

SCENARIO OF STADIUM RESERVATION AND ADMINISTRATION SYSTEM

Siddhartha Chatterjee¹, Shirsha Mullick¹

¹NSHM Knowledge Campus, Durgapur

Abstract: This paper was centered on a computerized stadium information management system. The motivation of the software is to eliminate the manual procedures in the stadium and proper auditing is conducted to ensure that those selling the tickets are authorized personnel. The new system, which is the expected data, provides management software and advisory services to the sports and entertainment sector; the new system was designed using Microsoft Visual Studio as the front end and Microsoft SQL server as the back end. The major goals of the paper are to Create a system which makes it easier for customers to purchase the tickets that they want online. Creating a more efficient and modern system for providing entry to the ground on a match day or any other event will reduce costs on a match-by-match basis.

Keywords: Real time, surveillance, pedestrian detection, Convolution Neural Networks.

1. INTRODUCTION

1.1. FEATURES

A stadium is a venue for outdoor sports, or events and has a field or stage surrounded by seats or structures for spectators to sit and enjoy the event. With the rapid increase of leagues or similar events in the country, it is time to introduce an automated system which will be able to generate and deliver electronic tickets to its users. The features that can be included in the stadium seat booking system are as follows: -

- Number of seats: The details related to the seats in the stadium must be mentioned properly.
- Seat availability: The people will check the availability of the seats in the stadium for a particular match at once.
- Click Price: The cost of the seat per person must be mentioned properly without any confusion.
- Update of different matches: The details of the upcoming matches should be also present in the application which will provide the exact date of the match.
- Stadiums: The matches that take place in different stadiums must be mentioned properly
- and should be updated regularly.
- Category: The seats in the stadium can be categorized based on the regions, countries and so on.

1.2. PREVIOUS WORK

Gig event management system: Gig provides event organizers with a way of engaging attendees and getting insights from any kind of event such as Meet-Ups, Expos, Corporate Events, Concerts, Activations or Fashion Events. This system requires a user to create an account which must be verified. After verification, the user can go ahead, see the available events, and select them. Event organizers can also pay a fee and publish their events on the site after which customers will be able to buy the tickets. It offers a wide range of services such as RSVP and check-in. Attendees can purchase event tickets via MPESA or VISA. Event analysis and reports were available so the event organisers could get instant reports and analysis of attendees such as demographics and attendance. Event feedback ensures event organisers can get feedback from the event attendees including suggestions for improvement. Strengths of the Gig event management system included the platform analyses attendees' demographics, attendance, and reports of the analysis after an event. The weakness of the Gig event management system was that this event management system is meant for expos, meet-ups, concerts, and fashion events. It is therefore not suitable for use in the stadium ticketing process which is the point of focus.

1.3. FEASIBILITY STUDY

The feasibility study was intended to examine the current system and determine whether there was a need for a new system to replace it or not it tended to check whether the current system was viable. This was meant to analyse the feasibility of a new system through cost-benefit analysis. It included:

- Social operational feasibility: This is a measure of how well a proposed system solves the problems and takes advantage of the opportunities identified during scope definition and how it satisfies the requirements identified in the requirements analysis phase of system development. Ensure success and desired operational outcomes were imparted during design and development. These parameters were considered at the early stages of design where desired operational behaviours were to be realized. The stadium ticket booking system solutions were found dependable and adaptable therefore making it operationally feasible.
- Legal feasibility: This study was conducted to determine whether the proposed system
- conflicted with legal requirements. Any legal aspects associated with the new system were assessed and adequate measures were taken to protect the interest of clients at the Stadium ticket booking system.
- Economic feasibility: The purpose of the economic feasibility assessment was to determine the economic benefits to the organization that the proposed system had to provide. It included quantification and identification of all the benefits expected. This assessment typically involves a cost-benefit analysis (CBA). Undoubtedly the online booking system was found economically feasible and no possibility of it outliving its usefulness shortly.
- Technical feasibility: The assessment focused on gaining an understanding of the present technical resources of the ticket booking sector and their applicability in the proposed system.
- Schedule feasibility: Schedule feasibility is a measure of how reasonable the paper timetable is. The paper would fail if it took too long to be completed before it was useful. However, this means estimating how long the system would take to develop.

