



Journal Homepage: - [www.journalijar.com](http://www.journalijar.com)

## INTERNATIONAL JOURNAL OF ADVANCED RESEARCH (IJAR)

Article DOI: 10.21474/IJAR01/15904

DOI URL: <http://dx.doi.org/10.21474/IJAR01/15904>



### RESEARCH ARTICLE

#### FUTSAL AND SOCIETY GAME CONTROL SYSTEM

Odem Paraíso Ferreira and Jaqueline Silva De Souza Pinheiro

#### Manuscript Info

##### Manuscript History

Received: 25 October 2022

Final Accepted: 28 November 2022

Published: December 2022

##### Key words:-

Desktop, Multi-Sport, Synthetic

#### Abstract

This work presents a small desktop system, which contributes to game management, on a multi-sport court or even in a synthetic field. The system was made in java, and will have many features, but having as main to organize the sequence of teams that will play, based on order of arrival, wins, draws, losses and give-ups. According to (Raphael Pires, 2019) With a good time control it is possible to eliminate distractions and increase your productivity.

Copy Right, IJAR, 2022,. All rights reserved.

#### Introduction:-

Currently, the society and futsal football courts are having a great demand for amateur athletes. Because they are rented, they have a set time to start and finish.

And when there is, a great demand of people present to participate, by sequence the amount of teams increases, where at some point, one of these teams, ends up getting lost in his turn to play, because there is no adequate control that contributes to the management of this sequence. This situation causes discussions, disagreements, loss of time, etc. In the search for an improvement in the method of controlling the information of sports activities, we seek to systematize all the operationalities, to make their understanding easier, in order to make it faster and more efficient.

For this, the teams will be registered in the system, as they play their first matches, and with their proper results, will give the system the necessary information to organize this queue.

The proposed system will have a stopwatch, where by pressing the start, the pause and at the end of the time of the match, a sound will be emitted, so that the people who are playing, can hear it, avoiding possible discussions regarding the time. The Organizing Committee of competitions, clubs and municipalities may use obtaining a better performance in that modality.

#### Theoretical Reference:-

In view of what was mentioned above, I will disclose in detail, each improvement that the system can bring to society, during the practice of amateur sport in the day to day, just below:

1. Gare
2. I'm the team that won the most
3. Inform the gunner

#### Management

Dealing with a fraction of people is not an easy task, imagine controlling a large amount present, where everyone is eager to play as fast as possible. It is a mission not pleasant, because depending on each personality it will not

be possible to grade at all. This scenario demonstrates that there is a need to apply Management to organize and monitor a system, so that it achieves the results. Management works upon the identification of problems and difficulties of achieving results, to create more functional processes and that integrate the use of system people's capacity (FM2S, 2017).

Therefore, in order for the system to achieve its objective, it was necessary to establish two parameters that are extremely important for its function, as they will provide the necessary information to organize the queue, and inform who will be the next to play. Which are: register on a first-come, first-served basis and the results of each match.

**Register On A First-Come, First-Served Basis**

Teams will be registered as people arrive, forming their teams and playing their first matches. This was one of the established criteria for organizing, numbering and tidying up (INFORMAL DICTIONARY,2016).

**Results Of Each Match**

The teams will face each other, and depending on the outcome of each match, which may be: draw, win, or defeat, will provide the system with the necessary information to organize this sequence.

**Time Control**

When a block is booked, there is a certain time to start and finish. Given this criterion, the matches had to be timed for everyone to play.

The system will have a stopwatch, which will beep when pressing the start, pause and end of the game to control the time of each match.

Therefore, time management is a process of prioritization and organization of tasks that involves its planning and execution aimed at better using the time invested in them, which results in greater productivity and efficiency (SILVIO JESUS,2018).

**Automatically Inform The Next Team You Will Play**

The next team to play, will be automatically disclosed by the system, according to the result of the previous match. Process automation consists of using technology to accomplish tasks. It is transforming activities that until then were done manually, in automated activities, with the help of technology (DOUGLAS DA SILVA, 2021).

**Inform The Team That Won The Most**

This method will work as follows: as each team wins, your victory will be saved in the database and added to the previous victories that occurred that same day, in which the court was rented. At the end of all matches, it will be possible to cease a list of participating teams, where they will be organized increasingly, that is, the team that won the most will be at the top of the table. Being able to contribute to awards.

**Inform The Gunner**

Each goal scored, will be saved in the system with its author's name and added to other futures, if he does. And in the end will be displayed a list of top scorers, where will be on the tip who has more goals, this functionality can contribute to awards.

