

A REPORT
ON
EVENT CLUB MANAGEMENT SYSTEM
A Frontend Web Application using React & JSON Server
By
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ABSTRACT

The Event and Club Management System is a web-based application developed to modernize the process of organizing and managing events and club activities within an institution. Traditional event handling involves manual registrations, paper notices, and scattered communication, which often leads to confusion and inefficiency. This system provides a centralized digital platform to overcome these limitations.

The system allows administrators to create and manage clubs, assign coordinators, schedule events, and maintain participant records. Event coordinators can upload event information, manage user registrations, send notifications, and monitor event status in real time. Students or users can explore various clubs, view upcoming events, register online, and receive instant updates.

Key features of the system include user authentication, role-based access, online event registration, automated announcements, feedback submission, and analytical dashboards. These features reduce administrative workload, minimize human errors, improve communication, and enhance participation.

The platform is designed with a user-friendly interface and scalable architecture, enabling support for multiple clubs and large-scale events. By automating repetitive activities and providing real-time visibility, the system promotes transparency and efficient handling of club operations. Overall, it serves as an effective tool for institutions aiming to digitalize and enhance event management processes.

TABLE OF CONTENTS

| S.No | Section | Page No. |
|------|--------------------------------------------|----------|
| 1 | Introduction | _4_ |
| 2 | Problem Statement | _5_ |
| 3 | Scenario-Based Introduction | _6_ |
| 4 | Target Audience | _7_ |
| 5 | Project Goals & Objectives | _8_ |
| 6 | Scope of the Project | _9_ |
| 7 | Key Features | _10_ |
| 8 | System Requirements / Pre-Requisites | _12_ |
| 9 | Technology Stack | _13_ |
| 10 | Project Structure | _14_ |
| 11 | Modules Description | _15_ |
| 12 | Project Flow | _16_ |
| 13 | UI Screenshots & Functionality Explanation | _17_ |
| 14 | Limitations | _22_ |
| 15 | Future Enhancements | _23_ |
| 16 | Conclusion | _24_ |
| 17 | References | _25_ |
| 18 | Project Demo Link | _26_ |

1. INTRODUCTION

Managing clubs and events inside an institution requires proper coordination and structured handling of information. When activities are managed manually using paper forms, spreadsheets, or informal messaging, it often leads to confusion, delays, and poor communication.

Traditional methods make it difficult to track registrations, attendance, event details, and member participation in an organized way. As the number of events and participants increases, these challenges become more complicated and time-consuming.

To solve these problems, the **Event and Club Management System (ECMS)** provides a centralized, web-based platform that automates and simplifies all major club management tasks. It brings all event-related activities such as scheduling, announcements, registrations, and feedback onto a single unified system.

This digital platform improves transparency, reduces manual work, and supports smooth communication between administrators, coordinators, and members. Overall, ECMS helps institutions efficiently manage events and enhance user participation.

2. PROBLEM STATEMENT

Even though clubs and events play an important role in student development and organizational culture, the traditional management process faces several challenges such as:

- Manual registration which leads to errors and difficulty in maintaining accurate records.
- Scattered communication channels (WhatsApp, paper notices, emails) causing delays and misunderstandings.
- Lack of real-time updates about event schedules, announcements, and participation status.
- Difficulty for students to find information about existing clubs, upcoming events, and registration options.
- No centralized system for coordinators and administrators to monitor participation, collect feedback, or generate reports.
- Limited visibility and engagement, resulting in lower student participation and ineffective event execution.

There is a need for a centralized digital platform where administrators, coordinators, and students can interact efficiently, manage event information, and ensure smooth communication.

The Event and Club Management System (ECMS) solves these challenges by digitalizing registrations, scheduling, announcements, attendance, and feedback through a single platform, enabling efficient management and improved participation.

3. SCENARIO-BASED INTRODUCTION

In many colleges and organizations, clubs and events play a major role in student development and campus engagement. However, the process of managing these activities is often unorganized and depends heavily on manual work.