2. METHODOLOGY

It is important to furnish the planning of the implementation phase. This can only be done if a proper methodology is chosen. Methodology is important to make sure all paper life cycle activities are conducted without any deficiencies. The methodology helps the system developers to take one step at a time towards undertaking the full system. The following section discusses the choice of methodology towards the implementation of an Online Ticketing System for Modern Stadium Company.

2.1. SYSTEM DEVELOPMENT METHODOLOGY

This system underwent all the stages of the system development lifecycle (SDLC). According to the nature of this system and the data collected, a waterfall methodology was used to develop this system. This methodology included the following stages: feasibility study, requirement analysis and specification

design, coding, testing, integration then maintenance. Each phase required a different amount of effort, and every phase had a well-defined starting point. Every phase had been completed before beginning the next stage.

2.2. JUSTIFICATION FOR THE METHODOLOGY

The waterfall methodology was apt because this approach produced a complete quality system and error-free system. Every phase had to be completed before the next one began, leaving no phase unattended. However, according to the data collected on the user requirements, there was a clear understanding of the user requirements hence no doubt about what was to be developed. Similarly, the approach was also less costly since there was no repeating of a process once completed and thus minimized wastage of resources as compared to other approaches such as the rapid prototyping methods.

The Waterfall Model is a Process Model. Also referred to as a linear-sequential life cycle model. It is simple to understand and implement. In a waterfall model, each phase must be completed before the next phase can begin and there is no overlapping in the phases.

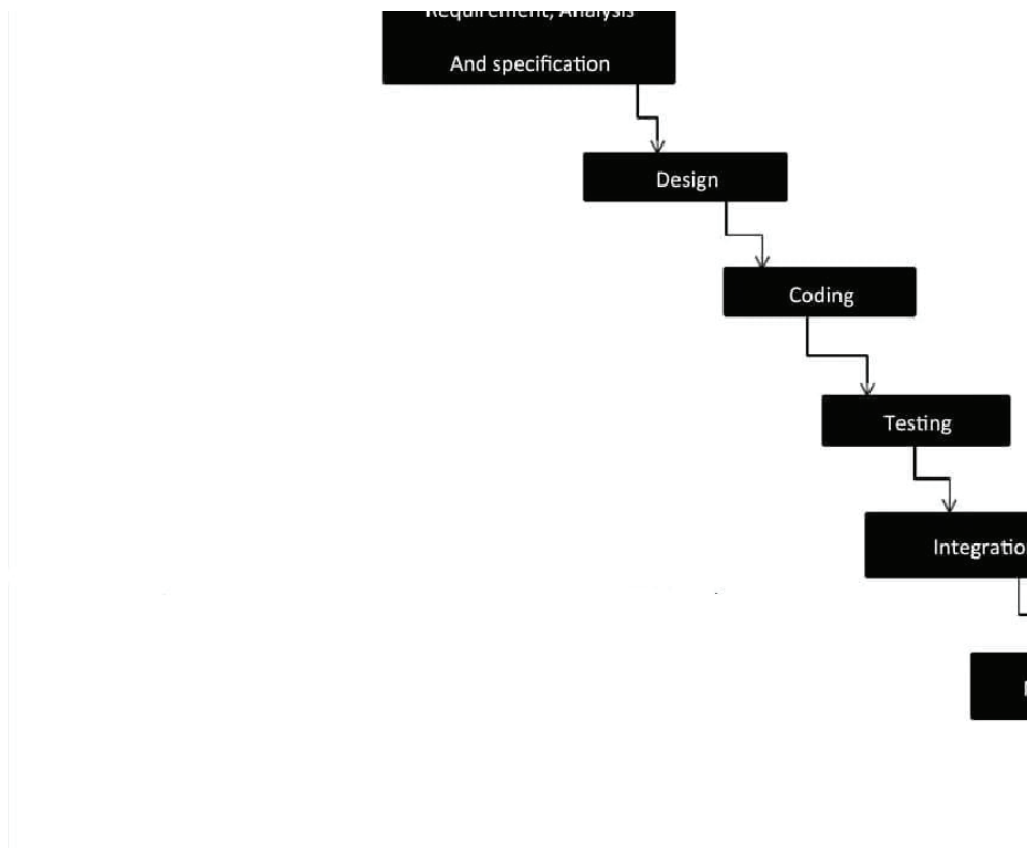


Figure 1: Waterfall Diagram of Methodology

- Create Account: To create a personalized account to be verified as an authentic buyer.
- Login: For access to the proceedings and further information.
- Access Ticket: To inspect and access tickets for events.
- Pay Amount: For payment.