**Methodology:-**

After presenting the features offered by the system, there was a need to know their level of acceptance by potential users. For this, a search was done using GoogleForms to obtain the data, and the methodology used to present the results will be the qualitative.

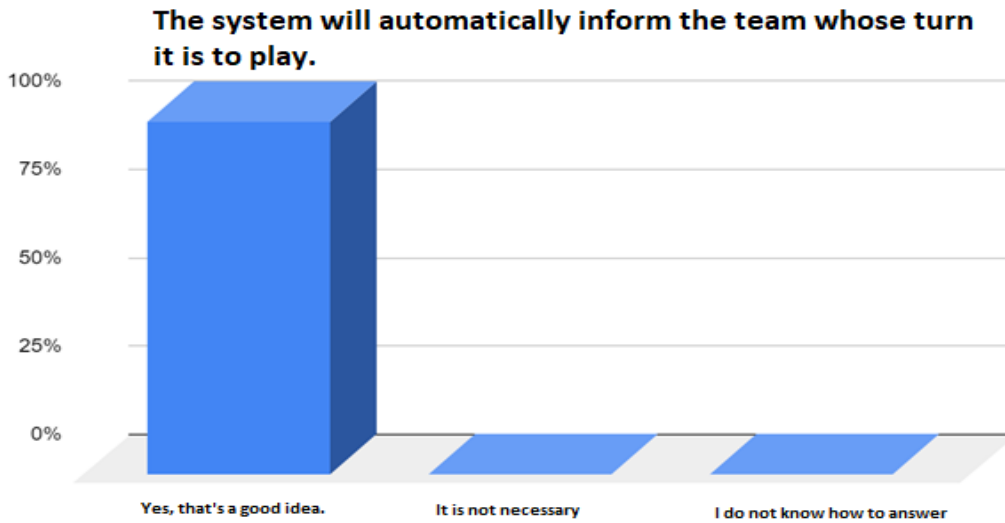
The use of the form was fundamental to know the user's opinion, through multiple choice options. Where each question presented a solution granted by the system to solve a need of the user to manage several parts of amateur football.

**Findings**

The questionnaire was directed to a target audience that according to its profile can contribute to the acquisition of the necessary information, which will serve to the rationale of the article. The functionalities and benefits offered by the system were presented to the user through objective multiple choice questions. In order to acquire the opinion of these people regarding the use of the system in the practice of amateur sport.

Google Forms was used to perform the search, where the questions on the form had the following options: YES is a good idea, NOT necessary and i can not answer. The research had the participation of 13 people practicing amateur futebol, for the formulation of the graphs that will be presented below:

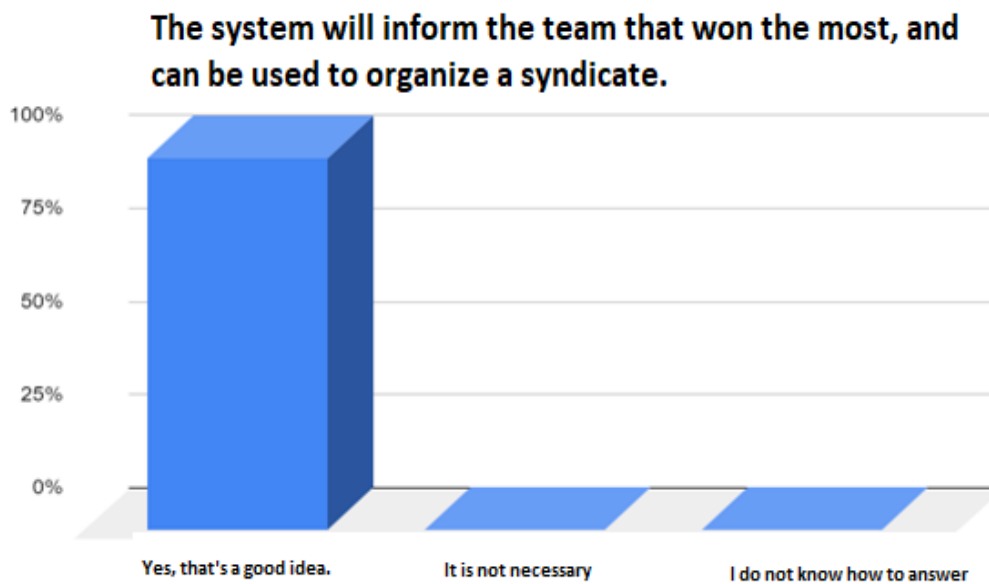
**Graph 1:-** Method for managing a queue composed of teams.



