HAPPENS

The social platform of the CSIT World Sports Games 2015

Lignano, october 2014

Riccardo Onori, R&D Director, NESEA srl
Outline

1 – The CSIT World Sport Games 2015 Platform
2 – Where we are
3 – Which are the next steps
4 – Which are the main expected outcomes
HAPPENS, the CSIT WSG 2015 platform

HAPPENS (Holistic APPlication for Events, Networking and Summit management) is a social platform, specifically customized by the WSG2015 Organizing Committee and Nesea, which will support the governance and the accessibility of the CSIT World Sport Games 2015.

The CSIT WSG 2015 focus both on the promotion and participation in physical activities and sports, are addressed to amateur athletes, their families and friends from all over the world, so to compete among 35 sport disciplines. That’s why the social platform will run before, during and after the main events, in order to:

- support the management of all the people participating
- support the online visibility of the event’s data
- support the organization and governance of all the competitions and side events
- increase the entire population awareness (those who have to opportunity to participate, as well as those who are simply interested in the events and in the related results)
- bridge together relevant stakeholders (the CSIT, the unions, the institutional policy makers at global level) with the citizens participating in sports
The social platform is online!!

Let’s have a look at the online part of HAPPENS

- The preliminary registration part is online
- The HAPPPENS customization starts
- The definitive registration part will be online
- End of registration

- Accreditation
- Governance
- Visibility

May 2014
October 2014
February 2015
May 2015

7-14 of June, 2015
What about the user-experience?

The platform seems to be...

However, “usability” refers specifically to the ease with which users can complete their intended tasks, and while people sometimes use the term usability to refer to all elements relating to user experience, it should more appropriately be viewed as just a subset of user experience.

Our main purpose is more than “usability”, we want also the platform being:

- **VALUABLE** – is it useful?
- **ADOPTABLE** – is it easy to start using?
- **OPEN TO ALL** – is it easy and useful for all the users?
## QR-Code and Platform APPs

### PARTICIPANTS
By a uniquely identification and a specific APP, participants can
- collect gadgets and all materials
- enter facilities and dedicated areas
- attend events and special/side events
- be recognized during the competitions and sport demonstrations
- gather relevant information about the events (competitions results, timetable) and the physical areas (maps, agenda)

### ATHLETES
By a uniquely identification and a specific APP, athletes can
- check their competition results
- check general results and ranking
- check the timetable of their competitions
- check if their own gadget has been collected
- book the side events (conferences etc...)
- verify the location of the competition areas, using the events map

### REFEREES AND OFFICIALS
By a uniquely identification and a specific APP, athletes can
- upload the competitions’ results
- upload the competitions’ technical reports
- check the athletes identification and profile
- check the program and the timetable of the assigned competitions
- check the Technical Committees meeting program and timetable

### STAFF PLATFORM
- Manage admittance for specific areas
- Manage breakfast/lunch/dinner vouchers
- Manage the gadgets distribution
- Manage maps and descriptions of the events
- Monitor facilities’ capacities
- Monitor sport areas’ security issues
QR-Code and Platform APPs

Areas and access management

Information

Competitions and results management

QRCode

Smartphone

Local Server

Client Web

Internet

Paas Provider Management System
AICS, the Organizing Committee of the CSIT WSG 2015 and NESEA, deployed a strategy to foster the effectiveness of the Social Platform, which runs before, during and after the main events.
HAPPENS is a Social Platform, born to manage all the types of networking events. By customizing it for the CSIT World Sport Games 2015 it will foster:

- the social inclusion of the participants and the other interested stakeholders (groups, citizens, institutions);
- the use of the IOT (Internet Of Things) technologies in an inclusive manner;
- the social dimension of the gaming side of the events; social media and the integration of many available devices can be considered the main channels of communication and integration of the Social Platform, open to all the relevant actors over the physical participation of an event;
- the physical coordination of all the activities during the events; the coordination of the staff, the volunteers, the technicians, the officials, the athletes, the referees;
- the navigation and accessibility to the specific event areas, tailored for each participants, as for examples athletes or disabled, etc;
- the security of the all participants, given by the accreditation and registration processes implemented by the platform, as well as the univocal recognition of a participant by its personal QR-Code;
- the bridging beyond the “sport for all” communities, because the open approach of the social platform will attract new, relevant players, and will collect in the same framework the unions and the citizens.

If the extended concept of “accessibility” really means “to give the opportunity to participate to all” (UN Convention on Human Rights), HAPPENS will support deploying the main World Sport Games mission at a global level.