

# Construction of University Sports Health Management Information Platform Based on School-Enterprise Collaboration

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**Abstract:** The construction of sports health information in colleges and universities is a trend in recent years, which is conducive to the centralized management of students' health in colleges and universities. Based on the school-enterprise cooperation and the reality of colleges and universities, this paper implements a web-based sports health management system for college students. Using this system, it helps college teachers and managers to understand students' sports health more clearly. This paper analyses the basic technology, basic frame and basic method used in this system. It can meet the needs of colleges and universities for student sports health management. It is imminent to establish a set of information management system that integrates management, query, guidance and sports health promotion for students' physical fitness test and club exercise and other scientific management models. Using the method of literature, expert interview and programming, the information resources of various functional departments of the University of Science and Technology of China are integrated, and a basic platform in line with the information management and development of physical education teaching in colleges and universities is constructed.

**Keywords:** Sports Health, Management Information Platform, School-Enterprise Collaboration

## 1. INTRODUCTION

With the comprehensive advancement of my country's informatization process, the informatization process in various fields is developing rapidly, and more Internet application platforms will be applied in our campus life. These applications not only improve the quality of our campus life, but also it is helpful for our healthy study.

Based on this concept, the college student sports health management platform provides convenient management for students and teachers, reduces school operating costs, and simplifies the process. Using the college student sports health management platform allows teachers to analyze the data of students and understand the health of students. To facilitate the specific supervision of students The goal of building a college student sports and health information system platform: 1) To ensure the standard interface of the national database, which can assist the "China Student Physical Health Monitoring Network". 2) The system realizes the interconnection with the Academic Affairs Office, the Youth League Committee, and the school network center, which is convenient for the rescue management of the educational staff, and realizes the card-swiping attendance system for students to exercise after class, participate in clubs, and physical education classes; 3) Use the network to record all sports-related information during the student's college period, including physical education class scores, club activity records and results, such as attendance, points competition results, etc., rankings in and out of school sports competitions, physical fitness test results, etc. Based on the "Internet +" model of college sports management information construction is "Internet + college sports management", that is, relying on Internet technology to build a college sports management information system to realize college sports management information.

In the context of the information age, the connection between information technology and management will become increasingly close, which also prompts the sports management

departments of colleges and universities to accelerate the construction of sports management information. In recent years, China academic circles have given some attention to the development of sports informatization, but the existing research is mainly normative analysis, and less empirical research. In view of this, this paper conducts a field investigation on the sports informatization work in Jiangsu, and conducts an empirical analysis of the current situation, development prospects and influencing factors of sports informatization in Jiangsu Province, to grasp the needs of my country's sports informatization organization and system innovation at this stage, Motives, and paths of action.

HTML+CSS+JavaScript is the interrelated technology of structure, performance, and behavior. HTML is a hypertext structured standard language. The structure of the basic front-end web pages of this system is written in HTML language. CSS is an expressive standard language. The system controls the design through CSS style, and then use JavaScript to respond to the system and control behavior. Restoring system performance: standard interface, sports performance management, club activity pre-coupling and performance management Functions such as student physique test reporting system interaction, physical health screening and supervision, data management, information release and student assistance query, statistical analysis and evaluation guidance, and data output.

## 2. THE PROPOSED METHODOLOGY

### 2.1 Current Situation of Sports Health Informatization Management in Colleges and Universities

The overall evaluation is the conclusion drawn by the system based on the comprehensive analysis of the above data. It not only accurately reflects the students' physical exercise and physical condition every semester, but also can carry out targeted exercise prescription processing according to the individual situation of students, to obtain the function of

supervision and promotion. This requires college sports to change the existing management model. In the construction of traditional information management systems, C/S technology is mainly used. However, with the continuous development of big data, the limitations of this traditional architecture model are becoming increasingly prominent. The new B/S model is more and more widely used in the construction of information management system because of its outstanding advantages. The so-called C/S mode, Lu Chunyan and Sun Juan pointed out that it is a client-server mode, which is mainly divided into two levels, namely, the client layer and the server layer. The server layer mainly needs to process data in the background and control the system. For maintenance, the client layer is mainly responsible for the foreground display and the interactive work with the user.

In terms of the working principle of this mode, the user sends a certain data request to the client based on the system client, and then responds to the client's data request under the cooperation of the client and the server. 76.9% of sports information technicians believe that the current construction of sports informatization is helpful to improve work efficiency, 84.6% of the sports information technicians believe that new technical means will be able to play a good or very good effect. However, most interviewees do not understand the distribution of information collection terminals in public sports venues in their cities represented by video surveillance equipment, and then cannot obtain rich monitoring information, and cannot form corresponding statistical analysis data. Civic service.

