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**WEBSITE-BASED SPORTS TRAINING MANAGEMENT
INFORMATION SYSTEM AT SPORT 5 INDONESIA
LEARNING CENTER**

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Abstract

The development of technology and information at this time, makes humans very easy to get information. The ease of information that can be accessed through the internet network, encourages various institutions to be able to compete in presenting complete, interesting and reliable information. The website is one of the information media used by institutions or organizations to provide information and services. Website-Based Sports Training Management Information System at Sport 5 Indonesia Training Center is a system that is planned to be used to manage and organize sports training at Sport 5 Indonesia Training Center efficiently and effectively using website technology. In this study, the data source used was by using primary and secondary data. This primary data is used to answer researchers' questions and make decisions. While secondary data is used to complete the information needed in this study. The system approach method used is an object-oriented system approach, the object-oriented system approach method is a software development strategy that groups software as a collection of objects containing operations and data. The system development method that researchers use is to use the prototype method, The general purpose for software is not to identify detailed input, processing, or output needs. The website in the Sports Training Management Information System has been designed to help improve the efficiency, effectiveness, and attractiveness of sports training / seminars and strengthen the reputation of sports training institutions in this case Sport 5 Indonesia Training Center

Keywords: *Information Systems; Management; Sport 5; Learning*

INTRODUCTION

The development of technology and information at this time, makes humans very easy to get information. The ease of information that can be accessed through the internet network, encourages various institutions to be able to compete in presenting complete, interesting and reliable information (Ihsan et al., 2022). The website is one of the information media used by institutions or organizations to provide information and services. Websites are usually used for various purposes, such as to convey information, communicate, promote business, sell products or services, as well as for entertainment and education (Yusmawati et al., 2020). Website-Based Sports Training Management Information System at Sport 5 Indonesia Training Center is a system that is planned to be used to manage and

organize sports training at Sport 5 Indonesia Training Center efficiently and effectively using website technology (Arisman et al., 2021). This system helps management to monitor and manage training schedules, manage participant data, Data stored in the system can be stored properly and neatly so that data can be easily found and accessed anytime and anywhere. and The system can also send notifications to participants and trainers, and provide reports and analysis to measure training effectiveness (Maretno & Arisman, 2020).

By using this website-based sports training management information system, Sport 5 Indonesia Learning Center can improve the efficiency and effectiveness of their training process, so as to provide a better training experience for participants and trainers (Pratama et al., 2022). In addition, this system also makes it easier for participants to register and attend sports training/seminars online, thereby reducing the cost and time needed for manual administration processes. According to Wang in Tandon et al. (2017), a website is no longer just an information system but also a marketing channel.

Aware of the development of information technology, and also because of the large opportunities and benefits in the development of the Sports training management Information System website, the author conducted research on a website-based Sports Management Information System at the Sport 5 Indonesia Training Center. A website is a page or collection of pages arranged in a domain on the internet (Okilanda et al., 2018). Websites can be used for various purposes such as information, communication, trade, (Nopianto et al., 2020) and entertainment, Wibisono and Susanto (2015) explained that the web is one application that contains multimedia documents (text, images, sound, animation, video) in it that use the HTTP protocol (hypertext transfer protocol) and to access using software called a browser. Here are some literature reviews about the website:

According to Bai and Law (2018), user trust is an important factor in determining the success of a website. They suggest that the website design be made as simple as possible and the information provided must be accurate and easy to

understand so that users feel comfortable and trust in the website.

According to research conducted by Yudistia (2023), ease of website use is also an important factor that must be considered in website design. They suggest that websites be created with a clear and easy-to-understand layout, as well as intuitive and accessible navigation. According to research conducted by Moti Zwilling (2020), the security aspect of the website is also very important (Putra et al., 2021). They recommend that websites be equipped with security features such as SSL certificates, data encryption, and protection from malware attacks. From the literature review, it can be concluded that good website design must pay attention to several factors such as user trust, loading speed, ease of use, content quality, and security aspects.

METHOD

Research Method is a scientific way of searching and obtaining data related to procedures in conducting research and technical research. Research methods discuss a lot about how to carry out research. In contrast to research procedures that focus more on the tools used in measuring and collecting research data (Putra et al., 2020). Thus, research methods include both things, namely, research procedures and techniques.

In this study, the data source used was by using primary and secondary data. This primary data is used to answer researchers' questions and make decisions. While secondary data is used to complete the information needed in this study. The system approach method used is an object-oriented system approach, the object-oriented system approach method is a software development strategy that groups software as a collection of objects containing operations and data.

(Letty Latifani Arifah, 2023) prototype, Prototype is used as an initial design to describe the product to be made, prototype design is made in the form of a user interface based on ideas and solutions obtained in the previous stage The general purpose for software is not to identify detailed input, processing, or output

needs. Analysis and Design tools used by researchers are Use Case Diagrams and Activity Diagrams.

