

Colorado Ski Racing Management System

System Objectives

As we browse around today's Internet web sites, more and more pages are starting to interact with users with real-time information. One of the examples is the online banking system. It is no longer surprising to see the balance of our checking account decreased on the web after spending a night on Perl Street in Boulder; it is very ordinary thing to see the balance of your checking account increased on the web after the short trip to deposit money from an ATM. Today, people's expectations in what we can do and must be able to perform online tend not to slow down. It is perhaps also true that one has very hard time impressing friends with static web sites that are updated once a week.

The purpose of building the Colorado Ski Racing Management System, CSRMS is to experiment the power modern World Wide Web technology and to demonstrate the understandings of other necessary information systems to realize the development and management of web site with real-time information.

Business Objectives

As we recall from the CSRMS implementation proposal, the business objectives of building CSRMS come from rapidly increasing number of athletes in the University of Colorado USCSA Division Ski Team. While the Program Director keeps track of an athlete's basic information, event participation, and payment information, it is important that an individual athlete increases its awareness to what he/she has given to the Program Director and make sure of it frequently. This process can take up enormous amount of

time for the Director as the number of the team member increased from 30 to nearly 60 this year. For example, a group of 60 people participating in one event involves following processes: The Director is to gather, organize, update, and confirm all athletes' information. Without a real-time interaction in between information that has been given by athletes and information that the Program Director already has, bringing athletes to one event involves four different steps of processing. The implementation of CSRMS assuages and distributes the burden of four-step-processing.

CSRMS Overview

In order to apply the system objectives to the business objectives, the CSRMS was implemented using Macromedia Dreamweaver 8 with Macromedia ColdFusion MX6 for the dynamically updated information environment. The basic system structure of the CSRMS is as follows: 1) CSRMS collects data from athletes based on programmed input regulations; athletes are further allowed to make modifications of their data. 2) The Program Director creates an instance of an event; The Program Director is allowed to modify the event based on programmed input regulations. 3) Athletes indicate participation to the event; this record is modifiable only by the Program Director once the intent of participation is indicated by the athletes. 4) The Program Director can collect information based on events and participating athletes; modify the payment information for the review. The Program Director is also able to keep track of missing payments by an individual athlete. 5) The payment information input by the Program Director is shown on an individual athlete's screen; this increases an awareness of payment that has to be made and confirms the intent of participation from an athlete.

As we saw on the system, the four-step-processing is made up of multi-step confirmations to collect the most updated information. From a business point of view, this is the trade-off in between the time consumption of the Program Director and the accuracy in the collected data at one point. The accuracy of collected data and time consumption in CSRMS will be optimized as long as the athletes frequently access CSRMS and update their information. In order to assuage not only the burden of time for the Program Director, but also for the team athletes, CSRMS shows customized participation and payment information besides his/her current information for each athlete with given username, so that it does not become just a burden of time for athlete, but increases the awareness of them being a part of the team. The contents of this awareness also will increase the timely payment to the team.

The CSRMS was implemented using one of the most cutting-edge World Wide Web technologies. This system distributes the four-step-processing among the Program Director and athletes in the team by giving them regulated input forms on the website. This not only gives benefits to the Program Director, but also to the team athletes. The system notifies athletes of customized and updated information. The awareness of being a part of the team for athletes given by the system and what they are being notified by the system will increase the payment on time. Overall, this system optimizes the efficiency of information management needed by the Colorado Ski Racing program.