

CHAPTER I

INTRODUCTION

1.1. Background

New sports facilities have appeared as a result of Indonesia's growing love of sports. There are facilities for badminton and futsal, as well as a gym for those who wish to exercise. The demand for services relating to sports has steadily increased over time. People must lead healthy lives, especially in light of the current epidemic, which makes it imperative that they do so in order to prevent infection.

Sports venues are still ordered manually at this time by physically going to the place, making an order for the desired date, and handing over the down payment (DP) in person, preferably at the sports venue. You can be guaranteed that when you reserve a slot through the system, it will be immediately recorded and cannot be changed because the DP has already been fully paid. A suitable site for a sports service provider at the right time is likewise difficult to come by. Many individuals would rather wait a long time than look for a new sports facility when the opportunity is right. because few other locations that people are aware of have the same features. If the prescribed time has passed, reminders and manual processes are still employed. To put it another way, the manager personally delivers the news to the customer.

Due to these issues, sporting products and services are now underused and undervalued. Therefore, a technical advance is necessary to address the problem of purchasing sports services, particularly with regard to scheduling, field usage, field searches, and reminder times, among other issues. By developing a scheduling system for sports service providers, it hoped to increase the effectiveness of the reservation process.

To solve this, a mobile application called "Front-End Development For Sports Venue Booking" is required..

1.2. Problem Identification

Based on the explanation above, the identification of problems in this study is as follows:

- a. How implement a QR code to simplify users' check-in and check-out?
- b. How can the apps help users provide the information if the booking time is up?
- c. How can the apps allow users to find sports events around them?

1.3. Research Purpose

The purpose of this research is as follows:

- a. Develop applications that make it easier for users to search for sports venues and check in or out sports services.
- b. Help the users remember if the reservation time has run up already.
- c. Allows users to find sports events around them.

1.4. Benefits of the Study

The benefits obtained in this study are as follows:

- a. Search a sports services with mobile phones simplifies people's finding the desired place.
- b. Get information about the chosen sports venue's services.
- c. Innovation of the sports venues for check-in and check-out processes.
- d. Users can discover sports events around them.

1.5. Limitations of the Study

Based on the background described above, the limitations of the research are:

- a. Front-end development
- b. An application made only for a user, not for a venue owner
- c. Application created by using the Flutter framework
- d. This QR Code technology is generated directly through the widget system using a package.
- e. The application operates by using an Android and iOs smartphone.

- f. The application uses darts as writing syntax on the flutter framework.
- g. The assets used are free assets from freepik.com, flaticon.com, and lottiefiles.com.
- h. The application doesn't integrate with the API.

1.6. Data Collection Techniques

Data collection techniques are steps used in collecting data in research. The techniques used in this study are as follows:

a. Literature Study

Researchers may discover information relevant to the issue under investigation by using literature study as a theoretical reference. The main objective of this study is to investigate the problem at hand. You can obtain data and information through journals, e-books, the internet, and other print- and electronic-based textual sources.

b. Secondary Data

The term "secondary data" describes information that was obtained from sources other than the primary sources themselves, such as journals or previous research.

Table 1.1 : Data Collection Model

Data Collection Model	
Study Literature	Secondary Data
<ul style="list-style-type: none"> • Journals addressing industrial sports, hybrid mobile apps, flutter, extreme programming, Unified Modeling Language, Quick Response Code, and end-to-end testing are the most frequently read topics by researchers. 	<ul style="list-style-type: none"> • By analyzing and gathering user input from current apps and journals that have published prior research, researchers can identify research solutions that will result in better application products than previously. • The researcher can draw the following conclusions from

	<p>the data that has been gathered: There is no event search system available, a lack of community of applications, the payment method is still manual, requiring the user to upload proof of payment, the QR Code system is only used for check-in, there is no system for check-out, there is no notification system for timestamps, the UI is unattractive, it has not yet used QR Code technology, and there is no payment system.</p>
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1.7. Design Thinking

The author utilized the Design Thinking Method, a problem-solving approach that puts the needs of the customer first, to analyze the issue. It is predicated on empathically watching how people interact with their surroundings and employing an iterative, practical methodology to produce original solutions. This process has 5 steps, including:

1. Empathize

Developing an empathetic knowledge of the issue I'm attempting to address is the first step in the Design Thinking process. By watching, interacting, and empathizing with individuals to grasp their experiences and motives to develop a better personal knowledge of the issues involved, I may learn more about my target audience through conversations or interviews.

2. **Define**
In order to define the primary issues that have been found, I will now examine and make my first stage observations.
3. **Ideate**
The stage of ideation is when solutions to the problem I've observed are created.
4. **Prototype**
I create a few wireframe or layout versions of the product or certain features found inside it for this stage. This is an experimental phase, and the goal is to find the best solution for each issue that was discovered throughout the first three phases.
5. **Test**
At this point, I watch how my target market uses the prototype solution when I deliver it to them. This is where I compile their feedback on my sketch.

