# Sportif.App as an Effort to Increase Sports Human Resources Readiness and Digitalization of Sports Data Information Management

**Fatkhul Imron[1], Joko Sulistyono[2], Moh Erkamim[3], Zandra Dwanita Widodo[4]**
[1-4]Tunas Pembangunan University

*Correspondence Author:* fatkhul.imron@lecture.utp.ac.id, jokosulistyono@lecture.utp.ac.id, erkamim@lecture.utp.ac.id, zandra.widodo@lecture.utp.ac.id

**Abstrak:** This research is a continuation of community service activities entitled "Introduction and Training of the Sportif.App Application as an Effort to Increase the Readiness of Sports Human Resources and Digitalization of Sports Data Information Management at KONI Surakarta City." Through this tridharma activity, the writing team continued with research aimed at describing and analyzing the benefits of Sportif.App in increasing the readiness of sports human resources through digitizing sports data information management. The research method used is descriptive qualitative which is based on the results of interviews and observations. The Sportif.App application really helps sports human resources by providing data management services that are easy to access and provide information at any time. Administrative requirements can be integrated with sports databases (such as sports, achievements, coaches, referees, etc.), documented, and uploaded through the information system, including verification mechanisms and information about required administrative completeness, as well as monitoring data progress. In this way, sports human resources can work effectively and efficiently in reporting at any time without being limited by time and space.

**Keywords :** Sportif.app, information management, sports data information

## 1. INTRODUCTION

President Joko Widodo has instructed us to take advantage of the momentum of the COVID-19 pandemic to make a big leap in reviving the economy and improving the nation's welfare through digital technology. This direction is realized by accelerating the national digital transformation agenda through five steps: accelerating the development of digital infrastructure and providing internet services, preparing a digital transformation roadmap in strategic sectors, accelerating the integration of the National Data Center, developing human resources and digital talent, and preparing various regulations and financing schemes to support the digital ecosystem. The five steps to accelerate digital transformation launched by President Joko Widodo are the basis for developing the Indonesia Digital roadmap.(Amali, 2022)

Indonesia Digital has established six strategic directions to realize the vision of the President of the Republic of Indonesia. These six directions aim to direct Indonesia towards an innovation-based economy with world-class technological capabilities, skilled human resources, and a society that is digitally cultured and ready to face the future. The six Strategic Directions are:

1. Create safe and reliable infrastructure and connectivity with high quality services.

2. Shifting Indonesia's role from user to technology maker by investing in national strategic platforms such as data centers, cloud infrastructure and national digital identity.

3. Strengthen digital capabilities in priority sectors to increase global competitiveness and support inclusive growth.

4. Building transparent and integrated digital government institutions to improve public services.

5. Develop digital culture and utilize the demographic bonus to empower Indonesian people in the digital world.

6. Harmonize regulations and increase funding to support innovation

To realize national digital transformation, participation is needed from all levels of society, relevant ministries/institutions, and the central government as a whole to support digitalization programs. Currently, the National Sports Grand Design Roadmap for the 2021-2024 period is a guide for all work units in the sports sector in carrying out their duties, functions, authority and responsibilities to achieve the vision and mission of the Ministry of Youth and Sports. (Setiawan & Oktriani, 2022)Digital transformation policies are focused on four strategic sectors: digital infrastructure, digital government, digital economy and digital society. Apart from that, this policy is also implemented through 100 main initiatives in 10 strategic sectors, including the sports sector. The main supporting factors in implementing digital transformation are human resources, supporting regulations and policies, as well as funding and incentives.(Imron et al., 2023)

Bureaucratic reform is an effort made to accelerate improvements in good governance to support national development. This program must be implemented by ministries, institutions and regional governments. The implementation of the bureaucratic reform program is regulated through Presidential Decree no. 81 of 2010 concerning Grand Design for Bureaucratic Reform 2010-2025, which divides the implementation of reform into three periods: period I (2010-2014), period II (2015-2019), and period III (2020-2024).

Currently, the implementation of the bureaucratic reform program has entered its third period, which is the final stage and will end in 2024. The ultimate goal of this program is to create a world-class government with increasingly effective and efficient governance and increasingly quality public services. The implementation of the program in the third period

is regulated through Permenpan RB Number 25 of 2020 concerning the Road Map for Bureaucratic Reform 2020-2024.

KONI Surakarta City as an institution that manages sports coaching and training for athletes, developing sports achievements, implementing coaching methodologies for student athletes, as well as implementing administration and reporting, is also implementing the bureaucratic reform program. One of the areas of change that KONI Surakarta City is focusing on is strengthening accountability. The aim of strengthening this accountability is to make KONI Surakarta City a high-performing organization capable of managing the budget effectively and efficiently. Strengthening performance accountability within the Surakarta City KONI environment is carried out through the use of the Sportif.App application which is guided by the Regulation of the Minister of Youth and Sports of the Republic of Indonesia concerning the National Sports Grand Design Roadmap for the 2021-2024 Period.(Imron et al., 2023)

To optimize the management of Surakarta City KONI information data, an information system is needed that can help Surakarta City KONI in managing sports data, both sports master data and sports achievement data in Surakarta City. This information system is web-based, which allows connections or relationships between systems and data in real-time.