Imagine a college conducting a cultural festival involving clubs like Music, Robotics, Sports, and Literary. Each club must register members, plan schedules, assign volunteers, and update participants on event changes. Without a proper system, announcements are shared through WhatsApp groups, registrations happen on paper, and event details are scattered across notice boards. As participation increases, coordinators struggle to track registrations, manage attendance, and send timely updates.

To solve these issues, institutions need a centralized digital platform. **The** Event and Club Management System (ECMS) provides a unified web-based environment where all event information is stored and updated in real time. Administrators can create clubs, upload details, assign coordinators, send notifications, and track participant data. Students can view upcoming events, register online, receive reminders, and stay updated instantly.

This scenario shows how ECMS transforms a chaotic manual workflow into a smooth and organized process, improving communication, reducing workload, and ensuring efficient event execution.

4. TARGET AUDIENCE

- **Students / Members:**
Individuals who want to explore different clubs, register for events, and stay updated with announcements and schedules.
- **Club Coordinators:**
Student leaders or faculty in charge of clubs who need tools to create events, manage participant lists, track attendance, and send notifications.
- **Faculty Advisors:**
Mentors who oversee club activities, review event plans, and ensure that each club follows institutional guidelines.
- **Technical Support Staff:**
IT professionals who manage system maintenance, handle updates, and ensure smooth functioning of the platform.

5.PROJECT GOALS AND OBJECTIVES

Project Goals

- To create a centralized online platform for efficient event and club management.
- To replace manual, paper-based processes with an automated and organized digital system.
- To improve communication between administrators, coordinators, and participants.
- To increase user participation by making event information easily accessible.
- To ensure accurate record-keeping and smooth coordination of all activities.

Objectives

- Develop a user-friendly interface for browsing clubs and registering for events.
- Implement role-based access for administrators, coordinators, and participants to maintain system security.
- Enable online scheduling, updating, and management of events and club details.
- Automate the registration and attendance process to reduce errors and workload.
- Provide real-time notifications and announcements to keep users informed.

6. SCOPE OF THE PROJECT

The Event and Club Management System focuses on creating a centralized digital platform to manage all club and event-related activities within an institution. The project aims to automate major processes such as event creation, scheduling, registration, announcements, and attendance tracking, reducing manual effort and improving overall efficiency.

The system provides role-based access for administrators, coordinators, and participants, each with dedicated features. Administrators can manage clubs, assign coordinators, approve events, and monitor system performance. Coordinators can organize events, update information, handle participant registrations, and communicate through notifications. Participants can explore clubs, register for events, view schedules, and receive real-time updates.

The project scope also includes the development of a secure database to maintain user profiles, club information, event details, and participation records. Additional features such as automated reminders, announcement broadcasting, reporting tools, and dashboards enhance usability and transparency.

Overall, the scope covers the design and implementation of a scalable, user-friendly web application that supports smooth communication, ensures accurate record-keeping, and simplifies the complete management process for institutional events and clubs.

7. KEY FEATURES

- **Secure User Authentication:**
Provides login and registration functionalities with role-based access for administrators, coordinators, and participants to ensure data security.
- **Role-Based Dashboard:**
Each user gets a customized dashboard with features relevant to their role, such as event approval for admins or event creation for coordinators.
- **Club Management:**
Allows administrators to create and manage clubs, assign coordinators, update club details, and monitor club activities.
- **Event Creation & Scheduling:**
Coordinators can add new events, set dates, venues, and descriptions, and update schedules whenever needed.
- **Online Event Registration:**
Participants can easily register for events through the platform, eliminating manual registration processes.
- **Real-Time Notifications & Announcements:**
Sends instant updates and reminders to users about event changes, new announcements, or upcoming deadlines.
- **Attendance Tracking System:**
Enables coordinators to mark attendance digitally and maintain accurate records for reporting purposes.
- **Centralized Database Management:**
Stores and organizes user profiles, club information, events, registrations, and attendance details securely.
- **Reporting & Analytics:**
Generates comprehensive reports on event participation, club performance, and user activity to help administrators make informed decisions.
- **User-Friendly Interface:**
Designed with simple navigation and clean layouts to ensure smooth usage for all types of users.