1.8. Research Framework

Describe the system development process for the Sports Venue Booking Application, which is described as follows:

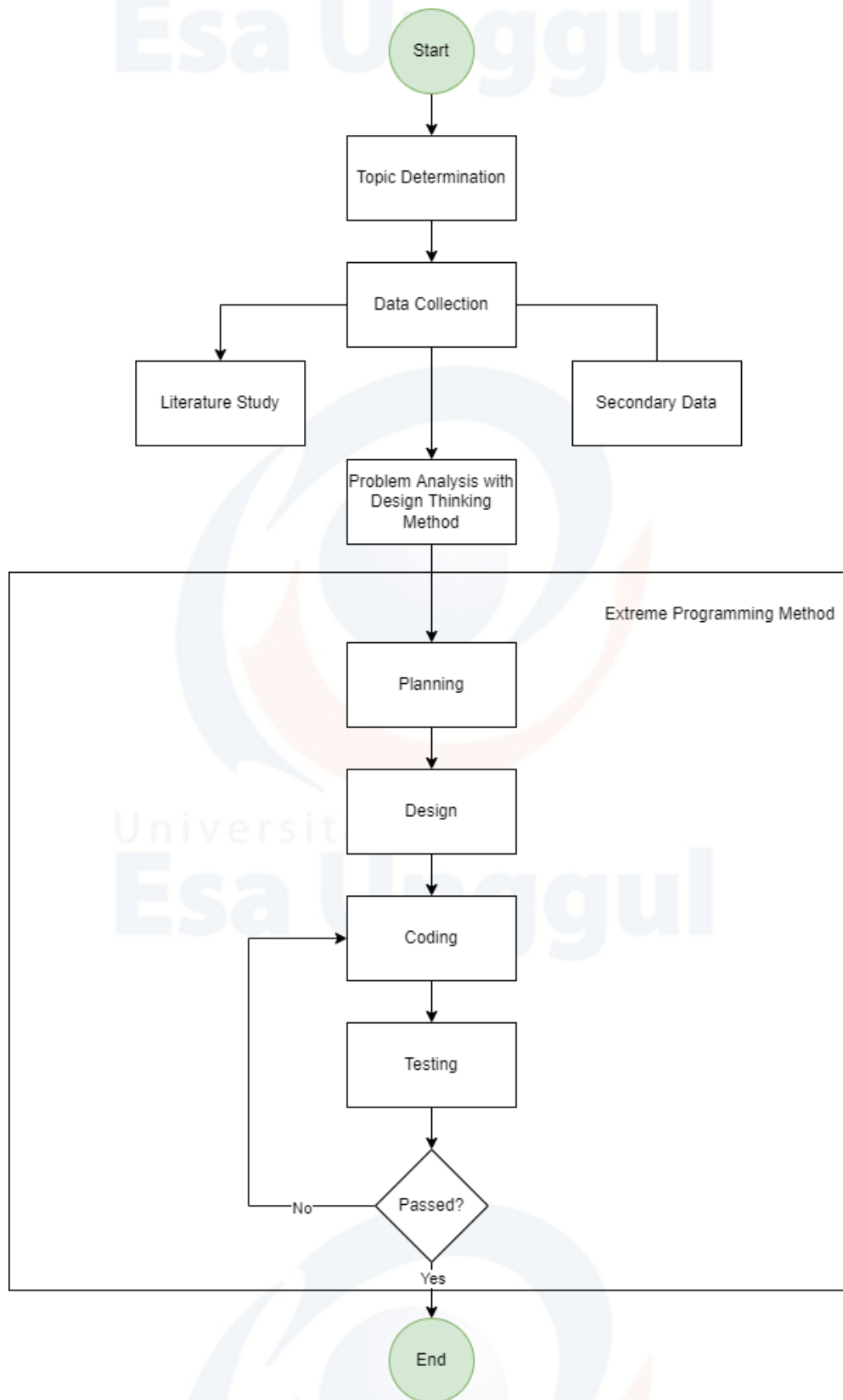


Figure 1.1 : Research Framework

1.9. Writing System

Systematics of writing can be divided into five chapters that facilitate the discussion. Here is the periodic report:

Table 1.2 : Writing System

CHAPTER I	<p>INTRODUCTION</p> <p>Background information, problem identification, research aims, research benefits, problem boundaries, the conceptual framework, and proposal drafting procedures are all included in this chapter.</p>
CHAPTER II	<p>LITERATURE REVIEW</p> <p>Theories that explain the subjects of the title-related study are included in this chapter. proposal.</p>
CHAPTER III	<p>RESEARCH METHODOLOGY</p> <p>The methods utilized to create the report is thoroughly described in this chapter.</p>
CHAPTER IV	<p>RESULT AND DISCUSSION</p> <p>This chapter discusses the system design chosen as well as presents data or study findings.</p>
CHAPTER V	<p>CONCLUTION AND SUGESSTION</p> <p>The conclusions, overall proposal outcomes, and proposal preparation advice are all included in this chapter.</p>