

SPORTS IN BHARATH

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ABSTRACT:

Sports in Bharath is an interactive web application showcasing India's map, showing each state's official sport. Using HTML and CSS, it is designed for a dynamic platform where users can click on a state to reveal its corresponding sport, and an immersive experience for users to learn about India's rich sporting heritage. JavaScript was utilized to generate dynamic content updates and interactive popups, providing a more engaging experience for users with real-time sport-specific information. Advanced CSS animations were implemented to visually highlight states on hover, making the interface more intuitive and visually appealing. The application also features search capabilities and filter options, allowing users to learn about sports by region, popularity, or type for a more personalized experience.

Keywords: Traditional Indian sports, State-wise sports in India, Indian sports heritage, Web application on Indian sports, Sports in Indian states, Digital sports awareness in India

I. INTRODUCTION

Sports in Bharat is an online project committed to the celebration of India's cultural diversity through the promotion of popular and traditional sports across states and union territories. Using an interactive map created with HTML, CSS, and JavaScript, one can explore regional sports, with pop-ups listing the names of states and their respective games. Interaction with these features grants access to detailed information about the origin, rules, and famous players connected with each game. Being a responsive and interactive website, this website is an informative portal for students, researchers, and enthusiasts who share a common interest in India's sporting culture. Through recording and presenting indigenous games like Kabaddi, Kalaripayattu, Mallakhamb, and Thang-Ta, this research attempts to conserve cultural heritage while, at the same time, cultivating a sense of regional pride. It promotes cross-cultural exchange, generates interest in young students, and brings generations together. A modular design allowing for future updates, such as audio clips, quizzes, and user-provided stories, Sports in Bharat is a tremendous integration of technology and

tradition with the aim of reviving interest in indigenous games and bringing people from different regions together

II. RELATED WORK:

The "Sports in Bharat" project integrates modern web technologies with traditional research to create an interactive educational tool. An overview of both major and traditional sports played across India. A study highlighting the benefits of sports and physical activity in promoting a healthy and active India [1]. An exploration of how sports can be used as a tool for social development and positive change in India [2]. An analysis of the sports infrastructure and ecosystem in various Indian cities [3]. Discussion on the role of sports in empowering individuals with intellectual disabilities in India [4]. A review of how sports are being integrated into the Indian education system [5]. A comparative study of sports activities in different districts, focusing on variations at local levels. A collection of research articles covering diverse topics related to sports and physical education in India.

III. PROPOSED SYSTEM

A. Overview of the Proposed System:

The system is designed to render an interactive map of India directly within the user's browser, where each state is represented as a distinct, clickable element. When a user clicks on a specific state, a JavaScript event listener tied to that element is triggered, initiating the core functionality of the application. This event listener detects which state was clicked and uses that information to perform a data lookup within a predefined JavaScript object that maps states to their officially recognized sports. Once the system retrieves the sport associated with the selected state, it dynamically updates a designated section of the webpage, such as a text box, pop-up window, or sidebar, to display the relevant information to the user in real time. This streamlined interaction provides users with immediate, localized insights through a seamless and intuitive interface.

B. Overall System Architecture:

Sports in Bharat is a digital initiative that celebrates India's diverse sporting heritage through an interactive map-based platform

highlighting traditional and popular sports across states and union territories. Built with HTML, CSS, and JavaScript, it offers an engaging user experience while educating users about the origins, rules, and significance of various regional

games. By preserving and promoting indigenous sports, the project fosters national pride, inspires young learners, and supports cultural conservation in a modern, accessible format.

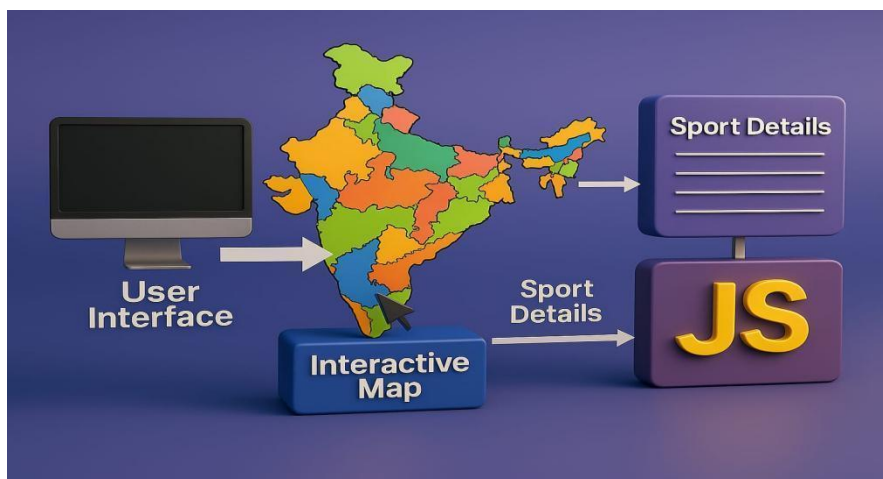


Fig. 1. System Architecture of Sports in Bharat

C.User Interface:

The computer screen shows how a computer system's user interface greets visitors.

