Sidhaya: **The Official Research Journal of Bulacan State University**   *50*

Issue 1(1), 50-69
Research Journal Publications Unit, Research and Innovation Office, Bulacan State University, Philippines

Research Article
Division IV: Health, Science and Wellness

A Qualitative exploratory analysis on Angeles City Sangguniang Kabataan Councils' events management during the pandemic

Vince Acacio[1*], Thomas Jefferson Anunciacion[1], Leomer Salvador[1], Jerald Soriano[1], Jerome Soriano[1], Michael Louie Celis[1], Joseph Lobo[1,2]

[1] City College of Angeles, Philippines
[2] Bulacan State University, Philippines

Abstract

The coronavirus also called COVID-19 has quickly influenced people's lives and even slowed global exchange and development. With the strict health protocols made by the government to limit social gatherings in the country, community events were all canceled. *Sangguniang Kabataan* is an organization established to mold the positive development of each community in the Philippines, and one of the ways they carry out this mission is by managing and organizing community events. Relative to this, the study examined how the SK faces various challenges in managing and organizing events and finding interventions or solutions to solve these uncertainties. Participants for the study are nine (9) SK Chairmen from different Barangays in Angeles City. Data are gathered via a qualitative-exploratory method. Through the participants' narratives, the researchers have initiated a descriptive-exploratory approach employing Key Informant Interviews. Researchers' findings indicate that even though social gatherings are prohibited, this does not stop the SK Councils from organizing and managing community events. Still, this time, most of the events they organized were through virtual settings. The result implies that the government and other organizations must invest in new media such as applications, systems, and programs, equipment such as computers, establishing local studios, and providing a stable internet connection to facilitate more projects for the youth. The result also suggests that training and capacity building for SK leaders in organizing and managing virtual events that promote physical activity and engagement among youth is needed.

Keywords: covid-19, community events, physical activity, Sangguniang Kabataan, virtual events

Introduction

Pandemics are widespread infectious disease outbreaks that have the potential to significantly increase morbidity and mortality across a large geographic area while also causing significant economic, social, and political disruption (Madhav et al., 2017). This pandemic, caused by the Coronavirus, also known as "COVID-19", has quickly influenced people's lives and even slowed global exchange and development (Haleem et al., 2020).

The pandemic has suspended many economic and community activities, including sports events. The limited movement of the people and mass gatherings were forbidden to decrease the spread rate of the virus. The impact of COVID-19 on the community events industry is far too significant, especially for the people responsible for managing and organizing community events. According to Madray (2020), many businesses in numerous sectors have seen an enormous downfall due to the economic crisis. The industry's primary cause of these rising difficulties is either the increasing cancellation of events in 2020 or the postponement of these in 2021 worldwide. In the present circumstances, different game associations have made deferment and cancellation choices for their game occasions, from world-class level to grassroots game occasions (Sato et al., 2022).

Meanwhile, a study by Bratland-Sanda et al. (2021) made mentioned the difficulties encountered in managing sports events during the pandemic, one of the most significant casualties was the Tokyo 2020 Olympic Games, the 2020 European Championships in men's football, various big showdowns or "major" occasions in numerous different games (like golf, tennis, and Formula 1 engine dashing), and the world's most well-known game associations. On the other hand, the first COVID-19 infection recorded in the Philippines was in January 2020, and the country was placed under a severe community quarantine in March, restricting mobility and business activity. While these actions reduced the development of COVID-19 in the community, they significantly negatively impacted family incomes, jobs, children's education, food security, and enterprises (The World Bank, 2020). As a result, people in the community sought medical professionals for vaccination plans because they worried about vaccine safety and effectiveness. Because of health concerns, vaccinating elders, those with comorbidities, and children would be difficult. The communities appreciated food, cash, and livelihood support (World Bank, 2021). Just like how the pandemic brought the struggle to more extensive and local associations, the current situation brought a considerable adjustment to smaller groups such as the SK (Sangguniang Kabataan) in organizing community events when it comes to coping with social distance and a lot of new things with the new normal.

According to Tubianosa (2013), "The current SK started in 1975 as the Kabataang Barangay (KB), composed of residents at least 15 years of age or over but less than 18 years old." As stated in RA No. 9164 in 2002, the candidates for the position of SK officials must be qualified voters of Katipunan ng Kabataan, residents of the barangay for at least one year before the election, and must be at least 15 years old but less than 18 years old on the day of the election. After 13 years, the revision of RA 10742 or the Sangguniang Kabataan Law states that Sanggunian Kabataan is a group of youth ages 15 to 30. RA 10742 provides an avenue for young public servants to create and expose the youth's meaningful participation in nation-building. (NYC) SK and Katipunan ng Kabataan (KK) were created through the Local Government Code of 1991 (Rep. Act 7160) to provide an opportunity for young people to participate in local governance directly.

Furthermore, the Sangguniang Kabataan's primary functions are stipulated in RA No. 10742, Chapter II Section 8. Such SK members expect to initiate and implement a plan to promote general welfare development and youth empowerment in coordination with any national government agency. Many activities and programs that enrich the bonds among communities are essential aspects of molding and promoting unity. The activities included in the community events also serve as a unique way of exposing the youth to more valuable activities and giving them a healthy social experience. It is far more sensible than letting their exposure to bad influence and peer pressure that might lead them to the worst situations (Halsall & Forneris, 2016).

The findings show that participants in the youth stage experienced many positive outcomes due to their cooperation in the research, such as developing practical life and leadership skills. Furthermore, according to Xiang et al. (2020), 70% of 1.6 million adolescents

failed to achieve enough physical activity globally in 2016. The current COVID-19 pandemic may make this situation even worse. Therefore, a better understanding of the current PA and (SB) Sedentary Behavior situation during this pandemic among children and adolescents could help Sangguniang Kabataan, parents, and the community urgently determine and implement effective policies and interventions for this pandemic of children and adolescents.

Therefore, this study examines how the Sangguniang Kabataan (SK) faces various challenges in managing and organizing events and finding interventions or solutions to solve those uncertainties. This study will benefit Sangguniang Kabataan, youth, community members, and future researchers. The study will be an eye-opener for improving and innovating community events. Moreover, this will boost youth's active participation and develop contingency plans in organizing events to engage youth.

To further contextualize the research problem of this study, the following paragraphs will present the state-of-the-art condition of events management, more specifically within the public sphere among the youth. There are four sub-topics in this literature review: (1) events management at the community level; (2) factors influencing events management during a calamity; (3) new normal implications in Events Management; and (4) youth participation in community-based sports events.

Events Management at the community level

Community events are rooted in society and culture and can create and re-create their histories that create community values, customs, and particular types of behavior. Community events bring people, and they can strengthen the bonds between them, and those bonds serve as an instrument in creating community identity, helping each other, and a sense of belongingness. Jepson and Clarke (2014) claimed that community events create emotions among people and must be based on the community's wants and desires, playing with their emotions to create enjoyment and memories. Community events are not only focused on showcasing the talents and skills of people but on connecting the community members from these shared experiences regardless of their background, age, or gender. Stakeholders and groups must include events and planning (e.g., event organizers, local DMOs, local government, and visitors). Planning and organizing events must be collaborative work to meet the needs or tastes of the community members and create a unique event by combining the experts' knowledge and other groups' knowledge to arouse the attendees' interest. Community events allow the students within a particular community to have social interaction. It can establish psychological empowerment and motivate students who do not typically interact by participating and showing interest in working together as a team. Conducting and implementing meaningful events that bring positive experiences and memories to the people among communities is one of the critical roles of Sangguniang Kabataan (Palazzo et al., 2019). According to Miragaia et al. (2018), the teachers and students consider that the main reasons for their involvement in sports events at a community level are related to the expression of values, concern for the community, and vocational guidance. Events that allow students and teachers to get exposed to community events establish positive behavior regarding values formation and other relevant aspects.