- **Scalable Architecture:**

Supports multiple clubs and events simultaneously without affecting system performance, allowing it to grow with the institution.

8. PREREQUISITES

| Skill / Technology | Level Required |
|----------------------------|-----------------------------|
| HTML & CSS | Basic to Intermediate |
| JavaScript / React.js | Basic understanding |
| Node.js / Express.js | Basic knowledge for backend |
| JSON and REST API concepts | Basic understanding |
| Tailwind CSS / Bootstrap | Basic UI styling knowledge |
| Database (MySQL / MongoDB) | Basic CRUD operations |

Software Requirements

| Software / Tool | Purpose |
|-----------------------------|------------------------------------------|
| Node.js + npm | Running the application and dependencies |
| Code Editor (VS Code) | Development |
| Web Browser (Chrome / Edge) | Testing and debugging the application |
| Database (MySQL / MongoDB) | Storing user, club, and event data |

Optional Add-ons

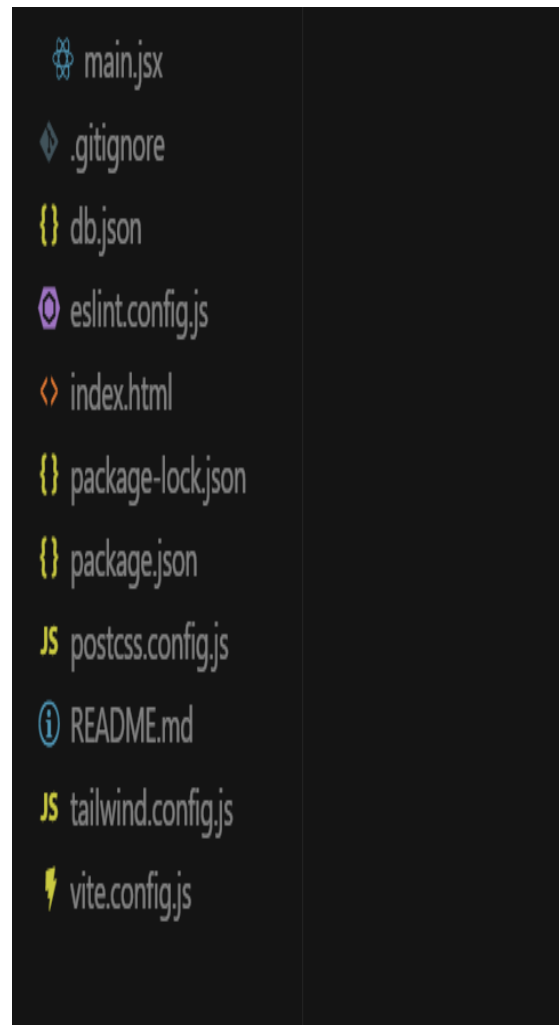
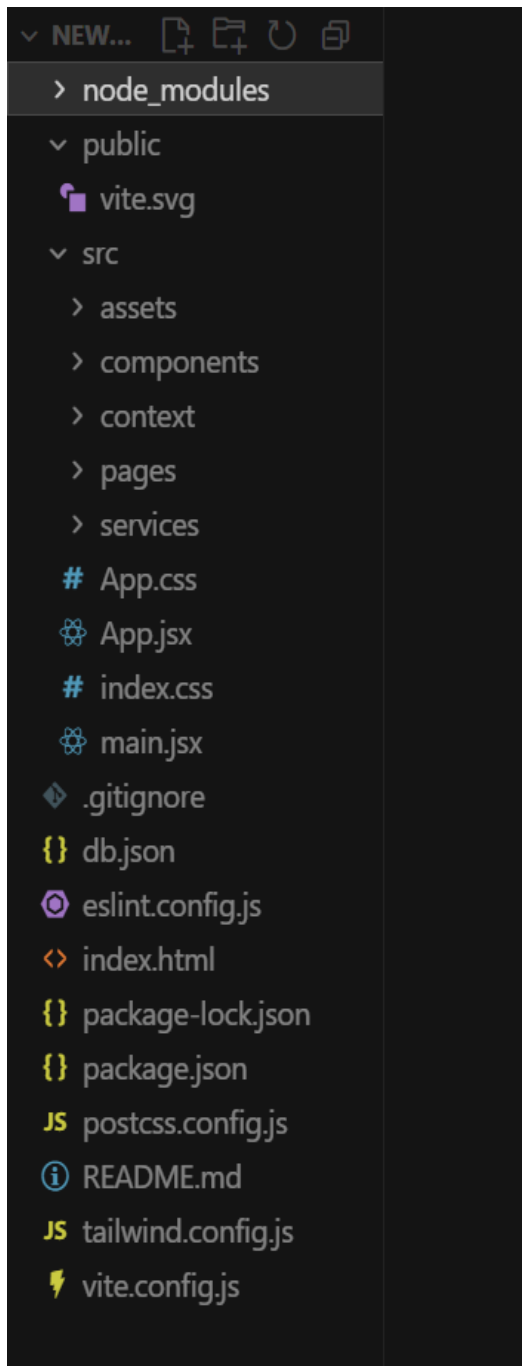
- **Git and GitHub** – for version control and collaboration
- **Postman** – for testing REST APIs
- **Figma / Canva** – for designing UI mockups

