CHAPTER 1. INTRODUCTION

1.1 Background Study

Futsal is a sport that is popular with many people, from children, adolescents, to adults. Besides being able to be healthy, this game also contains many benefits, including fostering a sportsmanship, developing social personality, and practicing talents, interests and skills. The approach through sports aimed at children will greatly affect their mental development.

Futsal is a ball game played by two teams, each of which has 5 members. The goal is to get the ball into the opponent's goal, by manipulating the ball with your feet [1].

Futsal came to Indonesia in 1998, then in the 2000s, futsal began to be known to the public. In 2002 the AFC asked Indonesia to hold an Asian Cup championship. Since then, futsal has grown rapidly in Indonesia until now. The development of futsal is also growing rapidly in schools, this is evidenced by the existence of extracurricular activities in schools [3].

Some schools in Indonesia have futsal extracurricular activities, but some schools don't have a proper court for students to practice futsal, so they rent a futsal court to practice. For some people who are serious in futsal, they can become pro players and recruited by a futsal club and competed in the professional futsal league in Indonesia. In Indonesia pro futsal players start from how well a player plays for their school, if they have good skills and be a champion at the school tournament level, the pro futsal club will recruit the player to play at their club.

Meanwhile, based on interested some peoples in Indonesia with futsal also in this digital era, internet has become part of our daily lives. Along with the times, now people no longer need to bother looking for information with printed media such as newspapers and magazines. A search engine that becomes a container for doing information. Only using the words and sentences (keywords) that we are looking for, search engines will immediately detect what we are looking for and can help solve a problem with information that we do not know. It is relate to peoples needs, especially adults who are already working, along with the development of the internet, peoples are now using the internet every day with their gadgets, they are looking for and fulfilling all their needs on the internet. Because with the internet they can easily get what they need. For adults, time is money and they will make their time more effective and efficient. For adults who work in the office, sometimes they want to play futsal and it should booking the futsal field first and they must come to the futsal field for booking the field. It is take their time also it is not effective for them. Sometimes they play futsal is just for fun and even reunions to meet old friends, to do sports or refreshing in the middle of a busy job at the office.

But in current condition, due to Covid-19 pandemic and government policies that don't allow crowds and also health issues that can be dangerous for anyone who could be infected if there is a crowd at a futsal venue just because they want to book the field. This thing is one of the author's concern to create a system

that makes booking futsal field easier and also minimize the crowd at the futsal venue, so people don't have to come to the futsal venue, just book online by opening the website on the gadget.

Also due to health issues, this web based application also show some information about sports and being healthy in the blog page, people can read the information and apply the information in their real life to be always healthy. Health is so expensive, no one wants to get sick. However, disease often comes with suddenly just because humans neglect to maintain health. Without realizing it, sometimes patterns of daily living can cause someone got sick. A healthy lifestyle is a habit of living that you stick to on the principle of maintaining health [4].

This paper will describe a Web based application for the author's thesis by using notepad++. The use of the application is to make people easier for booking futsal field, with this online booking peoples will more effective and efficient for their time to booking futsal field also with the information in blog page, people can manage themselves to always being healthy.

1.2 Existing System

In earlier system booking futsal field, people have to go to a futsal venue to book according to the schedule they want, usually they know the futsal field from their friends who knows a futsal venue or because they already know and just want to book in that venue because they feel comfortable

However, in the new system that the author built, if people want to book they only need to open the website address and search for the appropriate field that they want, they can open wherever and whenever they want. They can only find futsal fields that they don't know about and can also book the futsal fields that they want. This is a new way for those who want to play futsal and this way to make it easier for them, don't have to come to the futsal venue also making their time more effective and efficient to do other important activities.

1.3 Problem Identification

Based on existing problem in the background, the author identified the problem listed as follow:

- 1. How to make people's time more effective and efficient?
- 2. How to develop a Web based application to booking futsal field online?
- 3. How to show information to the peoples for always being healthy?
- 4. How to manage the futsal field and manage the blog content?

