PROJECT REPORT

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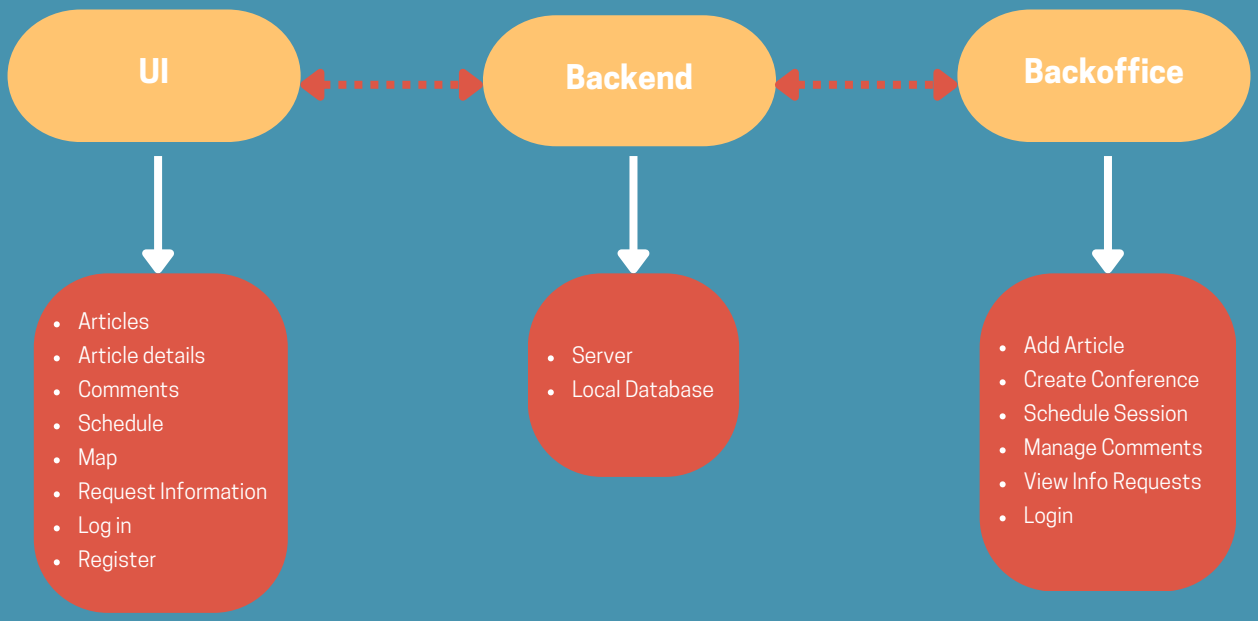
INTRODUCTION

Academic and scientific conferences are essential events where researchers present and discuss their work. These conferences, along with academic journals and preprint archives, play a crucial role in sharing information among researchers.

This report delves into the development of an application designed to enhance the experience of both attendees and organizers of scientific conferences. The application aims to streamline various aspects of a typical medium-sized scientific conference.

By providing a user-friendly platform for displaying articles, managing schedules, and facilitating seamless communication, the application aspires to foster a more efficient and engaging environment for researchers. This report outlines the project's objectives, development process, and anticipated impact on the academic conference landscape.

APP ARCHITECTURE



FUNCTIONALITIES

Funcionality	Description
User Registration/ Login	Users can register to create an account. They can log in using their credentials to access their profile and browse the app.
Information Requests	Users can submit questions any time they want, and wait for the response.
Schedule	Users can check the schedule of sessions for the conference at any time during the event, and see the times and days at which they will happen.
Articles	Users can access all the articles related to the event through the app, as well as the details for each article, such as the author and comments about it.
Comment	Users can leave comments under the articles they decide to access and read.
Location on Map	Users can see the location of the Conference on a map.

SCREENS & STORYBOARDS

The navigation in our application is strait forward using buttons to change screens.
Footer Elements:

1. Home Button - Redirects to the Home screen.
2. Message button - Opens Message screen where the information requests and its answers are displayed.
3. Logout Button - Logs out the user

We opted for a Web BackOffice.

DATABASE STRUCTURE

Our Database is structured with eight tables to stored all the data needed for the app to work.
The users table store the the user information making possible the register and the login in the app.
The articles tables store the articles information as well as the directory of a paste that stores the pdf of that file.
To store the comments we have the table comments that store the comment the information of the user that commented and the article where the user commented on.
To handle the information requests made by the user we have to tables, the table information_requests stores the information of the user, the question and the state of the request, if is answered or not and the table replies stores the answer of an admin.
To store the conferences and their sessions we have 3 tables. The conferences table stores the name of the conference, the start and end date and the address of the conference. The table sessions store the conference the session belongs to, the title of the session, the date and hour of the start and end of the session the room and the day of the conference. To store the articles that will be presented we have the session_article table that stores the id of the articles and the id of the sessions that will present those articles.

Tables:
users:
Fields: id, username, password, email, created_at
articles:
Fields: id, title, authors, abstract, pdf_link, created_at
comments:
Fields: id, article_id, username, message, approved, created_at
information_requests:
Fields: id, user_id, username, message, answered, created_at
replies:
Fields: id, user_id, message, created_at, request_id
conferences:
Fields: id, name, start_date, end_date, address
sessions:
Fields: id, conference_id, title, start_time, end_time, room, day
session_articles:
Fields: id, session_id, article_id

TECHNOLOGIES USED

- XAMP - Server and Database Host
- Android Studio - App Development
- Visual Studio Code - PHP Scrips

PROBLEMS MET

During the development of the App, we encountered some challenges, particularly with implementing the map feature. Despite these difficulties, the overall development process was smooth. Other components, such as managing articles, schedules, and user interactions, were implemented without significant issues, leading to a well-rounded and functional application.

CONCLUSION

In conclusion, the development of the App successfully addressed the core needs of managing and enhancing conference experiences for both attendees and organizers. Despite encountering challenges with the map integration, the development process was largely smooth and efficient.

The app now offers a robust platform for displaying articles, managing schedules, and facilitating user interactions, ultimately contributing to more organized and engaging scientific conferences. The project's outcomes reflect a significant step forward in leveraging technology to streamline and enrich academic and scientific exchanges.