jogo do bicho brazino777

<p>Researches in various parts of the world are being conducted to underst

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and the factors that interfere in the international success 2, £ of Elite Sports
(ES).</p&gt;
<p&gt;In this context, the Information Management (IM) becomes strategic so t
hat the sports organizations can take advantage 2, £ of the data and the process
es that involve the success in sport management.</p&gt;
<p&gt;However, little was developed to establish information management 2, £
models that continuously monitor the Brazilian ES.</p&gt;
<p&gt;The objective of this study, therefore, is to construct a model for the
management 2, £ of ES information in Brazil.</p&gt;
<p&gt;Through a combination of methods, the study consisted of four phases: () Tj T* BT
identify the fundamental elements for sports success and to review the methods 2
   £ to systematize information of the ES; (2) pilot study - to develop the metho
d of collecting, cataloging and systematizing ES 2, £ information in Brazil; (3)
construction of the ES information management model using an entity-relationshi
p model (ERM) for computerized management of 2, £ sports data; (4) validation of
the management model, through the judgment of an experts committee.</p&gt;
<p&gt;The results revealed that in 29 2, £ nations studies have been develope
d to systematize sport information and to know the elements that interfere in th
e success of 2, £ the ES.</p&gt;
<p&gt;The study of the scope of these elements resulted in the selection of t
en dimensions for collecting and cataloging 2, £ Brazilian ES information in a M
ySQL Database (DB), modeled with the objective of allowing the articulation betw
een the dimensions The 2, £ elimination of redundancies and the construction of
the ERM, the standardization and categorization of the terms allowed the constru
ction of 2, £ an information management model of the ES that allows continuous u
pdating dimensions and information mapped, composed of eight dimensions: Financi
al 2, £ Resources; Sports Infrastructure; Sports Materials; Entities and Governa
nce; Athletes and Sport Professionals; Events and Sport Results; Science and Tec
hnology; Legislation.</p&gt;
<p&gt;The 2, £ model uses the principles of Business Intelligence (BI) and a
database that can be continuously adapted to different factors, contexts, 2, £ a
nd sports.</p&gt;
<p&gt;It is a digital repository of information composed of 75 tables, divide
d into nine sets that are articulated through 2, £ 185 relationships, allowing t
o produce analyzes, reports and indicators of intra or interdimensional form and
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<p>This model allows 2, £ information crossing and presentation of simulta

uni or multisport.</p>