Factors influencing events management during calamity

According to Rosselló et al. (2020), Several theoretical arguments exist why natural disasters and unexpected events could influence tourist destination choices. However, empirical research to confirm the nature and extent of the impacts of disasters on tourism is lacking. Researchers tend to focus on the influence of the change in tourist destination choices without considering the effects and impacts of disasters on tourism. As stated by Séraphin & Jarraud (2022), risk and crisis communication is a topic that is becoming more and more

important. In times of terror and sexual attacks and climate change, which influence the course of action at mega-events and festivals, it is crucial to respond quickly and organize such risks and crises. It is always essential to immediately evaluate risks and crises affecting events and festivals to plan solutions and revisions. Crises and calamities are inevitable, but planning, exercise, and preparedness can mitigate their consequences. Although significant events affect the whole society, their impact on vulnerable groups is more evident. Some factors happen unexpectedly, which could hugely affect an event but thinking ahead to prepare solutions to these could lessen its effect (Khorram-Manesh, 2017). Olya (2019) mentioned that weather, destination/ Venue selection, and scheduling of events must have an adaptive strategy to be prepared for the problems brought by climate change. Event organizers should create contingency plans that include backup venues and activities in an emergency. Other factors also jeopardized people's mental wellness across the whole area, as restricted communities and quarantine measures disrupted social gatherings and hospital visits. Many people have experienced loneliness due to lockdown, and they have been affected by a lack of physical contact with their loved ones and friends; at the same time, this pandemic gives a feeling of frustration and boredom with people because they cannot do the activities that they used to partake in (Yip & Chau, 2020).

New normal implications in Events Management

All webinars organized were considered relevant to what extent the content of the webinar events is in line with the announced objectives. The allotted time for the discussion, the interaction between the speakers and participants, the depth of the topic and pace of the webinar implementation, and the webinars' duration were sufficient. Thus, alternative platforms to continue learning even in education require virtual meetings in the new normal (Daenos et al., 2021).

In the study of Lim and Pranata (2021), specific outdoor exercises are allowed in the new routines in the context of COVID-19. The limited outdoor activities are due to the increased ventilation rates during exercise and possible mass gatherings at sporting venues, stadiums, jogging tracks, parks, or recreational areas. However, wearing face masks was advised during low to moderate exercises while maintaining physical distance and proper sanitation in public. It shows that even in outdoor activities, we must follow and adapt to safety protocols provided by our government.

As mentioned by Murashkin and Tyrväinen (2020), the empirical findings imply that the event managers who use digital and electronic equipment to communicate with their subordinates require specific social and task-related skills to make communication successful in times of crisis. In this pandemic, different social media platforms have been doing their duty as the main avenue of communication, and event managers have taken advantage of it to set up successful events.

As claimed by Disimulacion (2020), To reach a wide range of audiences, using digital and electronic gadgets has significant advantages because it enables the participants to participate in virtual and hybrid MICE events more conveniently and more accessible than ever. Because of the limited human movement and social gathering restrictions, virtual meetings are the best option in this time of the pandemic.

In organizing Mass gathering events, event organizers should go along with the risk mitigation strategies, including reducing the number of attendees or choosing the venue to prevent overcrowding, offering digital or live-streaming events, and promoting health practices to the people. Aside from being convenient and highly accessible for virtual meetings, it also secures the health and safety of the participants (McCloskey et al., 2020).

Youth participation in community-based sports events

In the study of Lorenzo et al. (2019), The advantages of participating in sports and other leisure activities enable youth to learn social and life skills. Little evidence suggests that disabled youth can develop their life skills through participation. With this, to ensure that public service delivery systems are accessible and affordable, occupational therapists in non-governmental organizations are well-positioned to facilitate the capacity-building of a community-based inclusive workforce. The social and life skills developed through sports and leisure activities may enable the development of all youth's livelihoods. Forneris et al. (2016) claim that many community-based sports and physical activity programs operate in underserved communities worldwide with a positive youth development focus.

The United Kingdom has encouraged marginalized youth to build human and social capital to improve their chances of social mobility. Community-based organizations, such as sports clubs, have the potential to facilitate the accumulation of such capital; however, other research has argued that the acquisition of positive psychological capital, which includes self-efficacy, hope, optimism, and resilience, is also required to achieve social mobility (Morgan, 2018). According to Murphy et al. (2016), physical activity has a significant long-term impact if sports engagement starts during childhood and teenage years. Telford et al. (2016) cited that people with the most exposure to sports is frequently more active and fit than non-sport physical activities participants; these advantages of sport involvement can reduce puberty, particularly for girls.

Theoretical Framework
Fink's Crisis Model

In Steven Fink's influential 1986 book Crisis Management: Planning for the Inevitable, he devised a four-stage crisis model consisting of the prodromal, acute, chronic, and resolution stages. The prodromal stage covers the period between the first signs and crisis eruptions. During this period, Fink states that crisis managers should proactively monitor, identify signs of a brewing crisis, and try to prevent it or limit its scope. The acute stage begins when a trigger unleashes the crisis event. This phase entails the activation of crisis managers and their plans. The chronic stage encompasses the lasting effects of the crisis, such as after a flood or a hurricane, when teams repair damage to buildings and roads. Finally, the resolution stage represents the end of the crisis and a time for internalizing what went wrong through root-cause analysis and implementing changes to ensure no repetition (Coombs, 2007).

The study utilized Steven Fink's Multi-Stage Model of Crisis Management as a theoretical model to determine how the Sangguniang Kabataan councils will prepare, prevent, cope with, and recover from a pandemic. Furthermore, this model could identify the contingency plans that the Sangguniang Kabataan Councils apply in managing and organizing events during a crisis or pandemic. For instance, when people conduct an outdoor event, notably a community beauty pageant, a fire outbreak suddenly occurs due to an electrical malfunction. Sangguniang Kabataan Councils must have a contingency plan and address that crisis by providing a backup venue or rescheduling the said event.

Transtheoretical Model (TTM)

According to Raihan and Cogburn (2013), the Transtheoretical Model (TTM) and its easy-to-follow steps toward change make understanding human behavior one of the most accessible filters to follow. The Transtheoretical Model (TTM) has five stages; first, pre-contemplation reveals unmotivated people who see no need to find a solution to a problem. Secondly, contemplation by awareness and acknowledgment of behavior with serious consideration to change. Third, preparation, where the person can easily acknowledge that behavior is problematic and commit to correcting it. Fourth is an action where people gain

confidence as they believe they have the willpower to continue on the journey of change. Lastly, maintenance, where people progress through this stage, the more confident they become in their ability to sustain the positive lifestyle changes and the less tempted/fearful they feel of relapsing.

The researchers utilized James O. Prochaska and Carlo Di Clemente's Transtheoretical Model (TTM) as a theoretical framework to understand the changes in managing and organizing events amidst the pandemic. Moreover, this theory explains how the behavior of SK councils' changes, particularly in their decision-making and self-efficacy in organizing and managing events during the pandemic. Before the pandemic, the Sangguniang Kabataan Councils usually conducted community events, especially for the youth. On the other hand, they are still adapting to the pandemic situations that affect their decision-making in choosing what social media platforms are appropriate if they want to organize without violating any health protocols. SK Council's self-efficacy is tested when they organize an event during this pandemic. It can decrease their motivation due to a lack of resources.

Statement of the Problem

This study explores the Challenges in Organizing and Managing Events among Sangguniang Kabataan in Angeles City during the Pandemic. Furthermore, this research will have to answer the following specific questions:

1. What is the demographic profile, political history, and organizing history of the participants?
2. How does the Sangguniang Kabataan organize and manage sports and physical activity events during a pandemic?
3. What are the common challenges Sangguniang Kabataan encountered in organizing and managing sports and physical activity events during the pandemic?
4. How does the Sangguniang Kabataan cope with the challenges in organizing and managing sports and physical activity events during the pandemic?
5. What is the implication of the result of the study in youth development and in organizing and managing sports and physical activity events during a pandemic?

