

## **MOBILE WEB BASED ESPORTS COMPETITION REGISTRATION APPLICATION**

**WAHYU DWI SUSANTI**

*Informatics Study Program, Faculty of Science & Technology  
University of Technology Yogyakarta  
Jl. Ringroad Utara Jombor Sleman Yogyakarta  
E-mail: [wahyudwisusanti567@gmail.com](mailto:wahyudwisusanti567@gmail.com)*

### **ABSTRACT**

*Bulls E-Sports is a team or organization that houses athletes or people who are involved in the field of E-Sports. Apart from being a forum for athletes, Bulls E-Sports is also an Event Organizer in the world of E-Sports, one of which is holding national level competitions. Currently, Bulls E-Sports in holding competitions is still collecting data on participating teams manually, namely by registering them one by one via incoming WhatsApp chat. The process carried out is very ineffective because errors often occur in data processing. Based on the existing problems, the timeline created by Bulls E-Sports was hampered. Therefore, with increasingly advanced technological developments, it can be used as a solution to help make it easier for team managers to register for competitions. The solution proposed in this research is to build a mobile web-based E-Sport competition registration application with a case study on mobile web-based Bull E-Sport. The application was built using the Kotlin programming language for Android and the PHP programming language for the web. The expected result of this research is to be able to produce an application that simplifies the competition registration process and makes it easier for Bulls E-Sport to create a bracket as the final result of the system.*

**Keywords:** *E-Sport, Bracket, Mobile web-based system, timeline, Event Organizer.*