

Building a football field booking management application for the University of Information and Communication Technology on the Android platform

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Abstract: In the context of increasing demand for sports services, especially at universities, building a football field booking management system plays an important role. This project focuses on designing and deploying a mobile application on the Android platform to support students and staff of the University of Information and Communication Technology in booking and using football areas conveniently and efficiently. Through research, the project applies a comprehensive approach including project management theory and hands-on experimentation on the mobile platform to create a suitable solution. The results of the project not only improve service quality for students but also contribute to the development of information technology applications in schools.

Keywords: Android application, Football field booking management, Information technology education