Assumptions

1. The Sangguniang Kabataan Councils will experience hardships in organizing and managing events during the pandemic due to a lack of resources. Madray (2020) stated that due to the pandemic, the MICE industry had experienced instability due to a continuous decrease in profit margins caused by less sponsorship, high cost of products and services, and depression of sources in Revenue.
2. The Sangguniang Kabataan Council will utilize new strategies to conduct organizing and managing events during the pandemic. Activities requiring many people are either canceled or conducted virtually. To minimize the physical contact among individuals, they shifted into using virtual and online settings which increased inclusivity, accessibility and minimized the carbon footprint.
3. The Sangguniang Kabataan Councils will fulfill their mandated duties in promoting youth development while organizing and managing events during the pandemic. The study conducted by Madrid et al. (2020) shows that the SK Council is highly knowledgeable about all the topics they learned from the mandatory training and provides proper leadership and management skills. The SK Councils practice, in general, the attendance and participation in SK-related training and seminars.

Methods
Research Design
The study employed a qualitative-exploratory method. The Descriptive - Exploratory approach was initiated through participants' narratives employing Key Informant Interviews (KII). A qualitative descriptive design approach is a method wherein the researchers want to know about the events, the people included in a particular situation, what was happening, and where things took place (Lambert & Lambert, 2013). A qualitative exploratory design allows the researcher to explore a topic with limited coverage within the literature and allows the study participants to contribute to developing new knowledge in that area (Reid-Searl & Happell, 2012).

Population and Sampling
The sampling techniques used are a combination of list sampling and purposive sampling. List sampling is the process of choosing a subset of the elements (the sample) from a listing of all elements (the sampling frame) using a specific selection process (Lavrakas, 2008). The purposive sampling technique is a type of non-probability sampling that is most effective when one needs to study a particular cultural domain with experts. The list and purposive sampling will be drawn from known Sangguniang Kabataan Council Leaders within Angeles City. The selection criteria are as follows:
- Must be a Sangguniang Kabataan Chairman in Angeles City; and
- Must have experience in Organizing and Managing Sports and Physical Activity Events

Instrument
The researchers used a two (2) part questionnaire in this study. The researchers formulated an Informal Interview Guide. Interviews can be carried out informally and voluntarily. Therefore, informal interviews do not require any planning time with the participants. Participants can view this as a conversation. Informal interviews can help establish a relationship with participants and build their trust and understanding of a topic, situation, or setting. Part I deals with the demographic profile and history. In the demographic profile, the researchers will ask about the participants' background information, and for the history, the researchers will ask about the political history of the SK Council and organizing history in managing events in their community. Part II deals with the questions and concepts being studied, guided by the research objectives. The researchers identify all items in parts I and II based on existing literature reviews.

To ensure validity and transferability of the data gathering tool to be used, (1) face, (2) content, and (3) expert validation will be secured. For Face Validity, member checking was conducted. Face Validity is a suitable and vital validity to view if the test and items are valid and meaningful to a person answering the test Yusoff (2019). For Content Validity, the researchers secured approval from the CCA College Guidance and Formation Office. Content Validity gives evidence about the degree of a specific assessment instrument or tools to see if the instrument or tools meet its purpose for the target individuals (Almanasreh et al., 2019). Furthermore, for Expert Validity, the researchers asked for professional advice from the faculty handling the subject matter. Expert validity is attained when experts recognize this appreciation in the field (Küttner-Magalhães et al., 2018).

Data Gathering
The Key Informant Interview (KII) focused on gathering additional information on and deepening the researchers' understanding of skills demand and skills development beyond what was identified in the literature; gathering up-to-date information on existing and emerging

skills needs; and investigating examples of skills development in detail. The researchers conducted an ocular visit for (2) two to (3) three weeks in each participant's locale. Data were collected through photo documentation and audio-taped interviews.

Data Analysis

For data saturation, if there is enough information to make another attempt at the study to add new information, no further coding is easy to attain (Fusch & Ness, 2015). Once data saturation reaches its purpose, data gathered will be analyzed using Manual Qualitative Analysis through the following steps:

1. Transcriptions – Used to prove that transcription is not a constant and a mechanical process but an active process involving the qualitative data with careful consideration of the obtained information (Kiyimba & O'Reilly, 2016).
2. Coding - is a process used to arrange or map the data to provide an overview of the incongruity of the data that enables the researchers to connect their research questions to the information they collected (Elliott, 2018).
3. Categorization- is the process of classifying relationships based on comparison of similarities and differences (Maxwell, 2009).
4. Thematic Analysis – It is an easy, flexible and most used method in qualitative data analysis. The use of this method provides a foundation of the basic skills used by a qualitative researcher in using the other method in qualitative data analysis (Braun & Clarke, 2012).

Results and Discussion

Table 1 shows that the participants are eighty percent (80%) male and twenty percent (20%) female, ranging from 23 to 26 years old. All of the participants are SK Chairman and residing in Angeles City, Pampanga, and the majority do not have any political family background.

Table 1. Demographic and background of the participants

Codename	Age	Gender	Civil Status	Barangay	Current Position	Political Family (Yes / No)	Term
Shaco	24	Male	Single	Sta. Teresita	SK Chairman	No	1
Mordekaiser	23	Male	Single	Pandan	SK Chairman	No	1
Taric	25	Male	Single	Sto. Cristo	SK Chairman	Yes	1
Janna	26	Female	Single	Sapang Bato	SK Chairman	No	1
Kiko	23	Male	Single	Ninoy Aquino	SK Chairman	Yes	1
K-6	24	Female	Single	Sto. Rosario	SK Chairman	Yes	1
Renekton	26	Male	Single	Claro M. Recto	SK Chairman	No	1
Kennen	25	Male	Single	Agapito Del Rosario	SK Chairman	Yes	1
Jarvan the 9th	24	Male	Single	Pampang	SK Chairman	No	1

Table 2 shows their common motivations in engaging in public service because being passionate while serving the community leads them to be effective public servants. Anderson (n.d.) stated that individuals' attitudes toward providing services to others to do good for others and society are referred to as public service motivation. This type of motivation is significant for public employees since it influences behavior and performance in the public, nonprofit, and private sectors. According to the study by Cabo (2018), Young people are engaged in the political world around them and have critical views of politicians and political candidates. Even as they realize the political system's flaws and deficiencies, adolescents engage in political

participation in voting and other forms of engagement that promote democracy and good governance.

As stated by Shaco*, the question is, "what makes me inspired? First of all, it is my personal choice; it is my decision since I love being a public servant, I love serving people, and secondly, I was inspired because when I was in my teenage years, I joined different events from the previous SK Councils. So, they inspired me because I saw how beautiful being a public servant is. That is why I was inspired to run as an SK Chairman."*

"I can say that I planned it very well, and it was my own decision to run without my parents' decision. However, when I started planning to run as a youth leader in our barangay, I asked for their suggestions, insights, and thoughts if I ever run as a public servant"—mentioned by Jarvan, the 9th.

Table 2. Common motivations for public service

Common motivations for public service
• Passion to serve in the community
• Encouragement from the people of the community
• Personal Decision
• Inspired by Politicians

Table 3 shows the different virtual events that the participants organized during the pandemic because, for them, the engagement of their constituents during a pandemic is essential, even if it is virtually. As Madray (2020) mentioned, the event industry's innovative leaders are experimenting with various tactics, such as using virtual technology to link people and encourage participation through webinars, live chats and discussions, live artist performances, and podcasts. They primarily post these using various creative marketing tactics on social media sites. As stated by Hayes (2022), social media appears to be an essential tool for disseminating powerful messages to a bigger audience and encouraging individuals to engage in physical exercise and even sports in the future.

"What we did during the pandemic was purely virtual. The SKs here in Angeles were united. Our events were purely virtual, such as Mobile Legends, Poster making, and designing creative face shields." Said by Kennen.