9. TECHNOLOGY STACK

| Layer | Technology Used |
|--------------------|------------------------------|
| Frontend | React.js (Vite + TypeScript) |
| Styling | Tailwind CSS |
| Routing | React Router DOM |
| Backend Simulation | JSON Server |
| HTTP Requests | Axios |
| State Management | React Context API |
| Package Manager | npm / yarn |
| Development Tool | VS Code |
| Testing / Browser | Chrome / Edge |

10. PROJECT STRUCTURE

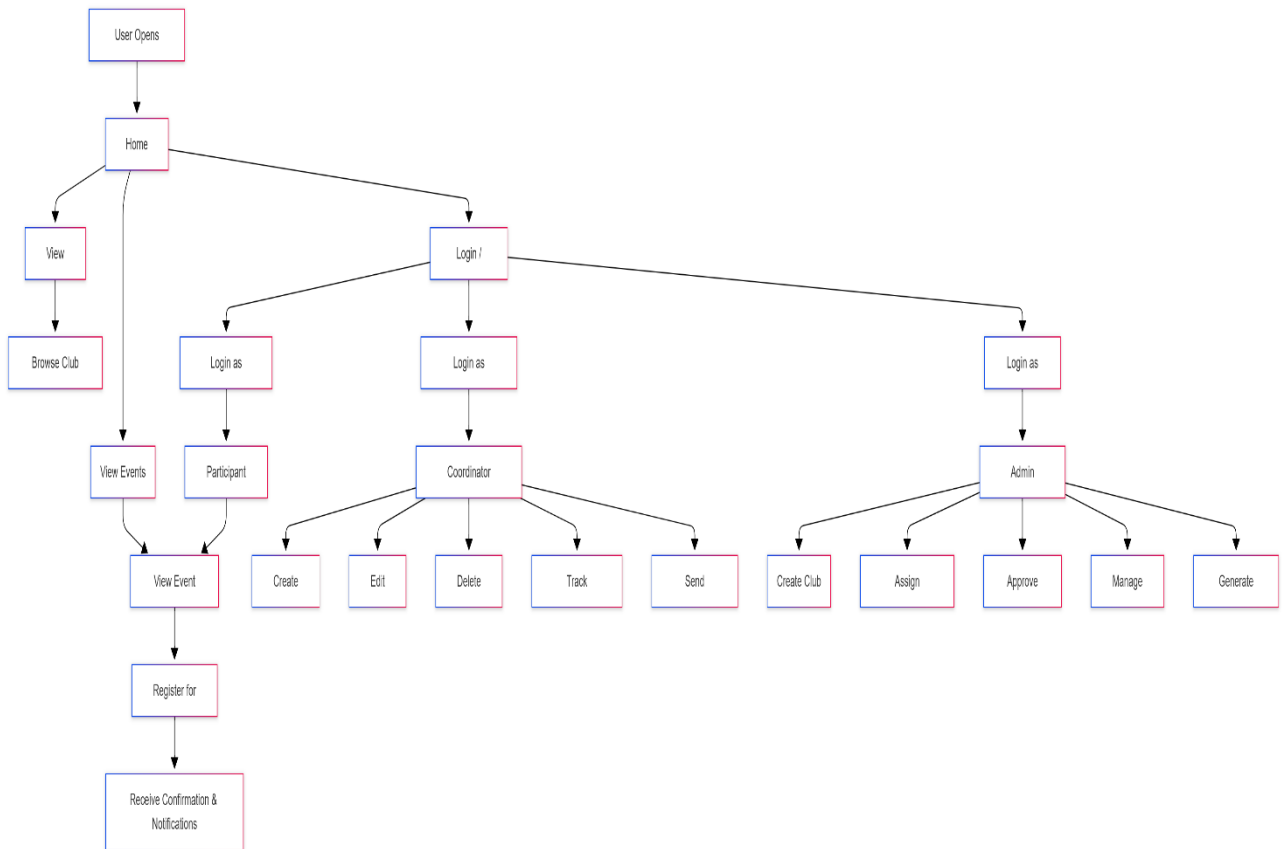
The file/folder structure of Event & Club Management System is neatly organized to support reusability and scalability:



Module Description:

| Folder/File | Description |
|-------------------------|--------------------------------------------------------------------------------------------------------------------|
| /components | Reusable UI components (Navbar, Footer, Event Card, Club Card, Sidebar, etc.) |
| /pages | Application pages such as Home, Login, Register, Clubs, Events, Event Details, Dashboard, Manage Users |
| /context | State management using React Context API (User Context, Event Context, Notification Context) |
| /services/api.ts | Handles all backend API requests using Axios (CRUD operations for users, events, clubs, attendance, announcements) |
| /hooks | Custom hooks (useAuth, useFetchEvents, useNotifications) |
| /utils | Helper functions (validators, formatters, routing guards, role-based access) |
| /assets | Static assets like images, icons, animations, and logos |
| /types | TypeScript interfaces for Users, Events, Clubs, Registrations, Attendance |
| /config | Configuration files such as routes, environment variables, and constants |
| backend/ | Contains server-side code (Node/Express/PHP), database configuration, routes, controllers |
| database.sql or db.json | Stores database structure or sample data |
| package.json | Project configuration, scripts, and dependency list |

11. PROJECT FLOW



12. PROJECT EXECUTION

1. Install all project dependencies

Before starting the project, install the required Node.js dependencies:

npm install

This command installs all the libraries listed inside **package.json**, including React, Axios, Context API packages, and UI components.

2. Start the backend mock server

The project uses a mock backend (JSON Server) for storing clubs, events, users, and registrations. Start the backend using:

npm run server

- This will launch a mock REST API on:

http://localhost:3000

- All GET, POST, PUT, DELETE operations will interact with **db.json**.
-

3. Start the frontend application

Run the React frontend using:

npm run dev

- This starts the Vite development server.
 - The frontend will automatically reload on changes.
-