2.4. INNOVATION

We are planning to add the following components to our paper to get a better output than the already existing stadium booking management systems.

1. An updated squad before every match will be added so that users have a better experience.
2. The venue of international matches will be shown.
3. Ontime live scorecard

3. IMPLEMENTATION

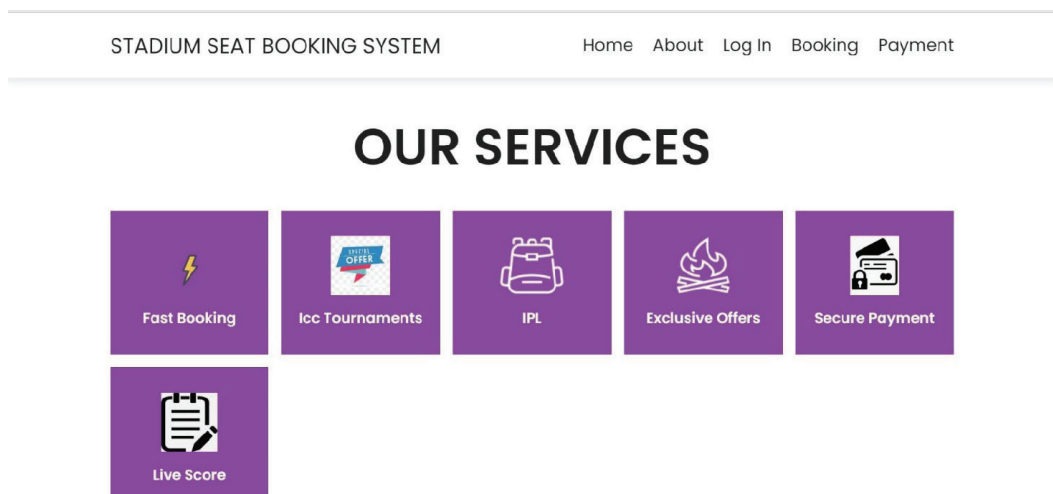
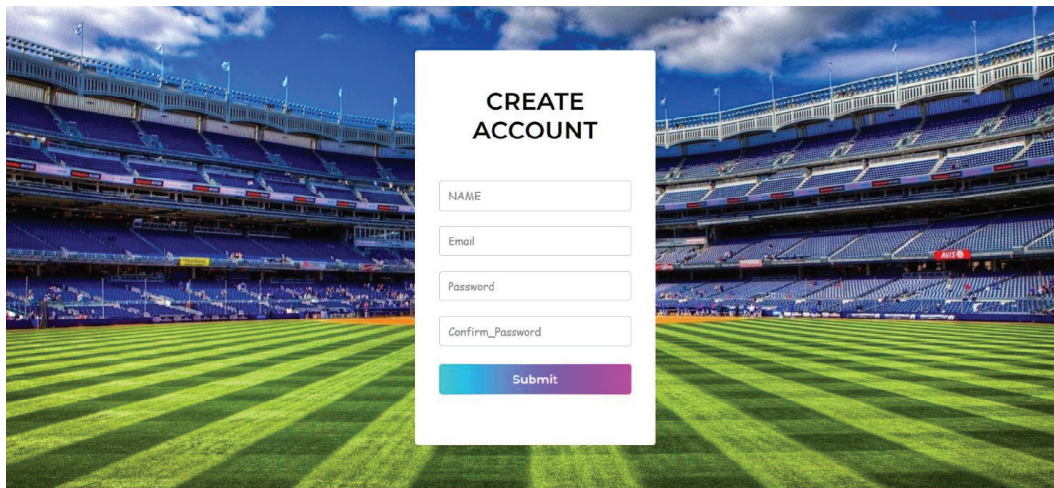