Jarvan the 9th stated that, *"Competitions like TikTok and Poster Making contests are the ones that involve competitions that will give fire. The fire will boost the youth's happiness even though we are only in the online world during this pandemic."*

Table 3. Common events organized (Non-physical/sports)

Common events organized
• Fiesta Events
• Mobile Legends Tournament
• Art Contest
• Online Raffle
• Juan for all, all for one online bayanihan

Table 4 shows the different physical events organized by the participants. However, no sporting events because distributing the needs of constituents is of the utmost importance in this pandemic than engaging them in sports which may lead to virus contamination. According to Saldajeno (2020), The IATF continues to prohibit contact sports in GCQ-affected regions in the Philippines, but it has granted the go-ahead for non-contact sports to resume GCQ-affected

areas. As stated by Cabatbat (2022), because of the COVID-19 pandemic, some people cannot afford to eat, let alone eat, a healthy diet. Government officials in charge of food assistance and relief goods must know what they prepare and where these goods are. Some local governments purchased dressed chicken from local poultry farms and freshly harvested vegetables from local farmers.

"In sports development, the problem is the guidelines. Because, if you can see it on social media posts, gambling is allowed; how about basketball? Why don't they allow basketball? And then there are times; sometimes we shoulder those problems even though we do not cause them," Jarvan the 9th said.

"Yes, I want to share our last fiesta on June 13. We handed out relief goods and distributed 1 kilo of chicken meat to constituents," stated by Kennen.

Taric said, *"it is complicated to move nowadays, and sometimes even if you want to do something to help your people, the IATF guidelines restrict us. We are still adjusting, and many activities and projects are pending because of the pandemic. Such Physical activities as Basketball and Volleyball are forbidden to organize and conducted. These activities are restricted to use because DILG can block them due to implemented health protocols."*

As mentioned by Kennen, *"It depends on the event. When we had our event here, we had a festival. I am the head, so everything that's needed.. I accomplished them and then other events also."*

"We have heads, and then we are the ones who help them," Stated by Shaco.

The statements determine the roles of participants when organizing and managing events. The roles of the participants manifest across leadership and membership. As stated by Meraku (2017), The leader's function is crucial since whatever action he takes impacts all work processes throughout the organization. The government and the people it govern must be able to communicate. In other words, the government must know about citizens' demands, and citizens must be informed about government policies to act or fulfill their responsibilities. Information transmission can help improve the connection between the government and the governed (Peter Olorunleke, 2019).

Table 4. Common physical/sports events organized

Common physical/sports events organized
• Distribution of School Supplies
• Distribution of Essential Goods
• TikTok Competition
• Zumba Competition
• No Sporting events due to the IATF Protocols

Table 5 shows the participants' different roles when organizing and managing events in their community. According to participants, the different roles in organizing and managing events are evident in the ten managerial roles under *Interpersonal Roles*, a manager's ability to establish a relationship with the organization and individuals. *Informational Roles* are the receiver of the information, which then disseminate the information around the company as needed. *Decisional Roles* use the information to make decisions on various concerns, such as

handling agreements, time management, strategic challenges and problem-solving meetings, and interactions with other companies (Richard, 2005).

> *"Just like before, there are times when our Barangay Captain is not in the mood, and he refuses to sign the check which I need to purchase essential equipment for the event's opening ceremony. Some of the difficulties I have encountered include not always having the necessary equipment for our event, especially when there are just two days before the event. Moreover, sometimes we do not have enough support from our barangay captain, exactly like before, because I do not think I have earned his trust yet, which is very challenging. An example of this is that sometimes, even if I want to start a great project, there are instances when my superiors will not support me. Even if I believe my suggestion benefits the people, I cannot get their support,"* Stated by Janna.

> According to Taric, *"It is complicated to move nowadays, and sometimes even if you want to do something to help your people, the IATF guidelines restricted us. It is not easy to move nowadays, and sometimes even if you want to do something to help your people, the IATF guidelines restrict us. We are still adjusting, and many activities and projects are pending because of the pandemic. Such Physical activities as Basketball and Volleyball are forbidden to organize and conducted. These activities are restricted to use because DILG can block them due to implemented health protocols."*

The statements above determine the challenges participants encountered when organizing and managing events before and during a pandemic. Challenges of participants manifest across lack of support and IATF guidelines. According to Akhigbe and Sonye (2017), organizations recognized the significance of trust, but a lack of supervisor integrity led to subordinates engaging in unproductive work behaviors. The organization and the employees had paid the price for unproductive job behavior. Carmody et al. (2020) state that COVID-19 transmission is more likely to occur in large gatherings with many participants, such as crowds at sporting events. Furthermore, some activities, such as golf and time trial cycling, allow for social separation, whereas others, like football and rugby, do not. Travel, including the usage of airports and hotels, can also raise the risk; however, it is not necessarily different from other business purposes. If professional sport is to return soon, event organizers must recognize that risk assessed and procedures implemented to ensure that any hazards from the event outweigh the benefits.

Table 5. Roles in organizing and managing events

Interpersonal Roles	Informational Roles	Decisional Roles
Risk Taker,	Subordinate,	Planner,
Officer,	Member,	Task Distributor,
Collaborator,	Dispatcher,	Event Planner,
Youth Member,	Representative,	Event Organizer
Assigned Personnel,	Youth Volunteer,	
Rotaract Member,	SSG Member,	
Head of the Committee,	Moderator,	
Class President,	Event Assistant,	
Leader,	Volunteer	
Choreographer,		
Decision Maker,		
Head,		
Assistant Coach,		
Dependent Leader,		
Servant Leadership		

Table 6 shows the different challenges of the participants before and during the pandemic. According to the participants, challenges in organizing and managing events manifest in the different challenge pits: Downhill Challenge involves more diminutive than the learner's full ability and can readily master their current capabilities. Performance Challenges are some problems that demand students perform what they have previously done. Through their Performance Zone, the learner exits the Pit. These difficulties require the learner to employ all of their previously acquired abilities. Learning Challenge is, as we have all seen, some students fail when confronted with a Learning Challenge. They cannot climb out of the Pit via their Learning Zone since they lack the necessary skills. To put it another way, they are not smart enough to ascend higher than before. This additional height necessitates the development of more advanced mental habits. Students must improve their learning skills in order to climb out. Aspirational Challenge, some challenges are too difficult to accomplish in a single sitting. To be mastered, these types of challenges be broken down into smaller Learning Challenges (Anderson, n.d.).

"First of all, of course, we follow the city's safety protocols when organizing an event. We also ensure that the different activities are not violating the rules and regulations of the IATF," stated by Shaco.

Kennen states, *"What we did during the pandemic was purely virtual. The SKs here in Angeles were united. Our events were purely virtual, such as Mobile Legends, Poster making, and designing creative face shields."*

The statements above determine the participants' adjustment when organizing and managing events during the pandemic. Adjustments of the participants manifest across IATF protocols and virtual events. Local governments should have implemented local ordinances imposing penalties on people who breach the national government's primary health requirements set forth by the Interagency Task Force on the Management of Emerging Infectious Diseases (IATF-MEID). As stated by Rojas-Valverde et al. (2020), As a result of the pandemic, many yearly major sporting events have been postponed or canceled, making room for new digital alternatives that adhere to government isolation policies. eSports has proven to be a quickly emerging alternative for maintaining sportsmanship and passion among the general public.