4. Open the platform in your browser

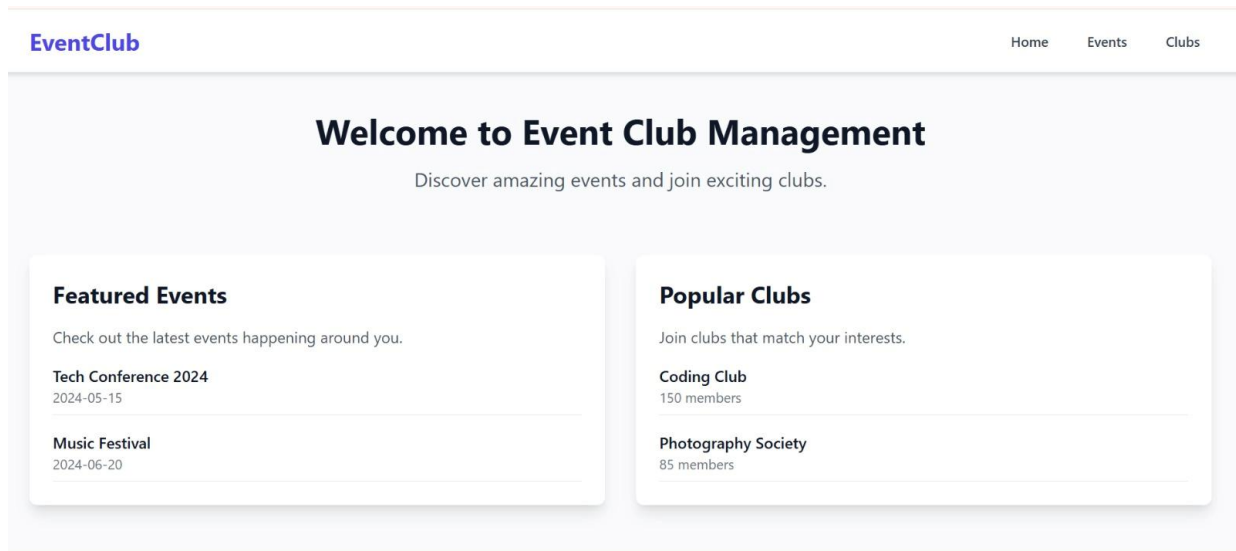
Once the frontend is running, access the system at:

http://localhost:5173

You can now browse events, register for clubs, manage the dashboard (admin/coordinator), and explore all features.

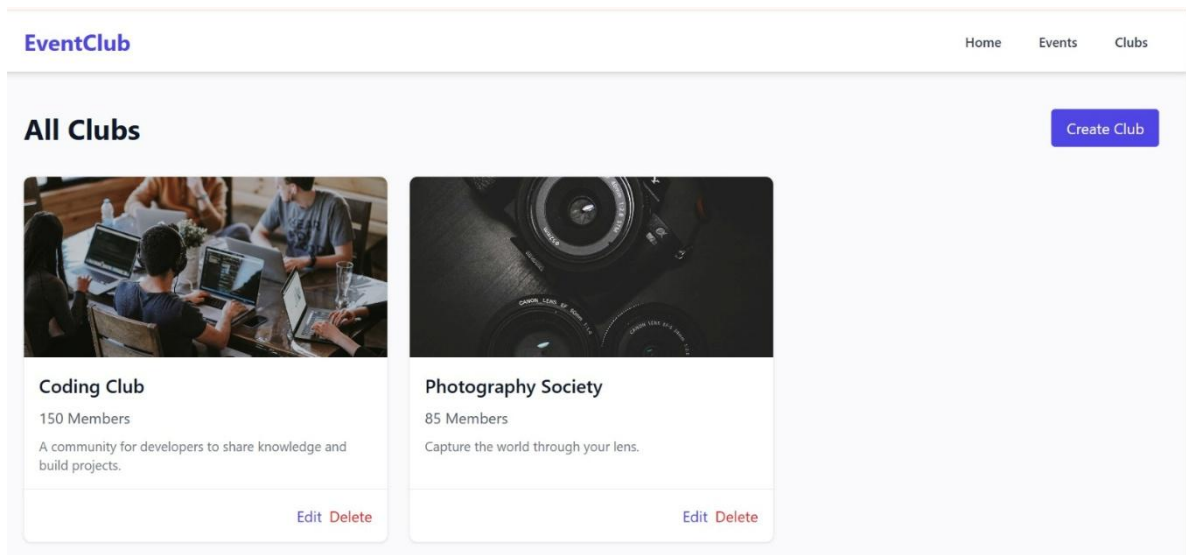
13. USER INTERFACE SNAPSHOTS

13.1 Home Page



- Displays the welcome message “**Welcome to Event Club Management**”.
- Shows two sections: **Featured Events** and **Popular Clubs**.
- Navigation bar includes links like **Home**, **Events**, and **Clubs**.
- Allows users to quickly explore highlighted events and active clubs.