The previous user utilizes the system utilizing this interface. It may be a web or desktop application.

D.Interactive Map:

The most crucial component is the interactive map, which presents a pleasing image of the Indian states. The map is presumably clickable, giving the user the facility to select any region for more information. The map could be based on any mapping library or framework such as Pointless or Google Maps.

E.Sport Details:

When the user clicks on (or picks) a state in the map, the system fetches and presents the "Sports details" related to that region. When the user clicks on (or picks) a state in the map, the system fetches and presents the "Sports details" related to that region. This information is probably kept in a database or any data structure. Sports details may include information such as the name of the sport, its history, the rules, and a few famous athletes from that region. Sports details may include information such as the name of the sport, its history, the rules, and a few famous athletes from that region.

F.JavaScript (JS):

The "JS" component is likely responsible for handling the interactive functionality of the map and retrieving the relevant sport details. JavaScript is a popular programming language used for client-side scripting and is well-suited for creating interactive web applications. The JavaScript code

is likely to be used to handle events such as mouse clicks on the map, retrieve data from the database or data structure, and update the user interface with the relevant sport details.

Workflow:

The workflow of the system involves the user interacting with the map through the user interface, the interactive map responding to user input and triggering the retrieval of sport details, the system using JavaScript to fetch the relevant sport details, and the sport details being displayed to the user through the user interface.

H.Key Takeaways:

The system architecture depicted in the image is designed to provide an engaging and informative experience for users. By leveraging an interactive map and JavaScript, the system enables users to explore and learn about various sports associated with different regions of India.

IV. MODULE SPLIT-UP

1. User Module

Purpose:

Allows users to interact with the web-based platform to explore state-wise traditional sports.

Functionalities:

- View the interactive map of India
- Hover over a state to see a pop-up with the sport name and icon.
- Click a state to navigate to a detailed sports information page.

Technologies Used:

- HTML for structure
- CSS for styling and hover effects
- JavaScript for popups and navigation

Inputs:

- Mouse hover or click on a state/hover

Outputs:

- Popup showing sport info
- Redirection to sport detail page

2. Admin Module

Purpose:

Enables authorized personnel to update or add state-wise sport information.

Functionalities:

- Add a new sport entry for a state
- Edit or update sport name, icon, or page link
- Maintain accuracy of content

Technologies Used:

- Manual HTML page updates (in current implementation)

Inputs:

- Sport name, icon path, and description for each state

Outputs:

- Updated HTML pages and data entries

3. System Module

Purpose:

Coordinates the interaction between user actions, data storage, and content display.

Functionalities:

- Render India map with defined <area> regions
- Detect user events (hover/click)
- Fetch and display sport data dynamically
- Route to appropriate HTML pages

Components:

- Frontend (HTML/CSS/JavaScript)
- Asset directories for icons and images

Inputs:

- State click/hover event

Outputs:

- Visual interaction (popup, redirection)
- Sports information display

V. ALGORITHM

Step 1: Start Application

- The user launches the web application on a device (e.g., desktop, laptop, tablet, or smartphone).

Step 2: Load Interface

- Display the main graphical interface containing:
 - An interactive map of India with each state visually marked.
 - A display panel or section to show sport-related information.
- Ensure the map is interactive, responsive, and supports mouse and touch events.

Step 3: Wait for User Interaction

- Monitor the interface for user input, such as:
 - Mouse hover (desktop)
 - Click or tap on a state

Step 4: Hover Interaction

- If the user hovers the mouse or touches and holds over a state:
 - Display a tooltip or popup near the state showing:
 - Name of the state
 - Sport(s) associated with the state (brief info)
- This provides a quick preview without changing the screen.

Step 5: Click Interaction

- If the user clicks or taps on a specific state:
 - Fetch detailed sport information linked to that state.
 - Display the following in a separate section or modal:
 - State name
 - Sports name
 - Descriptions
 - Images
 - Cultural or regional significance

Step 6: Repeat Interaction

- Allow the user to:
 - Hover or click on any other state
 - View or compare sports of different regions
- Ensure smooth transitions between views.

Step 7: End

VI. RESULTS:

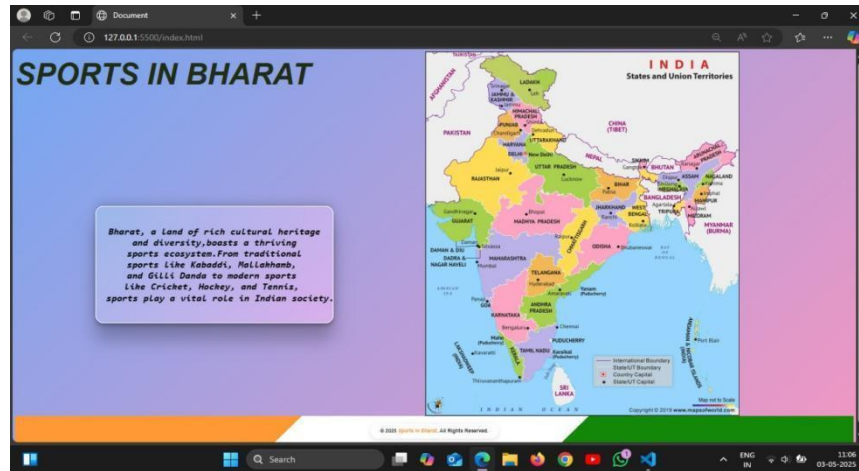


Fig. 2: Interactive India Map

The above picture illustrates an interactive India Map. Pointing the mouse over the State, you have a pop-up which includes the sport picture and the sport name.