Table 6. Challenges in organizing and managing events

Learning challenge	Performance challenge	Downhill challenge	Aspirational challenge
Lack of Manpower and Active Participants, Social Distancing, Inaccessibility to social media, Social Distancing, Contact Sports shifted to E-sports, Lack of Accessibility, Novice, Obeying Protocols, Lack of sponsorships, Stay-at-home, House to house, Technical problems, No internet access, Unanswered queries	Negligence, Lack of Manpower, Criticism, Scarcity of Budget, Non-Active Participants, Limited Financial Capability, Poor Youth Participation, Budget Inconsistency, Unexpected Expenses, Hectic Schedule, Lack of Support, Budget Issues, Lack of cooperation,	Pressured due to comparison, Privileged Kid, Peer Influence, Unreliable judges, Demands, Hesitation	Unpreparedness, IATF Guidelines, Prohibition of Sports, Prohibition of Contact Events, Prohibition of Physical Events, Vaccine Unavailability, Lack of PPE, Pending Activities, Mental Health, Health Protocols, Unhealthy Relationship, Sabotage, Lack of opportunities, Restriction, DILG protocol,

Different preferred activities, Violators, Unreliable donators, Participant's interest, Lack of participants, False notion, Unpleasant situations, Unbalanced distribution, No sportsmanship, Peer pressure, Lack of initiative, Expect in-return, Incentives comparison, Projects comparison	Events limitation, Threatened, Envy, Crab mentality, Obeying higher-ups, Limitation of virtual event

Table 7 shows the different adaptations of the participants towards organizing and managing events during the pandemic. According to the participants, adaptation in organizing and managing events during a pandemic manifest is based on ABC co's change management process. Namely: Design where organizational design and planning are developed. Communication where network creation and management are changed. Measure where the effectiveness of communication is considered—train where essential training and planning are considered. Manage where teaming and meeting effectiveness is transformed. Assess is the change in readiness assessment and planning (Athuraliya, n.d.).

According to Shaco, *"I will make sure that all the events they do can tap the development of the youth, the cognitive, affective, and psychomotor of the child holistically, it is better to tap the holistic development of each youth."*

"Because once we helped a child, we are delighted because there are people sending messages on our Facebook page or they will message us telling us that we gave a tremendous help. Knowing that we only help one child, we unintentionally helped a whole family, and with small things, we could help, and that brings hope to them," mentioned by Taric.

The statements above determined the impact of the events organized and managed by the participants. The impact of the events manifests across holistic development and happiness. According to Araújo et al. (2021), in Sustainable Development Goals, children's health is a significant issue, and scientific research has revealed that genetic predispositions are affected, for example, by environmental impacts such as pandemics and learning capacities and adaptive behavior, lifetime mental and physical health and productivity for adults. Lagbas-Aranas (2015) stated that the program brings people and government together in active cooperation that might have far-reaching consequences, as the youth's attitudes would shift away from traditional society.

Table 7. Adaptations in organizing and managing events

Design	Communication	Measure	Train	Manage	Assess
Easy task, Reciprocal relationship, Obeying health protocols,	Reciprocal relationship, Referral, Virtual meetings, Social media use, Digital poster,	Obeying health protocols, Risk-taker, Virtual contest, Sports to Esports,	Experience, Extensive planning, Seminars about COVID, Seminars,	Easy task, Teamwork, Unity, Sponsorships, Stay calm, Objective,	Reciprocal relationship, Sense of responsibility, Sports to Esports,

Virtual contest, Contingency plan, Virtual events, Obey health protocols, Physical to virtual events, Time availability, Virtual tournament, Virtual activities, Essential needs distribution, Online survey, Appropriate prizes distribution, Adapting virtual events, Limited social gatherings, Pandemic reduced opportunities, Advance Planning, Project Planning, Anticipating Problems, Critical Planning, Old Practices Modification, Unique Virtual Activities, Thinking out of the box	Knowledgeable and collaborative, School collaboration, House to house, Transparency, Sharing of projects, Publicizing information, Public Announcement, Information Dissemination	Contingency plan, Knowledgeable, Social media use, Incentives, Creative poster, Mandatory participation, School collaboration, Extensive planning, Proactive, Physical to virtual events, Budget allotment, Virtual activities, Rewards, Appropriate prizes distribution, Pandemic reduced opportunities, Social media use for communication, Securing Consent, Publicizing information, Public Announcement, Distributing School Kits, Distribution of Goods, Thinking out of the box	Accepting Criticism, Knowledgeable, Budget Training	Virtual meetings, Knowledgeable and collaborative, School collaboration, Limit contact events, Committed public servant, Optimism, Diligence, Seeking sponsorship, Online survey, Pressure to motivate Obeying protocol, Devoted, Unity, Resiliency, Generosity, Righteousness, Courageous, Acclimation, Positive mindset, Criticism to motivation, Being passionate, Wise spending, Alternative budget source, Acclimation, Sharing of projects, Collaboration with Barangay Council, Accepting Criticism, Procrastination promotes Creativity, Wise, Distributing Task, Team up, Goal Oriented	Contingency plan, Stay calm, Knowledgeable, Virtual events, Determination, Proactive, Limit contact events, Provider, Alternative solution, Facility renovation, Wise spending, Alternative budget source, Acclimation, Prioritizing Health, Rooting the cause, Decision Making Skills

Table 8 shows the different impacts of the events organized and managed by the participants on their constituents. According to the participants, the impact of the events manifests across the concept of what research impact is: Instrumental Impact influences the policy, practice, or service provision, influencing legislation and changing behavior. The conceptual impact contributes to the knowledge of policy issues and reframing debates. Capacity Building Impact involves the development of technical and personal skills. Attitudinal

or cultural impact concerns the increased willingness to participate in new collaborations. Lasting connectivity Impact involves continuous interactions through joint proposals, visits, training, and shared workshops (Vainre, 2017).

Table 8. Impact of organizing and managing events

Instrumental impact	Conceptual impact	Capacity building impact	Attitudinal or cultural impact	Lasting connectivity impact
Physical Activity to Elderly, Safe Participation, Boredom to Dancing, Silver Lining	Trust Issues, Safeness, Safe Participation, Boredom to Dancing, Negative Experience, Unsatisfaction	Holistic Development, Skills Development, Goal Oriented, Authenticity, Physical Activity to Elderly, Safe Participation, Productivity, Encouragement, Comfortability, Cooperation, Building Confidence, Showcasing Talent, Promote Physical Fitness, Creativity Enhancement, Competitiveness, Silver Lining, Promoting Biking	Role model, Motivation, Inspiration, Initiative Participants, Dedication, Respectful, Excitement, Hope, Feel Valued, Active Participation, Volunteerism, Bring Happiness, Productivity, Comfortability, Affiliation, Cooperation, Foster Social Interaction, Enthusiasm, Initiative, Inspiring Activities	Role Model, Physical Activity to Elderly, Hope, Strong Youth Affection. Bring Happiness, Affiliation, Cooperation, Showcasing Talent, Entertainment, Foster Social Interaction, Thankful, Initiative, Team Prioritization, Youth Development, Promoting Biking, Building Barangay image, Influencing Barangays

Emerging Themes

After coding and categorizing the gathered data, the following themes emerged:

New age, new ways

The pandemic changed how we organized and managed events; it also brought new strategies and modes for organizing and managing events that would positively impact people, especially the youth. Shaco mentioned, *"Last year, the fiesta's events were all done virtually, and we are proud because we think it is impossible to do it, but we were able to finish and accomplish straight-eight days of the event. We were happy because even if the pandemic was at its peak, it became successful, and if you love what you do. There is always a way to do it."* In the study made by AnyRoad (2021), one of the three respondents rated their virtual events as very successful, which shows that experimental marketing can demonstrate great potential when executed effectively.

Participants believed that conducting virtual events is also one way to stay connected with others in the community despite the restrictions caused by the pandemic. As stated by Taric, *"Actually, I was the first one who held a virtual event last year in September. The SK councils were able to conduct virtual events like Bayanihan, the one for all, all for one, because September is our festival celebration. A question would be asked to the participants to feature virtual games like "What is inside the box?" and an online raffle. We have different strategies when we conduct events online, and social gatherings are restricted. So, we came up with the idea that we would give prizes and activities like these. For me, virtual events are convenient. We have ways to conduct events like this as long as it can help the community."* Scott & Manafy

(2015) have mentioned, virtual events give people a chance to share knowledge and learn from each other. Members can work together and make new professional contacts while companies show potential customers their products and knowledge. On the way, there are connections, business is built, and when things are right, everyone feels that the event is worth the time, money, and effort.