13.2 Clubs Page



- Displays all clubs in a card layout with image, club name, member count, and description.
- Each club card includes Edit and Delete options for management.

- A Create Club button is available on the right corner for adding new clubs.

13.3 Create Club Page

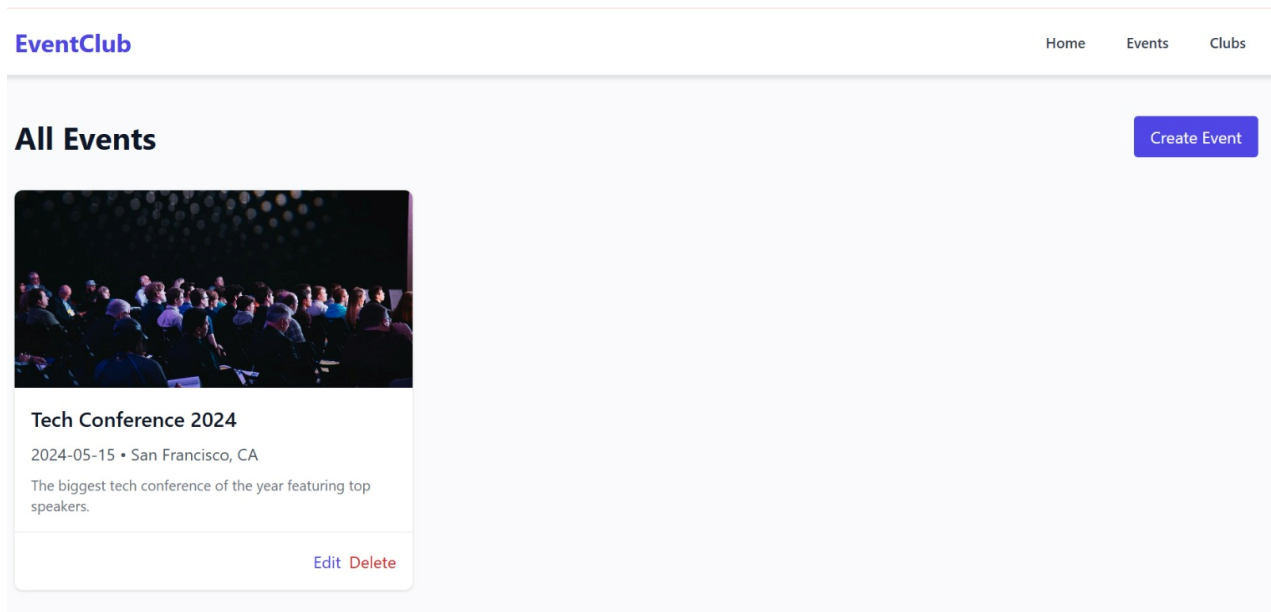
- Contains a simple form to create a new club.
- Includes fields such as Name, Image URL, Members Count, and Description.
- Used by administrators/coordinators to add new clubs into the system.

13.4 Create Event Page

- Displays an event creation form with fields:
Title, Date, Location, Image URL, Category, Description.
- Allows admins/coordinators to enter details for new events.

- Ensures accurate scheduling and event listing.

13.5 Events Page



- Shows a list of all events in card layout with banner image.
- Each event displays **title, date, location, and brief description**.
- Includes **Edit** and **Delete** actions for event management.
- A **Create Event** button allows adding new events.

14. OUTPUT

- The system successfully displays all **clubs and events** by fetching data from the JSON Server to the frontend.
- Full **CRUD operations** (Create, Read, Update, Delete) work smoothly for club and event management.
- Forms for **creating and editing** clubs/events function correctly with real-time updates.
- The homepage dynamically loads **Featured Events** and **Popular Clubs** for users.
- Navigation between **Home, Events, and Clubs** pages is seamless due to routing and responsive UI design.