First of all, it has a good interactive experience: users do not need to refresh the page again, and the data is obtained asynchronously through Ajax, and the page display is smooth; secondly, it has a good separation mode of front-end and back-end work; it can also reduce the pressure on the server; thirdly, it can share a set of back-end Program code. It can be used for multiple clients such as web interface, mobile phone, and tablet at the same time without modifying the back-end program code. Several user controls are defined in the Web project in the information system, which are mainly used to realize the management of basic information of students, management of student appointments, management of student physical education grades, management of attendance and grades of student sports club activities, management of student's 4-year physical fitness test data, information query evaluation system management and other functions. System software and hardware environment: hardware configuration. Based on the B/S model, the college sports management system will integrate the college sports teaching course management system, college sports information data management system, college sports network resource management system, college student information performance management system and college sports scientific research. The activity management system and the college sports substantial force management system are a hierarchical flat sports information management system. The goal of sports development is to better provide the public with satisfactory sports products and services. The degree of matching between sports informatization and public demand can most intuitively reflect the effectiveness of sports construction.

## **2.2 Overall structure of college sports health management system based on school-enterprise cooperation.**

Judging from the current development status of sports informatization, there is still a large gap between sports

information services and public demand, which is mainly manifested in the following three aspects: The ability of coordinated development is poor. The sports informatization management organization is low-level, does not pay attention to the cultivation and stability of the sports informatization talent team, lacks the necessary follow-up funding guarantee, the management, operation layer, and implementation layer are not very enthusiastic or have inconsistent understanding of sports informatization construction, and there is no The system or mechanism to organize and coordinate the relationship between the government, sports departments and the masses leads to the lack of sustainable development momentum in the construction of sports informatization. The physical education classroom management function is mainly used to record the situation of each student in the physical education classroom, which is conducive to the centralized and unified management of physical education teachers. Teachers can use this module to upload students' classroom grades and final grades, modify teacher and student information, and print student rosters and transcripts, feature rich.

Data maintenance for managers includes data import, such as adding, deleting, modifying, and exporting basic student information, physical education grades, and basic physical fitness test information. The DataGrid control in NET can easily realize data selection, sorting, deletion, and update operations, etc. The background management makes comprehensive use of system data and comprehensively analyzes the horizontal and vertical data of students. Horizontal information includes student gender, place of origin, department, age, etc., and longitudinal data is to analyze individual students or a certain type of students participating in physical exercise, training, competition, club exercise, physical fitness test results and physical health in different time periods. The organic unity of functionality and humanization in the sports management system of colleges and universities is mainly related to the selection of the system architecture.

When developing and designing a system, the user's requirements are composed of two major categories, one is the user's requirements for the architecture, and the other is the user's related requirements for business functions. In terms of the college sports management system, the user's requirements on the structure become the core issue in the development and actual use of the system. In terms of the composition of the architecture, the most critical link is the data storage layer, whose main task is to extract and analyze big data according to user instructions. Pursue intelligent, virtualized, and service-oriented management models. Change the thinking of traditional sports management and development, use smart technology and virtual technology to realize the intelligent operation of various sports resources, such as smart stadiums, remote sports monitoring and guidance, cloud sports prescription services, etc.

Sports functional departments need to change to the direction of digital service information, to achieve efficient, harmonious, and healthy development of various sports undertakings. This module will realize the function of recording and viewing the results of the students' four-year physical fitness test. The physical fitness test is an indispensable compulsory course for college students, so the function of assisting students to complete the physical test is particularly important. The system can provide standard data for students Check the exercise, when the students take the test, the physical fitness test results will be uploaded to the

system, which is convenient for the school to count the students' physical test situation, and it is also convenient to reflect the health status of the students. Data management and maintenance also requires data accuracy, integrity, and consistency. Since the information of the database is shared, the independence of each module must be maintained in actual operation.

### 3. CONCLUSION

This article is a basic description of the design and implementation of the college students' sports health management system. It mainly elaborates the requirements analysis, implementation technology and implementation methods of the entire system. This article also analyzes the database design required by the system platform to improve the quality of college students standardize and scientific physical fitness testing, improve the supervision system of physical fitness testing, mobilize students' enthusiasm for participating in sports activities, and promote students' physical health. At the same time, use the system docking of multiple functional departments on campus. It is more effective for formulating and implementing intervention measures to improve students' physical fitness. Exercise 1h every day and live a healthy life for a lifetime" is deeply rooted in the hearts of college students.

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