Managerial hurdles

The pandemic created a massive conflict regarding managing events among Sangguniang Kabataan Councils. Even before, there were problems that already existed in organizing and managing events. On the other hand, during this pandemic, these challenges were intensified and even more challenging due to COVID-19. Taric mentioned, *"It is difficult to take action now, sometimes you want to help, but because of the IATF guidelines we have limitations and... that is why even now we are still adjusting and most of the projects and activities are pending because of the pandemic."* According to Saldajeno (2020), The IATF continues to prohibit contact sports in GCQ-affected regions in the Philippines, but it has granted the go-ahead for non-contact sports to resume GCQ-affected areas.

Participants also highlighted that organizing and managing sporting events is prohibited during the pandemic, even if the youth demand it. Jarvan the 9th mentioned, "How can you conduct a sports league if the city does not allow contact sports? That is the problem. You can ask Archie; I have asked him. How can you conduct a sports League using social media? How does that happen? You video record here and there? That is the hardest part because we are just waiting for permission from the city that once it is good, we are willing to bring back all the basketball rings in Angeles City." As epochal changes have been brought about in the outbreak of COVID-19, the world of sport is in doubt because of cancellations, postponing of events, and the need to engage fans in new ways (Su et al., 2020).

Virtual events promote physical activity amidst the pandemic

Even though we are in a pandemic, it is still possible to promote physical activity to the youth and other people in the community, as per the participants. Physical activity is an integral part of healthy living during this pandemic period. Janna stated, *"We have a dance contest here in our barangay, it is a part of the celebration of fiesta activity, and during the pandemic, in order for the youth to not become bored, we made a virtual TikTok competition as an alternative. Nevertheless, it is all about dance. All of the TikTok-related activities were focusing on dance."* Applications like TikTok fit under kinesthetic learning modalities and physical and social learning (Solomon, 2021).

The participants did not only focus on promoting physical activities to the youth but also to the elderly in the community, which involves every person in the community. Taric said, *"We had a TikTok competition, we had it for elderly people, for our senior citizens in the community, we gave one song so that through dancing they can exercise."* According to the study by Goethals et al. (2020), although older persons must remain at home due to a higher risk of coronavirus illness (COVID-19), they must avoid a sedentary lifestyle. Physical activity is critical for older persons to retain their independence, mental health, and overall well-being. Mobility is vital in old age since it can indicate loss of independence in older persons.

Conclusion

This study explored the challenges in organizing and managing sports and physical activity events among Sangguniang Kabataan in Angeles City during the pandemic. Thus, the following conclusion is offered: (1) the people surrounding were more likely to influence these youths serving the community. Parents, peers, schools, and the media are essential in forming youth's political orientations, particularly concerning intergroup relations, (2) due to the

onslaught of the pandemic, community-based events organized by the youth solely rely on technology and social media, where there is a likelihood of diminishing other dimensions of holistic development, such as physical, emotional, and mental. Various linked health risks with youth's inappropriate use of such social media platforms in terms of content, duration, frequency, and posture. These risks include developmental, musculoskeletal, physical inactivity, obesity, and inadequate sleep quality, (3) although there are alternatives that the youth leaders can implement, there is a tendency for these modalities to be insufficient or not adequately maximized. Nonverbal communication gestures during face-to-face meetings may be difficult or impossible to convey to others during virtual meetings, which could lower decision-making quality, and (4) youth engagement and participation in community-based activities can foster their development during the pandemic. However, the transition from face-to-face to online can precipitate more logistical and technological challenges.

Moreover, to highlight the need for a better policy and organizational impact, the following are suggested: (1) youth leaders should employ more systematic planning to facilitate better participation and impact activities, (2) youth leaders must collaborate with other SK Councils to adjoining cities, municipalities, and provinces to design projects and programs, (3) teacher education institutions, as part of their community engagement and extension, can develop and share practices among youth leaders, specifically designing holistic programs that enhance physical activities, and (4) government authorities should invest in new media such as software, systems, and programs to facilitate more projects to support youth leaders in promoting holistic development.

Implications

Based on the results of the study, the researchers would like to emphasize the following propositions within the areas of youth governance and events promoting physical activity:
1. There is a need to enhance the utility of social media platforms to encourage more youth participation in community-based activities, primarily because of limited face-to-face interaction.
2. In order to improve youth participation, integrate systems and needs analysis into the planning of events that will encapsulate the interests and perceived benefits of the programs to the youth.
3. Integration of virtual events as part of public service must be promoted among community youth leaders to facilitate more involvement within their jurisdiction.
4. Strengthen training and capacity building of SK leaders in organizing and managing virtual events that promote physical activity and engagement among the youth.
5. Governments and other organizations must invest in new media such as applications, systems, and programs, equipment such as computers, the establishment of local studios, and providing

Limitations and future lines of research

For a better understanding and appreciation of this research, the following recommendations were made for future research direction: (1) researchers recommend a quantitative validation of the results of this study, specifically focusing on the perceived impact among the constituents, (2) future researchers can utilize focus group discussion for the subsequent qualitative study to elicit more responses and shared experiences and practices and (3) Other youth-oriented organizations can also be tapped as participants, such as youth-led communities from schools, churches, and interest-related groups.

References

Akhigbe, O. J., & Sonye, L. A. (2017). Supervisor Trust and Counterproductive Work Behaviour of Oil Firms in Port Harcourt - Nigeria. *IOSR Journal of Business and Management*, *19*(06), 52–61. https://doi.org/10.9790/487X-1906045261

Almanasreh, E., Moles, R., & Chen, T. F. (2019). Evaluation of methods used for estimating content validity. *Research in Social and Administrative Pharmacy*, *15*(2), 214–221. https://doi.org/10.1016/j.sapharm.2018.03.066

Anderson, J. (n.d.). *Habits of Mind: What You Need to Know Before You Start* . The Institute for Habits of Mind. Retrieved October 1, 2022, from https://www.habitsofmindinstitute.org/habits-of-mind-what-you-need-to-know-before-you-start/

AnyRoad. (2021). *The State of Virtual Events 2021*. https://www.anyroad.com/state-of-virtual-events-2021/

Araújo, L. A. de, Veloso, C. F., Souza, M. de C., Azevedo, J. M. C. de, & Tarro, G. (2021). The potential impact of the COVID-19 pandemic on child growth and development: a systematic review. *Jornal de Pediatria*, *97*(4), 369–377. https://doi.org/10.1016/j.jped.2020.08.008

Athuraliya, A. (n.d.). *8 Vital Change Management Tools for Effectively Managing Change*. Creately. Retrieved October 1, 2022, from https://creately.com/blog/diagrams/change-management-tools-list/amp/?fbclid=IwAR0NMg2XB0NhJp2UP4qaCvO7N_Y2kE1WhS1rvliYy12X7fSZkuXZ9NUyW4E

Bratland-Sanda, S., Giulianotti, R., Støa, E. M., Langseth, T., & Rosenbaum, S. (2021). Editorial: Sports and Active Living During the Covid-19 Pandemic. *Frontiers in Sports and Active Living*, *3*(July), 2–4. https://doi.org/10.3389/fspor.2021.714986

Braun, V., & Clarke, V. (2012). Thematic analysis. In *APA handbook of research methods in psychology, Vol 2: Research designs: Quantitative, qualitative, neuropsychological, and biological.* (pp. 57–71). American Psychological Association. https://doi.org/10.1037/13620-004

Cabatbat, K. P. M. (2022). Food sustainability in Covid-19 pandemic. *Journal of Public Health*, *44*(3), e459–e460. https://doi.org/10.1093/pubmed/fdab292

Cabo, W. L. (2018). Youth and Political Participation in the Philippines: Voices and Themes from a Democracy Project. *Journal of Politics and Governance*, *8*(1), 259–271. https://so03.tci-thaijo.org/index.php/jopag/article/view/123298/93736