**Source:** Authors (2022).

This graph shows that 100% of the people who participated in the research, have the desire for the application of a management during the practice of football.

**Graph 2:-** Method that displays a list of teams that won the most.

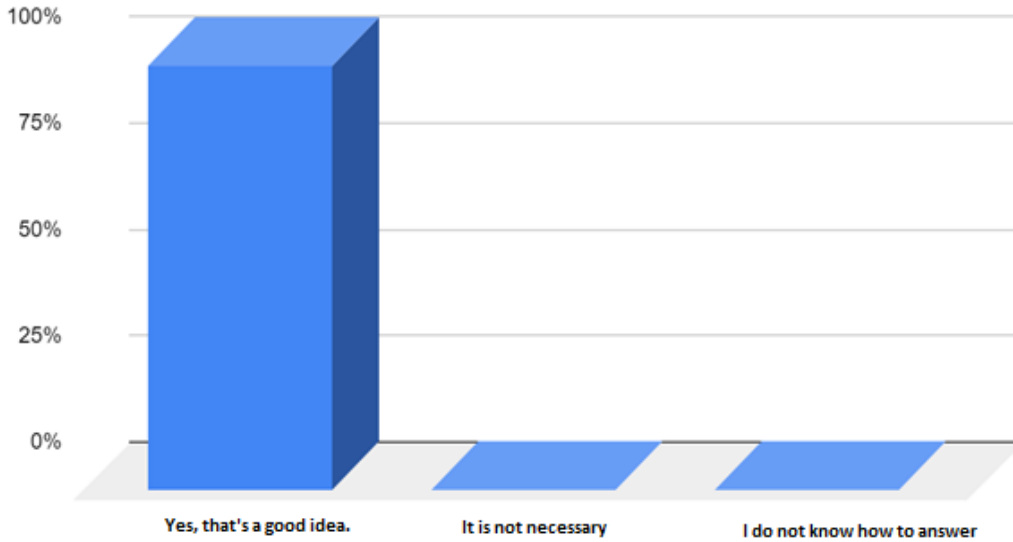


**Source:** Authors (2022).

We see that 100% of the participants approved the idea, the existence of a list where the team that won the most will be displayed.

Graph 3:- Method referring to time control.

**The system will have a sound timer, so that whoever is playing can hear the start and end of the game.**

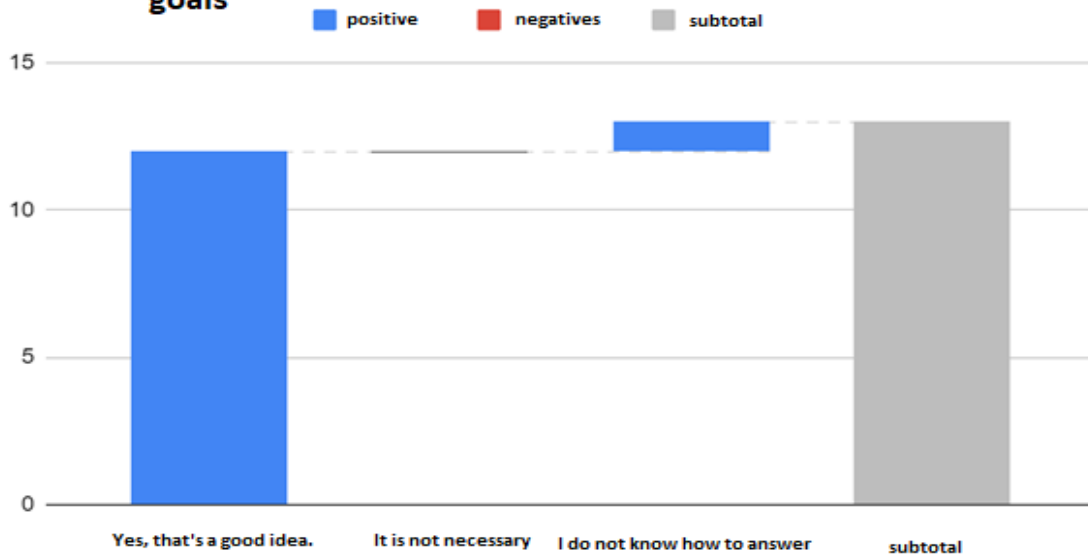


Source: Authors (2022).

In this image, 100% of people approve the deployment of a stopwatch in the application.

