Christopher Navoczynski Assignment 5 – Understanding Communications AD400 - 5206

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| **Event Attendance Use Case** | |
| Scope/Boundary | The Scope of this Use Case is to determine an approximate attendance poll to the Table Top Gaming Event |
| Applied Actors | Website Hosts |
| Attendees |
| Hotel Manager and Hotel Event Manager |
| Guest Speakers/ Entertainers |
| Vendors and Sponsors |
| Roles & Functions | Website Hosts: - Monitors Attendance signups and for how many days of the several days event that attendee is going for. They will determine if the attendee is utilizing the hotel room block and also add the two-meal per day to that count. They will account for if the attendee buys a Swag bundle and then provide email updates including a post-event questionnaire to the attendee to review both the product and the event itself. |
| Attendees: - They provide the website host with information on how they choose which event package they want to sign up for. How many days, if they want to book at the event hotel, if they want a swag package, and if they want to participate in the live game session as well as sign up for side event panels. |
| Hotel and Event Hotel Manager(s): - Once determined on a close proximity head-count of attendees, Hotel will provide a room block for all attendees including, hosts, vendors, guest speakers, and sponsors. The Event Manager will determine with the Hosts the appropriate size for the gaming conference hall and any small rooms for the side panel speakers as well as a room for vendors to display their merchandise. Once a buffet package is chosen by the hosts, the event managers will conduct the hotel catering staff on how much to prepare. |
| Guest Speakers and Entertainers: Will be provided rooms on the Hosts pay. They will have scheduled times during the ongoing event where they would have panels attendees can break from the regular gaming session to attend. |
| Vendors and Sponsors: Once a head count on swag bundles is determined, vendors will have these prepared for the attendees when they arrive to checking at the event. They will also have additional wares for attendees to purchase at the event. |
| Relationships | Catering Head Count is determined by how many day pass bundles are purchased. |
| Swag bundles are determined by day pass bundles purchased |
| Game Session Signups are determined by day pass bundles purchased |
| Guest panel signups are determined by day pass bundles purchased |
| Game Rollout Testing is determined by Event Feedback |
| Venue Feedback is determined by Event Feedback |
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