KONI Surakarta City wants to provide data management services that are easy to access and can provide information at any time. Later, all administrative requirements related to sports (sports, achievements, coaches, referees, etc.) can be documented and uploaded through the information system. And there is a verification mechanism and information about the complete administration required, as well as monitoring data development. So, looking at the rationale as mentioned above, KONI Surakarta City will build a web-based sports data management information system. This allows reporting at any time without being limited by space and time.

## 2. RESEARCH METHOD

This research uses a qualitative approach with descriptive study methods. Descriptive studies aim to describe phenomena that occur somewhere in the context of this research. For data collection, the research used the interview method, which is a question-and-answer process between researchers and respondents. Interviews were conducted with the chairman of KONI Surakarta as one of the main respondents, in accordance with the approach described by (Amalia et al., 2019)

## 3. FINDINGS AND DUSCUSSION

### 1. Electronic Based Government System (SPBE)

The implementation of Bureaucratic Reform aims to create a world-class bureaucracy. One of the efforts made to create a world-class bureaucracy is to implement areas of change in governance arrangements, one of the programs of which is implementing an Electronic-Based Government System (SPBE). (Rachmawati et al., 2022) Electronic Based Government System (SPBE) is a government administration that utilizes information and communication technology to provide services to SPBE Users, especially in the sports sector, in the main tasks and functions of KONI SURAKARTA. The aim of implementing SPBE is to realize clean, effective, transparent and accountable government governance as well as quality and trustworthy public services. For this reason, the Government has issued several complementary regulations regarding SPBE, namely:

   a. Presidential Regulation Number 95 of 2018 concerning Electronic-Based Government Systems (SPBE);

   b. Presidential Regulation number 39 of 2019 concerning One Indonesian Data;

   c. Presidential Regulation number 54 of 2018 concerning Action Plans for the Acceleration of Corruption Eradication.

In accordance with the mandate of Presidential Decree no. 95/2018 concerning Electronic-Based Government Systems (SPBE) and Regulation of the Minister of Youth and Sports of the Republic of Indonesia concerning the National Sports Grand Design Roadmap for the 2021-2024 Period. KONI Surakarta is working to improve Surakarta Sports Data Information Management services for 2023 – 2025.

### 2. Implementation of Digitalization of Sports Data Information

The activity of creating the sportif.app application at KONI Surakarta was carried out in the form of creating web-based system modules through the stages of needs analysis, design, coding, testing and implementation.The existence of coordination in one working group between service providers and technical teams from each field, is intended to be able to design and build information systems according to the expected aims and objectives with the following scope of work:

   a. Identify existing data needs

   b. Designing architecture, information systems which include database models, system design, system design

c. Compile the results of analysis and identification which will later be used as a reference in building software.

d. This information system is based on administrative data from sports management. From this basic data, a breakdown is then added for each user.

e. Implementation details are used as monitoring material for each sector to ensure that the activities carried out have been handled properly

f. Trial and Testing System.

g. Implement and test the system until it can be operated properly.

h. Install the system on the server

1. **Vision, Mission and Goals of Sportif.App**

   a. **VisionSportif.App**

   Vision is the direction of future organizational development. Vision is a description of the conditions the organization wants to achieve in the future. The vision can be prepared for the long term or medium term. Based on the Regulation of the Minister of National Development Planning/Head of the National Development Planning Agency (Permen PPN/Head of Bappenas) number 5 of 2019 concerning Procedures for Preparing Strategic Plans for Ministries/Institutions for 2020-2024, article 1 paragraph 12 states that "Vision is a general formulation regarding the situation desired at the end of the planning period".

   Sportif.App's vision to be achieved in 2023-2025 is to support the achievement of the KEMENPORA Vision through the Regulation of the Minister of Youth and Sports of the Republic of Indonesia concerning the National Sports Grand Design Roadmap (DBON). So the vision of KONI Surakarta City through the Sportif.App application is "To realize the digital transformation of Surakarta City Regional Sports Design"

   a. **Misi Sportif.App**

   Mission is the chosen path taken by an organization in realizing the organization's vision. The mission drives the movement and commitment of all elements of the organization, from the highest leadership to the staff. Based on the Regulation of the Minister of National Development Planning/Head of the National Development Planning Agency (Permen PPN/Head of Bappenas) number 5 of 2019 concerning Procedures for Preparing Strategic Plans for Ministries/Institutions for 2020-2024, article 1 paragraph 13 states that

"Mission is a general formulation regarding efforts -efforts that will be implemented to realize the Vision". The mission of implementing the Sportif.App application, among other things, is to realize the Vision

**1) Strengthen regulations and management of sports data information to support digital transformation.**

This mission emphasizes strengthening regulations and governance for information and data management in supporting the acceleration of the digital transformation of sports in the city of Surakarta. The regulations for strengthening and developing related policies are the result of research and studies taking into account the needs and conditions of sports human resources in the city of Surakarta.