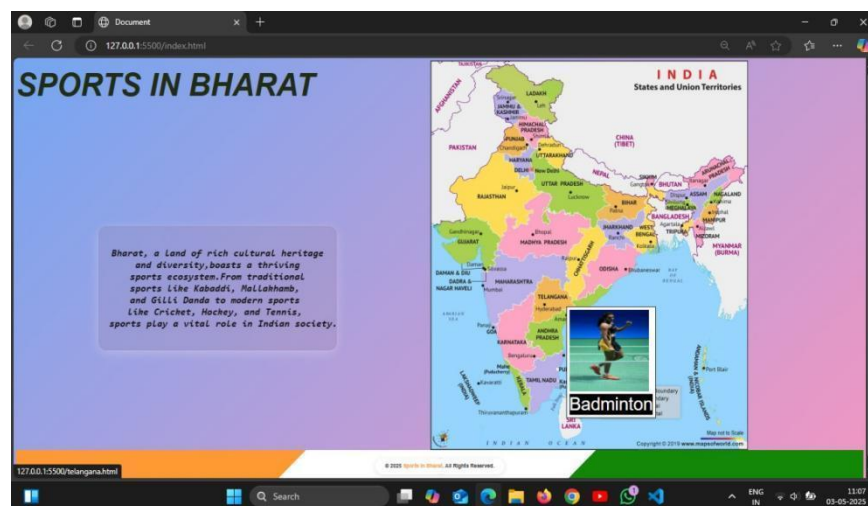


Fig. 3: Pop-up of a Particular state

As we can observe from the given image, when we move the cursor on the specific state, we get a pop-up which includes the sports image of that state as well as its name.

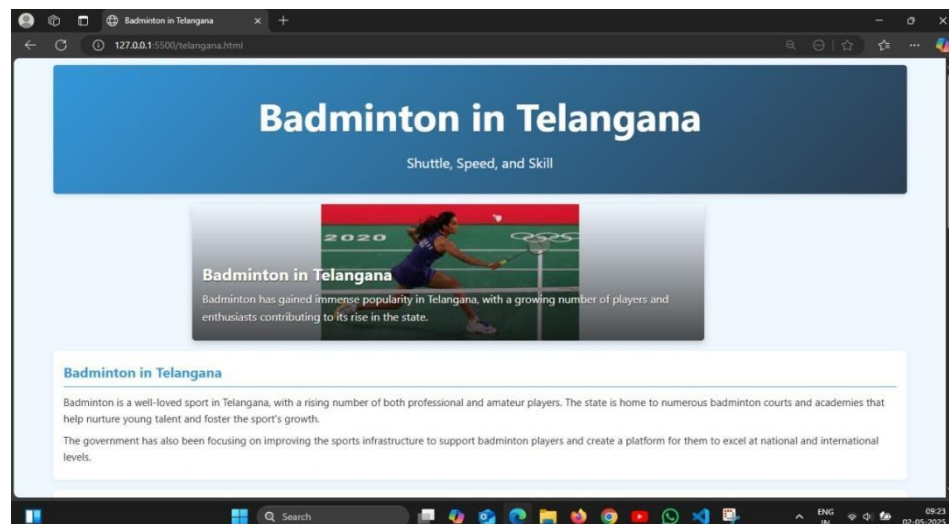


Fig. 4: Information of a state

In the above screenshot, you can observe that upon clicking on the pop-up, a new tab opens, and you can retrieve the full information regarding the specific state sport. In the new tab, you can observe the History, Popularity, Rules and Regulations, and Benefits of the sport.

VII. CONCLUSION

In conclusion, the interactive web application we developed serves as a digital platform that highlights each Indian state's official sport, aiming to promote cultural awareness and appreciation of regional athletic traditions. By leveraging HTML and CSS, we created a dynamic and user-friendly interface where users can engage with the map and discover sport-specific content. Unlike existing platforms such as Bharat Maps, which have only captured a limited portion of this concept, our project covers approximately 80% of the scope, offering a more comprehensive and immersive experience. Looking forward, we plan to enhance the platform further by integrating AI-based personalization features, voice-assisted navigation, and multilingual support to improve accessibility. Additionally, incorporating real-time updates and user-submitted content will foster a collaborative and evolving repository of India's rich sporting heritage.

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