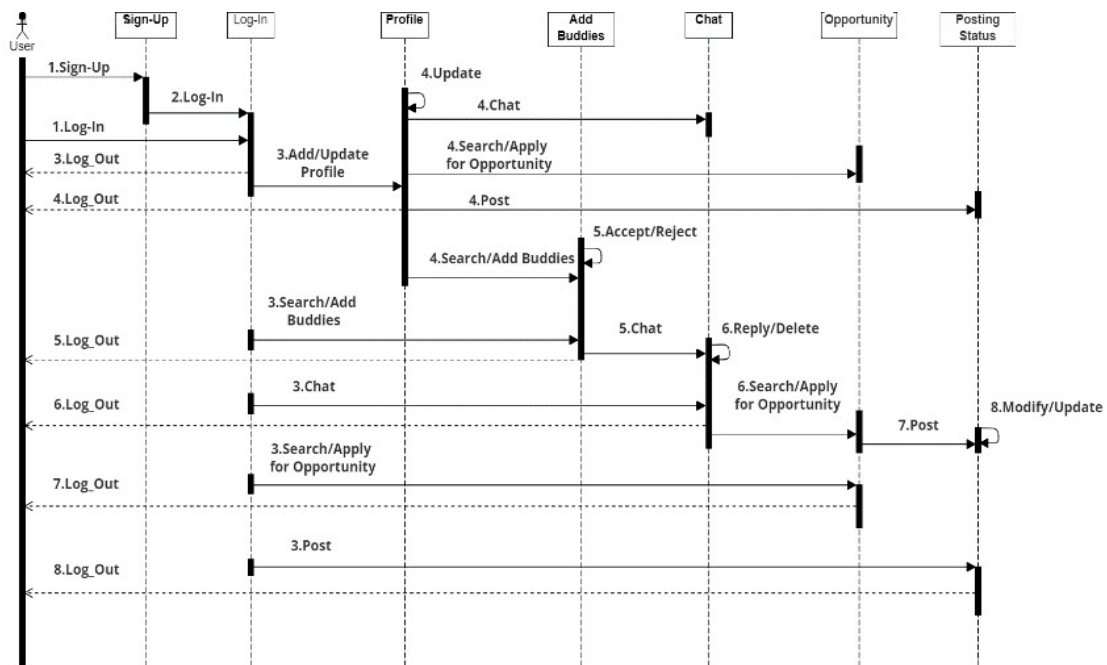
Fig 2. Sequence Diagram for Khel Konnect

User Interface

The user interface (UI) has been designed keeping the comfortless, ergonomics in mind and to ensure approachable and appealing interaction between the application and users. The interfacefollows the key features, a social networking site should follow. It provides simple, responsive, call-to-action functionality, and real-time updating interface .Figures3(a)and3(b)showtheuserinterfaceofthe application.
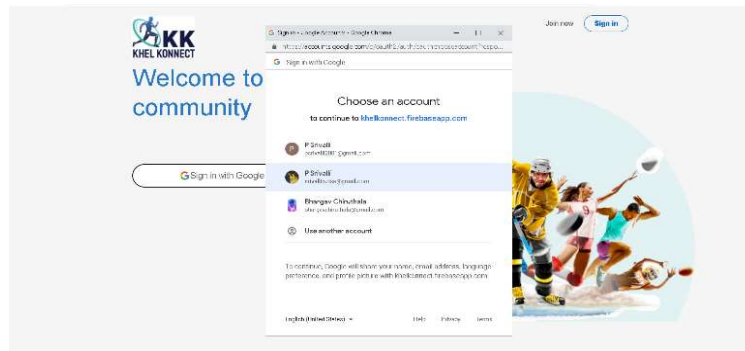

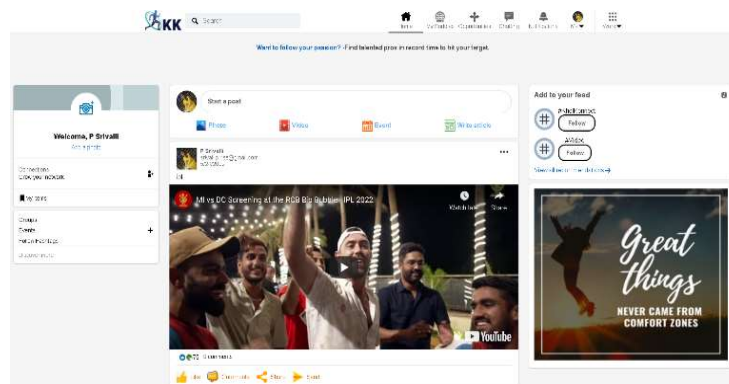Fig 3(a). User Interface for Sign-in

Fig 3(b). User Interface for home page

CONCLUSION

A conclusion can be drawn as there is a requirement for the sports industry people to be connected into a single entity. This leads to the creation of a platform which combines community, opportunity, and content for the sports ecosystem. This will become a part of the digital revolution in sports.

REFERENCE

1. "Factors Influencing the Development of Athletes' Excellence" by Kanchana Kanchanapradit, Tatpicha Pongsiri published on 'International Journal of Trend in Scientific Research and Development (IJTSRD).' Volume: 3| Issue: 6| October 2019
2. "Social Networking" by Mattew N. O. Sadiku, Adedamola A. Omotoso, Sarhan M. Musa published on 'International Journal of Trend in Scientific Research and Development (IJTSRD).' Volume: 3| Issue: 3| Mar-Apr 2019
3. "Elite athletes' perception of retirement support systems" by Ana Lúcia Padrão dos Santos, Ana Lúcia Padrão dos Santos on 'International Journal of Physical Education, Sports and Health.' 2016
4. "Motivation for Participation in Sports based on Athletes' in Team and Individual Sports" by Jalil Moradi, Alireza Bahrami, Amir Dana on 'Physical Cultural and Sport Studies and Research', 2020
5. "Social Networking Sites and Youth Transition" by Joaquin Castillo de Mesa, Luis Gomez Jacint, Antoniolopez Pelaez, Amaya Errogarces on 'Frontiers in Psychology", 2020