

Universiti Teknologi MARA

**BOLA@UITM: Mobile Application for UITM Football
Club Event**

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ABSTRACT

Football is one of the most popular sports around the world. There are many popular football clubs around the globe. These popular football clubs are taking the advantage of changes of technology that allow people to develop something that can help them in daily basis such as the existence of football club application that have reservation football match ticket and online payment features. UITM also have their own football club named UITM FC. For the time beings, UITM FC does have only social media such as Facebook, Twitter, and Instagram as their platform to spread the news regarding UITM FC. When there is a football match involving UITM FC, the supporters need to queue long in order to buy the football match ticket. Hence, this project of Bola@UITM Mobile Application is developed to ease the process of reservation football match ticket. The project aims to identify user requirements of a mobile application. To fulfil the project requirements, a method of Mobile Application Development Life Cycle (MADLC) is used. The target of this project is UITM Shah Alam students and UITM FC organizer. All user requirement regarding this project was obtained through an interview session with some students who have experience during bought the football match ticket at the stadium counter. Another interview session was conducted with Sport Assistant, Pusat Sukan UITM to gather the requirement needed. Next, this mobile application was developed based on the design and features needed. Right after the implementation of mobile application assessment through the analysis requirement is done, the process of designing a prototype interface was made. Method of storyboard such paper-based was applied through this project to give an idea on how the application would look like. The prototype was then created using Marvel application. Apart from that, another interview session was made to observe an evaluation on how students would use Bola@UITM Mobile Application. The result is then lead to improvement for future works.

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CHAPTER 1

INTRODUCTION

This chapter provides a background of research. It also provides the details of issues or problems that led to the research.

1.1 Project Background

Nowadays, everyone has their own mobile devices. It is a small handheld tablet or another portability device, making it both compact and lightweight (“Mobile Device”, 2018). It also called as second computer, where it can also store some information, such as pictures, videos, and other important things. Today, many developers want to develop an application that is suitable for the mobile device platform, such as IOS, Android, and Windows Mobile platforms. Mobile application, also known as an app, is a type of software that runs on a mobile device, for example a smartphone, tablet computer, and other gadgets (“Mobile Application”, 2018). This includes that Universiti Teknologi Mara (UITM) have their mobile application that gives students to access through mobile devices. Most of them are educational applications, such as UITM iStudent, UITM Digital Campus, and many more. Currently, there is no mobile application for sports information, such as for Sport Complex, UITM Shah Alam.

Most of the students in UITM Shah Alam love football, especially for the male students. They preferred to watch, play, and enjoy the football as their hobby. Meanwhile, UITM itself have their football club named UiTM FC where it also a