

# Abstract

This thesis provides insight in the further development of an application for managing speed skating events, based on the previous developed application by a group of students in fall 2010. The application was implemented for the Karlstad Speed Skating Club, which before used a program from the 90's. After finishing the implementation, all basic functionality requested by the Karlstad Speed Skating Club can be used for managing speed skating events.

The first part of the thesis presents a short summary of our work, comparing what we wanted to implement and what we achieved. A short background on speed skating, the old system, developed by a group of students, and the project requirements are presented. An introduction to the used tools, languages, techniques and development processes is given along with details concerning the implementation of the requirements. Finally, the design of the new user interface is explained and the results are presented, containing an evaluation of the implementation, occurred problems and what could be added in the future.