15. LIMITATIONS

Login and role-based authentication for students, club coordinators, and administrators is not yet implemented.

- Event data is stored temporarily and does not use a real-time or secure backend database.
- Approval workflows for event submissions (faculty/authority verification) are not included.
- No automated notifications or reminder system for upcoming events and registered participants.
- Analytics such as participant count, club performance, and event popularity are not available.
- Limited to basic event listing and registration functionalities; advanced features need integration.

16. FUTURE ENHANCEMENTS

Feature Description / Purpose

| | |
|-------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| Advanced User Authentication | Secure login using roles like Student, Club Admin, Event Coordinator, and Faculty Approval. Supports email/OTP for better security. |
| Online Payment & Ticket Booking | Integrate UPI/Cards for event ticket purchases, membership payments, fundraising, and merchandise sales. |
| Automated Event Approval Workflow | Event creation requests automatically routed to faculty and higher authorities for review and approval with timestamps. |
| Feedback & Rating System | Students can provide ratings and feedback for events and activities, helping organizers improve future events. |
| Live Event Tracking / Attendance System | QR code scanning for attendance, live participant count, and real-time updates on venue changes or schedule. |
| Club Subscription & Membership Plans | Paid or free memberships with validity, renewal reminders, and member history analytics. |
| Announcement & Push Notifications | Instant notifications about event updates, approvals, cancellations, or new club activities. |
| Resource Booking System | Clubs can request venues, equipment, and logistics online. System prevents double booking and shows availability calendar. |
| Admin Analytics Dashboard | Graphs and reports showing event turnout, club performance, popular activities, budget usage, etc. |
| Social Media Integration | Event posters and details can be shared directly on Instagram, WhatsApp, and college portals for better reach. |
| Volunteer Management System | Allocate volunteers, assign tasks, track completion status, and give participation certificates automatically. |
| Cloud-Based Database | Shift from local storage to real backend like Firebase / Node.js + MongoDB for scalability and fast performance. |

17. CONCLUSION

The Event and Club Management System successfully delivers a comprehensive digital platform that modernizes the organization and execution of campus events and club activities. By replacing outdated, manual, and paper-based processes with an automated and centralized solution, the system ensures that administrators, coordinators, and students can seamlessly interact and access accurate information at any time.

The platform integrates multiple core functionalities such as club creation, event scheduling, participant registration, and editable event and club listings. These features not only streamline administrative workflows but also reduce dependency on scattered communication channels like WhatsApp groups or notice boards. The result is a more transparent and easily manageable system that significantly enhances operational efficiency.

From a user perspective, the system improves engagement by providing a visually appealing interface, smooth navigation, and quick access to upcoming events and popular clubs. Students can discover activities aligned with their interests, while coordinators benefit from simplified event management tools. Administrators gain greater control and oversight over all campus activities, making the platform suitable for large-scale institutional use.

This prototype establishes a strong foundation for future expansion. With enhancements such as automated email/SMS notifications, online ticketing, attendance tracking through QR codes, real-time analytics dashboards, role-based authentication, and integration with institutional portals, the system can evolve into a fully professional event management ecosystem. Its scalable architecture ensures that it can adapt to the changing needs of educational institutions.

Overall, the Event and Club Management System proves to be an effective, reliable, and scalable solution that promotes better communication, reduces manual workload, and increases student participation. It stands as a valuable tool for institutions aiming to modernize their event operations and create an organized, engaging campus environment.

18. REFERENCES

- React Official Documentation
- Tailwind CSS Documentation
- JSON Server Repository
- MDN Web Docs
- Images from Unsplash (public licensed)

19.GITHUB / DEPLOYMENT LINKS

Github link: <https://github.com/Kinnera-ch/Event-Club-Management-?tab=readme-ov-file>

Video Explanation link: https://drive.google.com/drive/folders/1oiTVJER2-1_qckOKU7eQA_w_A4jHK7KII?usp=sharing