1.4 Research Purposes

The purposes of this research are listed as follow:

- 1. The study aims to help people in booking futsal field, to make it easier than before.
- 2. The developed application is intended to make people's time more effective and efficient.
- 3. The research aims to develop a Web based application using PHP and Mysql technology for programming language and database.
- 4. Due to Covid-19 pandemic, the aims is to reduce crowds at the futsal venue.

5. The developed application is intended to show people information about sports and how to be stay healthy life, pandemic is one of the important point to be stay healthy.

1.5 Limitation of the Problem

Booking futsal field online application that will be developed has the following limitations:

- 1. The application is developed in web, which is people have to open the website address.
- 2. The application requires an internet connection.
- 3. The application only focus on futsal field.
- 4. The application just show information about sports and health.

1.6 Research Benefit

The benefit of booking futsal field application that will be developed has the following benefits:

- 1. The application can help people in booking futsal.
- 2. The application can help people's time more effective and efficient.
- 3. The application can help reduce the crowds in futsal venue.
- 4. The application can help reduce the working human resources.
- 5. The application can help people to get information about sports and healthy life.

1.7 Research Methodology

1.7.1 Research Type

In creating this research, the type of the research is used qualitative research. Qualitative research is a general term. It is a way of knowing in which a researcher gathers, organizes, and interprets information obtained from humans using his or her eyes and ears as filters. It often involves in-depth interviews and/or observations of humans in natural, online, or social settings [5].

1.7.2 Research Location

The location of this research was in some futsal venue such as:

- 1. Ruli Futsal in South Tangerang, Banten, Indonesia.
- 2. Garuda Futsal in Tangerang, Banten, Indonesia.
- 3. Stadium Futsal in South Tangerang, Banten Indonesia.
- 4. Batavia Futsal in West Jakarta, DKI Jakarta, Indonesia.
- 5. Box Coffee in Tangerang, Banten, Indonesia.

The author's research by inspecting some futsal venue and some coffee shop to asking and discuss with friends about existing system and explain about this future system of booking futsal in Indonesia. South Tangerang is the author's hometown, Tangerang and Jakarta are near with author's hometown. So, those place still affordable for the author to inspecting. The author develop this web using PHP native and Mysql database, coding with notepad++ also manage database using SQLYog.

1.7.3 Software Design Methodology

In order to make software development processes simple and systematic, the author use Software Development Life Cycle (SDLC) as framework. Software Development Life Cycle (SDLC) is a conceptual framework or process that considers the structure of the stages involved in the development of an application from its initial feasibility study through to its deployment in the field and maintenance. There are several models that describe various approaches to the SDLC process. An SDLC model is generally used to describe the steps that are followed within the life-cycle framework [6]. The software design method to develop this application is Waterfall Model as one of the models from SDLC framework. The Waterfall model is a sequential software development process in which progress is regarded as flowing increasingly downwards (similar to a waterfall) through a list of phases that must be executed in order to successfully build a computer software [7].

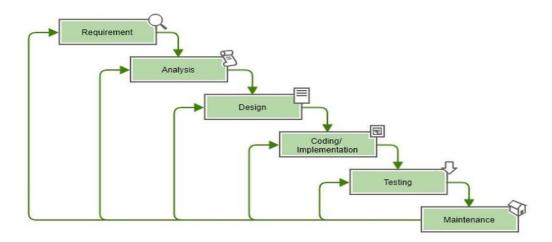


Figure 1.1 Waterfall Model Diagram [8]

1.8 Writing Structure

CHAPTER 1 INTRODUCTION

This chapter discusses the background of the research, existing system, problem identification, research purposes, limitation of the problem, research benefit, and research methodology.

CHAPTER 2 LITERATURE REVIEW

This chapter discusses basic theories and technology that support the research.

CHAPTER 3 ANALYSIS AND DESIGN

This chapter discusses about the result of research from the author's and the analysis and design of the application to be developed.

CHAPTER 4 IMPLEMENTATION

This chapter discusses about implementation of the application result, including database implementation, user interface result and black box testing.

CHAPTER 5 CONCLUSION

This chapter discusses about conclusion and recommendation future works for further development.

Esa Unggul