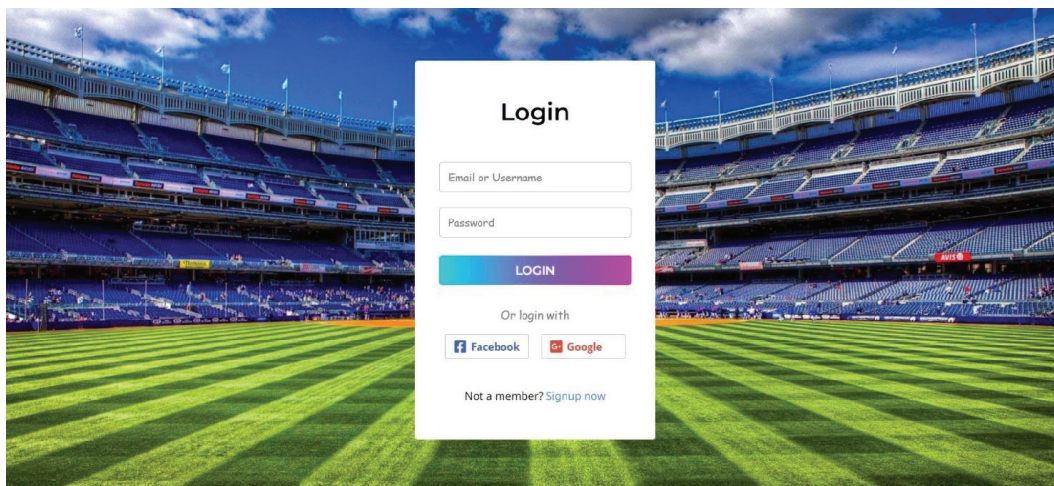
Figure 3: Home Page 1



The image shows a 'CREATE ACCOUNT' form overlay on a background of a large, empty stadium with blue seats and a green field. The form is white with a black border and contains the following fields and buttons:

- NAME:
- Email:
- Password:
- Confirm_Password:
- Submit:

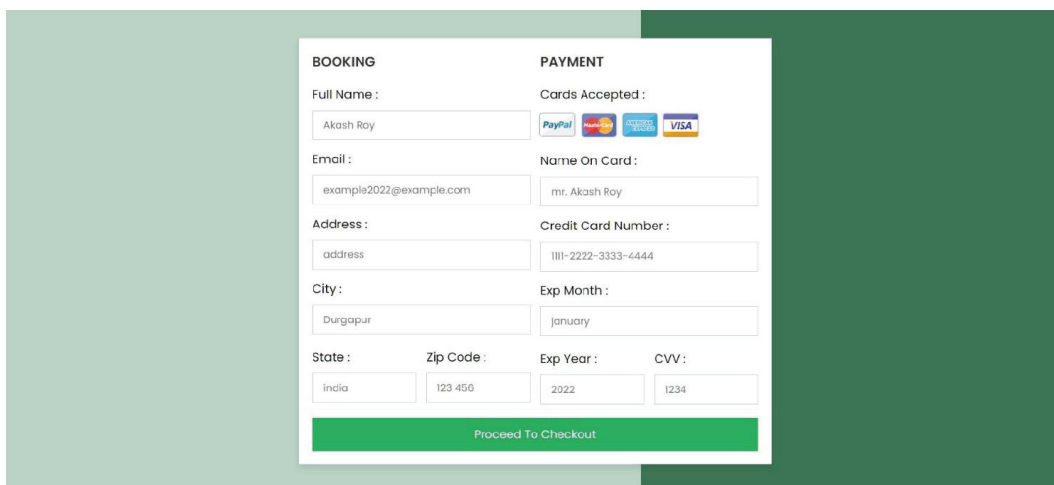
Figure 4: Create Account



The image shows a 'Login' form overlay on a background of a large, empty stadium with blue seats and a green field. The form is white with a black border and contains the following fields and buttons:

- Email or Username:
- Password:
- LOGIN:
- Or login with:
- Not a member? [Signup now](#)

Figure 5: Login



The image shows a 'PAYMENT' form overlay on a green background. The form is white with a black border and contains the following fields and buttons:

- BOOKING: Full Name: ; Email: ; Address: ; City: ; State: ; Zip Code: ; Exp Year: ; CVV:
- PAYMENT: Cards Accepted: ☐ PayPal ☐ MasterCard ☐ American Express ☐ VISA; Name On Card: ; Credit Card Number: ; Exp Month:
- Proceed To Checkout:

Figure 6: Payment

4. CONCLUSION

To conclude, our paper contributes to facilitating and motivating the fans to come to the greatest number of matches. Our paper is through purchasing tickets, choosing the appropriate seat, and parking spot, the possibility of pre-ordering a meal, and lack of early attendance for the match and all this will be done through our website system.

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