RESULT AND DISCUSSION

In this section, a design will be carried out that refers to user needs and integrates existing data. The process to be designed includes:

View your Home page

1. View available sports training programs/seminars.
2. Registration for sports training programs/seminars.
3. Make payments on selected sports training programs/seminars.
4. View the schedule of sports training/seminars.
5. See sports training/seminar facilitators.
6. View Contacts and Support

Usecase Website-Based Sports Training Management Information System at
Sport 5 Indonesia Training Center

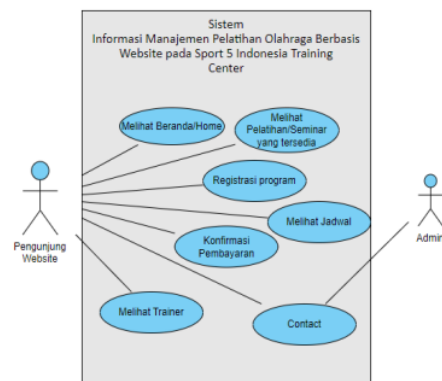


Figure 1. Software implementation

1. Operating System : Windows 10
2. Programming Language : PHP, HTML5, CSS, Javascript
3. Web Server : XAMPP
4. Database Server : MySQL

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Center

1. Web Browser : Google Chrome, Mozilla Firefox

2. Core Editor : Sublime Text

Hardware implementation

1. Processor : Intel Core i5

2. Memory : 4Gb

3. Hard disk : 500Gb

4. VGA : 2GB

5. Monitor : 19inch

User Interface Design

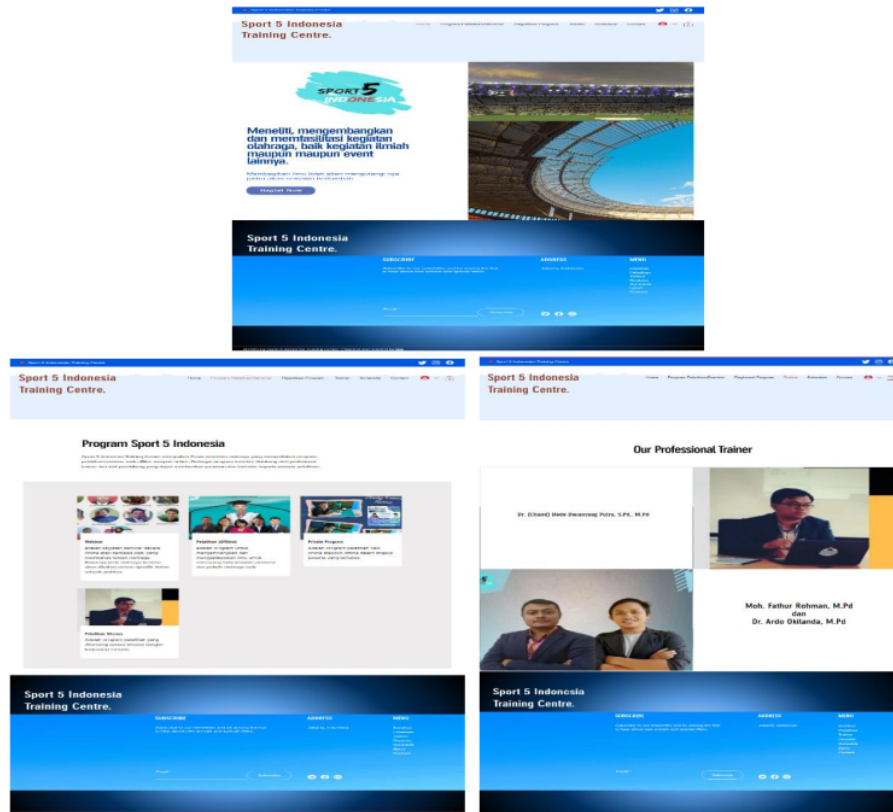


Figure 2. Sport 5 Indonesia Training Center Home, Program, Trainer page Sport 5 Indonesia Training Centre Website

On that page, users can choose a program that suits their needs and can also see and choose trainers at the Sport 5 Indonesia Training Center. With this website, it will certainly facilitate the dissemination of information and also as an effort to improve services.

CONCLUSION

The website in the Sports Training Management Information System has been designed to help improve the efficiency, effectiveness, and attractiveness of sports training/seminars as well as strengthen the reputation of sports training institutions in this case Sport 5 Indonesia Training Center. The website has several advantages, including:

1. Easier accessibility: The website allows easier access to sports training, as participants can register and access training information easily via the internet.
 2. Time and cost efficiency: By using a website, the administration process can be automated thus saving time and cost required for manual administration processes.
 3. Speed and openness: The website allows sports training information to be available in real-time, which can be accessed by participants and coaches anytime and anywhere.
1. Improve training effectiveness: By using the website, training management can monitor and evaluate the training process regularly, so as to improve the effectiveness of training to improve participant performance.
 2. Attract participants and build reputation: Websites can help promote sports training and attract new participants. In addition, an effective website can help build a good reputation for the sports training institution.

Along with the times, it will certainly make the need for information on the Sport 5 Indonesia Training Center will increase, so the author suggests that additional features be added in accordance with the development of business processes / business services. In addition, the author also suggests that development be carried out in terms of user needs. Development can also be done using the latest

technology with the latest methods.

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