

Online Transfer Status Information System in Sports

Yaroslav Michalko, Khrystyna Mykich, Mariia Sadova

Lviv Polytechnic National University, Lviv, Ukraine

Information systems are the main tool for enhancing the validity of management decisions. As sport will always remain one of the most important components of people's lives, and one of the means to spend their free time well, transfers as an integral part of today's sport deserve more attention and should be covered in a proper and reliable manner. The development of a computer information system includes the stage of system analysis. This helps to create a data model that is the precursor to creating or improving a database. Building an information model for presenting online statuses for transfers is a necessary and relevant issue, since many people often do not have a single true source of information while tracking the progress of transfers, and are forced to search in many different sources.

The following design approaches are possible: structural, object and component. Based on the technologies used to create the software, an object approach was chosen.

This project proposes the development of an application that will provide all relevant information about the flow of transfers, leases or selection of players in real time. In addition, the app will accept real-time rates for transfers and leases, which requires the support of the largest bookmaking platforms to get odds. In order to get timely information on transfers and leases, the app will constantly monitor the largest and most trusted sports online portals, sports newspapers and magazines, social networks of everyone close to the teams, and sports club press centers.

This information system will be useful for use by all sports fans who follow the flow of transfer windows (mainly in football). As there is no analogue of the system at the moment, and there are only tangential applications that provide information indirectly, we can assume that the information system will be in demand and have a constant audience. The information system will collect information from many different sources and will present to the user only the most up-to-date and as true as possible information, so if it can be implemented, the information system will receive its credit of credibility and expand its audience of users. Anyone with Internet access will be able to use this application. Subsequently, the information system will be migrated to mobile platforms as well as a desktop application. Considering the information system, it is possible to note the following initial vision of the system:

- Platform: Web - first of all, then after the project's success - desktop, mobile application
- OS: Windows, MacOS, iOS, Android
- The pilot version of the app will only include football transfers, then other sports will gradually be integrated with the success of the project.
- The application will support transfer rates

- The application will support the ability to add a specific transfer or player to your favorites
- Project success criterion as a signal for expansion of transfers to other sports: number of registered users: 100 thousand +; the amount of daily online in the app: 30 thousand +

The application will not have unnecessary functionality, which will increase its speed and ease of use. The app will provide completely new functionality that is not currently available to true sports connoisseurs and those who consider transfers an integral and important part of sports. Due to the simplified interface and the complexity of the application unnecessary functionality, users can easily find exactly what they need without the expense of unnecessary resources. Due to the fact that people will have all the information collected about transfers in one place, they will not have to spend time and money searching for unnecessary resources.

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