**2) Increasing digital initiatives in realizing a powerful society in a digital sports system.** This mission is an effort to realize the pillars of digital achievement in the context of digital transformation. It is hoped that increasing digital initiative efforts can accelerate the digital sports transformation which will be broken down into several strategic activities during the 2023-2025 application development and strengthening period.

**3) Increasing community readiness to support the digital transformation of sports in the city of Surakarta.** The third pillar in digital transformation is digital society, where society's readiness to face digitalization will be very important in supporting the acceleration of digital transformation. This mission encourages community readiness to support the acceleration of digital transformation.

b. **Sportive Goals.App**

Goals are a narrower scope than the Vision, where the goals contain more specific conditions that are expected to occur. Goals are also prepared based on the mission formulated by the organization. Based on the Regulation of the Minister of National Development Planning/Head of the National Development Planning Agency (Permen PPN/Head of Bappenas) number 5 of 2019 concerning Procedures for Preparing Strategic Plans for Ministries/Institutions for 2020-2024, article 1 paragraph 14 states that, Objectives are the elaboration of the Vision of the Ministry/Agency The institution concerned and equipped with a national target plan to be achieved

in order to achieve the President's priority program targets. In the context of the KONI Surakarta City Strategic Plan, the KONI Surakarta City Goal is an elaboration of the Vision and is equipped with a program target plan to be achieved in order to achieve the goals of the KEMENPORA in the Regional Sports Design. Each goal has a goal indicator that needs to be measured at the end of the planning period, namely in 2025. The Sportif.App goal indicator is a measure of the success of the KEMENPORA Goals in the Regional Sports Design program as a benchmark for the achievement of the Kemenpora Goals. The goals for 2023-2025 can be described as follows:

1) **Availability of research-based legislation in the field of science and technology to support digital transformation.** This goal means providing legislation, from laws to ministerial regulations (Permen), which are needed to accelerate digital transformation. The statutory regulations in question must be of high quality, where these regulations are produced from various research carried out previously in accordance with the principles of research-based policy. The laws and regulations that are prepared must be able to answer actual needs in implementing digital transformation. The measure of success of this goal is the index of the availability of research-based legislation in the field of science and technology in supporting digital transformation. This objective indicator measures the percentage of research-based legislation (proven by academic texts) of the total sports-related legislation produced.

2) **Realizing accelerated digital transformation in strategic sectors of national development.**

This goal is an achievement in the digital economy pillar in the sports industry sector, where it is hoped that the acceleration of digital transformation in strategic sectors in line with the direction of national development can be realized. This goal is a condition to be achieved through implementing digital initiatives. The measure of success of this indicator is the percentage (%) of strategic sectors that have experienced accelerated digital transformation. Strategic sector

parameters have experienced accelerated digital transformation as can be seen from the implementation of digital initiatives in this sector.

### 3) Increasing people's digital awareness in supporting digital transformation

Society's readiness to face digital transformation is one of the key factors in the successful implementation of digital transformation. This goal is a condition of society's readiness to face digitalization which is expected to be realized within the next 3 years. The measure of success of this indicator is the society's digital awareness index in supporting digital transformation. This index is measured by taking a sample of Sportif.App users to assess how ready society is to face digitalization.

### 1) Policy Direction and Implementation Strategy Sportif.App

In supporting the achievement and success of the Ministry of Youth and Sports Program. As stated in DBON, National Digital Transformation is an effort to optimize the role of digital technology in increasing the nation's competitiveness through sports. To achieve this, the strategy undertaken is to develop the national digital ecosystem (as supply), both the ICT infrastructure ecosystem and the internal ICT sports ecosystem, and ensure its utilization (as the demand side). The Covid-19 pandemic that occurred in 2020, prompted the emergence of pressure to accelerate the availability of broadband internet access throughout Indonesia, and accelerate digitalization in all sectors. Also in line with the President's direction to accelerate national digitalization, it is hoped that Sportif.App in 2023-2025 can focus on efforts to accelerate the digital transformation of sports in the city of Surakarta.

## 4. CONCLUSION AND RECOMMENDATION

The implementation of Sportif.App at KONI Surakarta is based on Presidential Decree no. 18 of 2020 and the Regulation of the Minister of Youth and Sports of the Republic of Indonesia regarding the Grand Design Roadmap for National Sports 2021-2024, as well as taking into account strategic environmental conditions both internal and external. Success in utilizing Sportif.App to increase the readiness of sports human resources and digitize sports

information management is very dependent on the commitment of the leadership and all existing tools within the KONI Surakarta City environment. To ensure that the implementation and achievements of Sportif.App at KONI Surakarta City run as expected, regular monitoring and evaluation will be carried out. This aims to ensure that obstacles in implementing and achieving the implementation of Sportif.App can be immediately overcome with the right solution. Changes in the application of the Sportif.App application can be made in accordance with changes in leadership or organizational policies and/or changes in the strategic environmental conditions of the organization, while still following the procedures, mechanisms or rules applicable in Indonesia.

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