Carmody, S., Murray, A., Borodina, M., Gouttebarge, V., & Massey, A. (2020). When can professional sport recommence safely during the COVID-19 pandemic? Risk assessment and factors to consider. *British Journal of Sports Medicine*, *54*(16), 946–948. https://doi.org/10.1136/bjsports-2020-102539

Coombs, W. T. (2007). Protecting Organization Reputations During a Crisis: The Development and Application of Situational Crisis Communication Theory. *Corporate Reputation Review*, *10*(3), 163–176. https://doi.org/10.1057/palgrave.crr.1550049

Daenos, R. G., Bognot, F. L., & Celis, M. L. C. (2021). *Institutionalization of the City College of Angeles – Center for Academic Events: Highlights of Challenges , Strategies , and Impact to New Normal in Education*. *2*(1), 23–34. https://www.google.com/url?sa=t&rct=j&q=&esrc=s&source=web&cd=&ved=2ahUKEwjKybb1sb76AhUmtlYB HaKiCo4QFnoECAQQAQ&url=https%3A%2F%2Fejournal-medan.uph.edu%2Findex.php%2Fapiemj%2Farticle%2Fdownload%2F449%2F250&usg=AOvVaw2p-fXl5yY6tjf-nSOMpkSq

Disimulacion, M. A. T. (2020). MICE Tourism during Covid-19 and Future Directions for the New Normal. *Asia Pacific International Events Management Journal*, *2*(1), 11–17. https://ejournal-medan.uph.edu/index.php/apiemj/article/view/397

Elliott, V. (2018). Thinking about the Coding Process in Qualitative Data Analysis. *The Qualitative Report*, *23*(11), 2850–2861. https://doi.org/10.46743/2160-3715/2018.3560

Forneris, T., Bean, C., & Halsall, T. (2016). Positive youth development programming with marginalized populations. In *Positive Youth Development through Sport: second edition* (2nd ed.). Taylor and Francis. https://doi.org/10.4324/9781315709499-14/

Fusch, P., & Ness, L. (2015). Are We There Yet? Data Saturation in Qualitative Research. *The Qualitative Report*, *20*(9), 1408–1416. https://doi.org/10.46743/2160-3715/2015.2281

Goethals, L., Barth, N., Guyot, J., Hupin, D., Celarier, T., & Bongue, B. (2020). Impact of Home Quarantine on Physical Activity Among Older Adults Living at Home During the COVID-19 Pandemic: Qualitative Interview Study. *JMIR Aging*, *3*(1), e19007. https://doi.org/10.2196/19007

Haleem, A., Javaid, M., & Vaishya, R. (2020). Effects of COVID-19 pandemic in daily life. *Current Medicine Research and Practice*, *10*(2), 78–79. https://doi.org/10.1016/j.cmrp.2020.03.011

Halsall, T. G., & Forneris, T. (2016). Behind the Scenes of Youth-led Community Events: A Participatory Evaluation Approach Using Photovoice in a Canadian First Nation Community. *Youth Engagement in Health Promotion*, *1*(2), 1–40. https://www.google.com/url?sa=t&rct=j&q=&esrc=s&source=web&cd=&ved=2ahUKEwiqq-6Qr776AhVIx2EKHYOJDoMQFnoECBIQAQ&url=https%3A%2F%2Fjps.library.utoronto.ca%2Findex.php%2F youthengage%2Farticle%2Fdownload%2F0203%2FBehind%2520the%2520Scenes%2F61692&usg=AOvVaw18

Hayes, M. (2022). Social media and inspiring physical activity during COVID-19 and beyond. *Managing Sport and Leisure*, *27*(1–2), 14–21. https://doi.org/10.1080/23750472.2020.1794939

Jepson, A., & Clarke, A. (2014). Exploring Community Festivals and Events. In A. Jepson & A. Clarke (Eds.), *Exploring Community Festivals and Events* (1st ed.). Routledge. https://doi.org/10.4324/9781315776569

Khorram-Manesh, A. (2017). Youth Are Our Future Assets in Emergency and Disaster Management. *Bulletin of Emergency and Trauma*, *5*(1), 1–3. http://www.ncbi.nlm.nih.gov/pubmed/28246615%0Ahttp://www.pubmedcentral.nih.gov/articlerender.fcgi?artid=P MC5316128

Kiyimba, N., & O'Reilly, M. (2016). The risk of secondary traumatic stress in the qualitative transcription process: a research note. *Qualitative Research*, *16*(4), 468–476. https://doi.org/10.1177/1468794115577013

Küttner-Magalhães, R., Dinis-Ribeiro, M., Bruno, M. J., Marcos-Pinto, R., Rolanda, C., & Koch, A. D. (2018). Training in endoscopic mucosal resection and endoscopic submucosal dissection: Face, content and expert validity of the live porcine model. *United European Gastroenterology Journal*, *6*(4), 547–557. https://doi.org/10.1177/2050640617742484

Lagbas-Aranas, A. G. U. (2015). Community Development Framework for the Youth: the Autonomy-Supportive Context. *Youth Development Strategies*, *11*(26), 1857–7881. https://eujournal.org/index.php/esj/article/view/6231

Lambert, V. a., & Lambert, C. E. (2013). Qualitative Descriptive Research: An Acceptable Design. *Pacific Rim International Journal of Nursing Research*, *16*(4), 255–256. http://antispam.kmutt.ac.th/index.php/PRIJNR/article/download/5805/5064

Lavrakas, P. (2008). List Sampling. In *Encyclopedia of Survey Research Methods*. Sage Publications, Inc. https://doi.org/10.4135/9781412963947.n277

Lim, M. A., & Pranata, R. (2021). Sports activities during any pandemic lockdown. *Irish Journal of Medical Science (1971 -)*, *190*(1), 447–451. https://doi.org/10.1007/s11845-020-02300-9

Lorenzo, T., McKinney, V., Bam, A., Sigenu, V., & Sompeta, S. (2019). Mapping participation of disabled youth in sport and other free-time activities to facilitate their livelihoods development. *British Journal of Occupational Therapy*, *82*(2), 80–89. https://doi.org/10.1177/0308022618817281

Madhav, N., Oppenheim, B., Gallivan, M., Mulembakani, P., Rubin, E., & Wolfe, N. (2017). Pandemics: Risks, Impacts, and Mitigation. *Disease Control Priorities, Third Edition (Volume 9): Improving Health and Reducing Poverty*, 315–345. https://doi.org/10.1596/978-1-4648-0527-1_CH17

Madray, J. S. (2020). The impact of covid-19 on event. *International Journal of Engineering Applied Sciences and Technology*, *5*(3), 533–535. https://www.google.com/url?sa=t&rct=j&q=&esrc=s&source=web&cd=&ved=2ahUKEwjynOWorb76AhUKpVY BHbE_BpAQFnoECAkQAQ&url=https%3A%2F%2Fwww.ijeast.com%2Fpapers%2F533-535%2CTesma503%2CIJEAST.pdf&usg=AOvVaw2KoGyMW6bmBN7MEJGCP22g

Madrid, B. L. S., Manlincon, M. D., & Zaratan, M. K. P. (2020). *Acquisition of Knowledge and Practice of Sangguniang Kabataan Officials on Department of Interior and Local Government Mandatory Training*. *3*(1), 127–132. https://asianjournal.org/online/index.php/ajms/article/view/267/106

Maxwell, J. (2009). Designing a Qualitative Study. In *The SAGE Handbook of Applied Social Research Methods* (pp. 214–253). SAGE Publications, Inc. https://doi.org/10.4135/9781483348858.n7

McCloskey, B., Zumla, A., Ippolito, G., Blumberg, L., Arbon, P., Cicero, A., Endericks, T., Lim, P. L., & Borodina, M. (2020). Mass gathering events and reducing further global spread of COVID-19: a political and public health dilemma. *The Lancet*, *395*(10230), 1096–1099. https://doi.org/10.1016/S0140-6736(20)30681-4

Meraku, A. (2017). Role of Leadership in Organizational Effectiveness. *Journal of Economics, Business and Management*, *5*(11), 336–340. https://doi.org/10.18178/joebm.2017.5.11.535