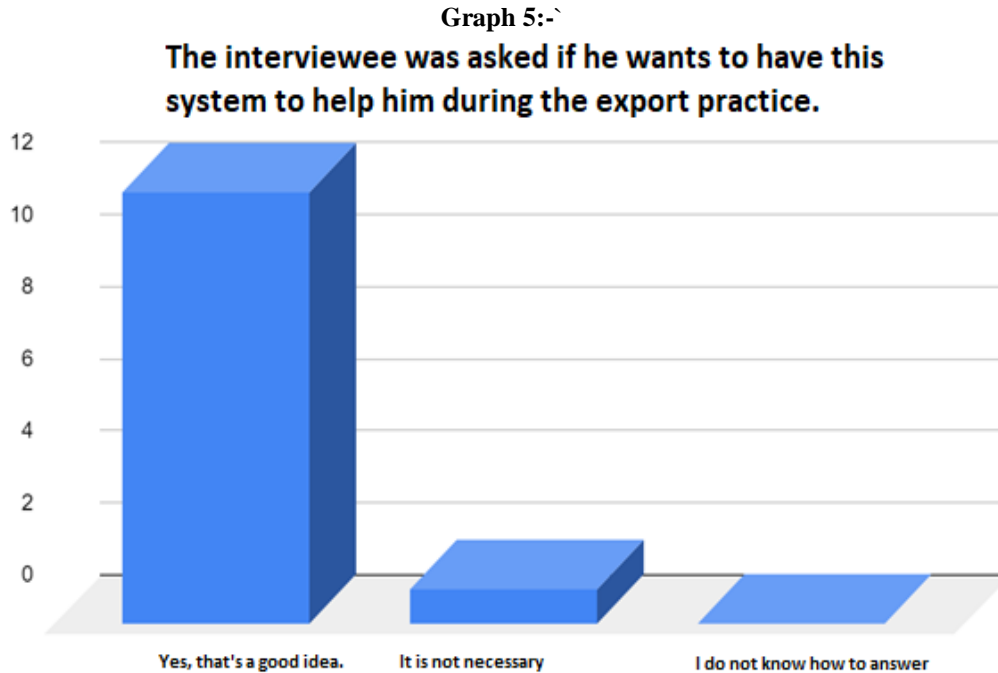
Graph 4 - List that will inform the top scorer.

**The system will inform the player who scored the most goals**



Source: Authors (2022).

Here we see that 92.3%, understood and accepted the functionality. And only 7.7% could not answer, because this small percentage was due to the interviewee, not understanding what is being proposed.



**Source:** Authors (2022).

The interviewee was asked if he wishes to have this system to assist him during the practice of football. And the answer was that 92.3% said yes, and only 7.7% opined for the no.

### **Discussion Of Results:-**

And according to the user's opinion and the benefits offered by the system during the practice of football on a rented court, whose time of use is determined. There was the finding that there is a need for an automatic management of the use of this site.

This management can contribute to a better consumption of available time, avoiding its waste through the process of team queue control in an automated way. Together with the application of a stopwatch within the application, to control the time of each match, so that everyone present there, can participate equally.

With regard to the awards, if any, whether individual (top scorer), or collective (team that won the most), can be based on the lists generated by the system based on the collected data.

### **Final Considerations**

The use of technology to automate everyday tasks has contributed greatly to the increase in productivity, and acting in the reduction of waste, and can reach zero losses. Without the application, the management of the time available in the court was manual, a format that gave a break to possible errors, starting the disorganization.

A good management applied with technology, can bring great benefits to humanity, and can be applied to many areas, just identify the problem and contract the best technological solution.

### **Bibliographic Reference:-**

1. **Management Dossier.** FM2S, 2017. Available in: <https://www.fm2s.com.br/blog/o-que-e-gestao>. Accessed: November 18, 2022.
2. ORGANIZE. **INFORMAL DICTIONARY,** 2022. Available in: <https://www.dicionarioinformal.com.br/organizar/>. Accessed: November 18, 2022.
3. PIRES, R. H. **Learn how to control time at the agency and improve your productivity,** Rock Content, 2019. Available in: <https://rockcontent.com/br/blog/control-de-tempo>. Accessed: November 18, 2022.

4. SILVA, D. **What is process automation?. Zendesk, 2022.** Available in: <https://www.zendesk.com.br/blog/oque-e-automacao-de-processos/>. Accessed: November 18, 2022.
5. Silvio, J. **Time Management: what it is, productivity and strategies.** FIA,2018.
6. Available in: <https://fia.com.br/blog/gestao-do-tempo/>. Accessed: November 18, 2022.