Miragaia, D. A. M., da Costa, C. D. M., & Ratten, V. (2018). Sport events at the community level: A pedagogical tool to improve skills for students and teachers. *Education and Training*, *60*(5), 431–442. https://doi.org/10.1108/ET-12-2017-0206/FULL/XML

Morgan, H. (2018). Enhancing social mobility within marginalized youth: the accumulation of positive psychological capital through engagement with community sports clubs. *Sport in Society*, *21*(11), 1669–1685. https://doi.org/10.1080/17430437.2017.1409725

Murashkin, M., & Tyrväinen, J. (2020). *Adapting to the new normal: A qualitative study of digital leadership in crisis* [Umeå School of Business, Economics, and Statistics]. https://www.diva-portal.org/smash/record.jsf?pid=diva2:1448962

Murphy, M. H., Rowe, D. A., & Woods, C. B. (2016). Sports Participation in Youth as a Predictor of Physical Activity: A 5-Year Longitudinal Study. *Journal of Physical Activity and Health*, *13*(7), 704–711. https://doi.org/10.1123/jpah.2015-0526

Olya, H. G. T. (2019). A call for weather condition revaluation in mega-events management. *Current Issues in Tourism*, *22*(1), 16–20. https://doi.org/10.1080/13683500.2017.1377160

Palazzo, S. J., Sanman, E., & Bicknell, L. E. (2019). Empowering High School Students Through Engagement in a Community Event. *International Education Studies*, *12*(8), 83. https://doi.org/10.5539/ies.v12n8p83

Peter Olorunleke. (2019). Good Governance, Information Dissemination and National Development the Nigerian Situation. *Library Philosophy and Practice (e-Journal)*, 1–36. https://www.google.com/url?sa=t&rct=j&q=&esrc=s&source=web&cd=&ved=2ahUKEwiw6L3wur76AhXQnFY BHWVMA3IQFnoECBQQAQ&url=https%3A%2F%2Fdigitalcommons.unl.edu%2Fcgi%2Fviewcontent.cgi%3F article%3D7085%26context%3Dlibphilprac&usg=AOvVaw3JImv9bZFaWH1ZxxVq_A76

Raihan, N., & Cogburn, M. (2013). Stages of Change Theory. In *Encyclopedia of School Health*. SAGE Publications, Inc. https://doi.org/10.4135/9781452276250.n255

Reid-Searl, K., & Happell, B. (2012). Supervising nursing students administering medication: a perspective from registered nurses. *Journal of Clinical Nursing*, *21*(13–14), 1998–2005. https://doi.org/10.1111/j.1365-2702.2011.03976.x

Richard, A. (2005). *The Role of Micro Business Managers*. *October*, 1–55. https://www.google.com/url?sa=t&rct=j&q=&esrc=s&source=web&cd=&ved=2ahUKEwiy59CNu776AhUGm1Y BHdE9AeUQFnoECAcQAQ&url=https%3A%2F%2Fwww.diva-portal.org%2Fsmash%2Fget%2Fdiva2%3A3974%2FFULLTEXT01.pdf&usg=AOvVaw0h9Sh0GFXuSzDjK_UP K52q

Rojas-Valverde, D., Fallas Campos, A., & Alpizar-Alpizar, M. (2020). eSports in times of a global pandemic: opportunities and future challenges when transforming gaming into a sport in Costa Rica. *Pensar En Movimiento: Revista de Ciencias Del Ejercicio y La Salud*, *18*(2), e43332. https://doi.org/10.15517/pensarmov.v18i2.43332

Rosselló, J., Becken, S., & Santana-Gallego, M. (2020). The effects of natural disasters on international tourism: A global analysis. *Tourism Management*, *79*(April 2019), 104080. https://doi.org/10.1016/j.tourman.2020.104080

Saldajeno, I. S. (2020, May 24). *IATF allows non-contact sports for GCQ; events may resume in MGCQ*. Philippine News Agency. https://www.pna.gov.ph/articles/1103810?fbclid=IwAR2vKP50_n8MX1PxvCd_czTGj0JQSHIslEU-lpkzUPd6qt4m7TvK-O_SxhQ

Sato, S., Oshimi, D., Bizen, Y., & Saito, R. (2022). The COVID-19 outbreak and public perceptions of sport events in Japan. *Managing Sport and Leisure*, *27*(1–2), 146–151. https://doi.org/10.1080/23750472.2020.1773301

Scott, D. M., & Manafy, M. (2015). Standout Virtual Events. In *David Meerman Scott & Michelle Manafy*.

Séraphin, H., & Jarraud, N. (2022). COVID-19: Impacts and perspectives for religious tourism events. The case of Lourdes Pilgrimages. *Journal of Convention & Event Tourism*, *23*(1), 15–40. https://doi.org/10.1080/15470148.2021.1906810

Solomon, S. (2021). Incorporating Social Media into the Classroom: A Case Study on How TikTok can be Immersed into Classroom Pedagogy. *Dominican Scholar Master*, *May*, ii–73. https://scholar.dominican.edu/cgi/viewcontent.cgi?article=1031&context=education-masters-theses

Su, Y., Baker, B. J., Doyle, J. P., & Yan, M. (2020). Fan Engagement in 15 Seconds: Athletes' Relationship Marketing During a Pandemic via TikTok. *International Journal of Sport Communication*, *13*(3), 436–446. https://doi.org/10.1123/ijsc.2020-0238

Telford, R. M., Telford, R. D., Olive, L. S., Cochrane, T., & Davey, R. (2016). Why Are Girls Less Physically Active than Boys? Findings from the LOOK Longitudinal Study. *PLOS ONE*, *11*(3), e0150041. https://doi.org/10.1371/journal.pone.0150041

The World Bank. (2020, November 26). *Monitoring COVID-19 Impacts on Families and Firms in the Philippines*. The World Bank. https://www.worldbank.org/en/country/philippines/brief/monitoring-covid-19-impacts-on-firms-and-families-in-the-philippines?fbclid=IwAR3F0f3BhDap4bERPCsIsKSVGgFjEmO7y51wN5xN0dOafJwdoSonLiqgP6A

Tubianosa, D. P. (2013, November 23). *Solon opposes abolition of Sangguniang Kabataan*. Press and Public Affairs Bureau. https://www.congress.gov.ph/press/details.php?pressid=7436&fbclid=IwAR2alKC-BXJ6fXfcvE4RuRnpuWCJPwHZpdbhubFdmbvgXeOC8K7J26SqIZw

Vainre, M. (2017, August 24). *What is research impact? A blog by Maris Vainre*. East of England CLAHRC. https://www.clahrc-eoe.nihr.ac.uk/2017/08/research-impact-blog-maris-vainre/?fbclid=IwAR0XZS7Y6WumHJZVBUK3f4Lhw2Q_iZnImgbz2fT6qWRyCx5IxkSIKDQ2SZY

World Bank. (2021). *Impacts of COVID-19 on Communities in the Philippines : Results from the Philippines High Frequency Social Monitoring of COVID-19 Impacts Round 2, April 8-14, 2021*. Open Knowledge Repository. https://openknowledge.worldbank.org/handle/10986/36193

Xiang, M., Zhang, Z., & Kuwahara, K. (2020). Impact of COVID-19 pandemic on children and adolescents' lifestyle behavior larger than expected. *Progress in Cardiovascular Diseases*, *63*(4), 531–532. https://doi.org/10.1016/j.pcad.2020.04.013

Yip, P. S. F., & Chau, P. H. (2020). Physical Distancing and Emotional Closeness Amidst COVID-19. *Crisis*, *41*(3), 153–155. https://doi.org/10.1027/0227-5910/a000710

Yusoff, M. S. B. (2019). ABC of Response Process Validation and Face Validity Index Calculation. *Education in Medicine Journal*, *11*(3), 55–61. https://doi.org/10.21315/eimj2019.11.3.6