

A REPORT
ON
EVENT CLUB MANAGEMENT SYSTEM
A Frontend Web Application using React & JSON Server
By
Group – 10
CSE - K

Name of the student	Registration No.
K. Kamaneeya	AP23110010820
B. Nishita	AP23110010048
Krishna Shree	AP23110010279
KVL. Kinnera	AP23110010071

SUBMITTED TO:
Full Stack Department



SRM UNIVERSITY, AP
(DECEMBER, 2025)

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	<u>4</u>
2	Problem Statement	<u>5</u>
3	Scenario-Based Introduction	<u>6</u>
4	Target Audience	<u>7</u>
5	Project Goals & Objectives	<u>8</u>
6	Scope of the Project	<u>9</u>
7	Key Features	<u>10</u>
8	System Requirements / Pre-Requisites	<u>12</u>
9	Technology Stack	<u>13</u>
10	Project Structure	<u>14</u>
11	Modules Description	<u>15</u>
12	Project Flow	<u>16</u>
13	UI Screenshots & Functionality Explanation	<u>17</u>
14	Limitations	<u>22</u>
15	Future Enhancements	<u>23</u>
16	Conclusion	<u>24</u>
17	References	<u>25</u>
18	Project Demo Link	<u>26</u>

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

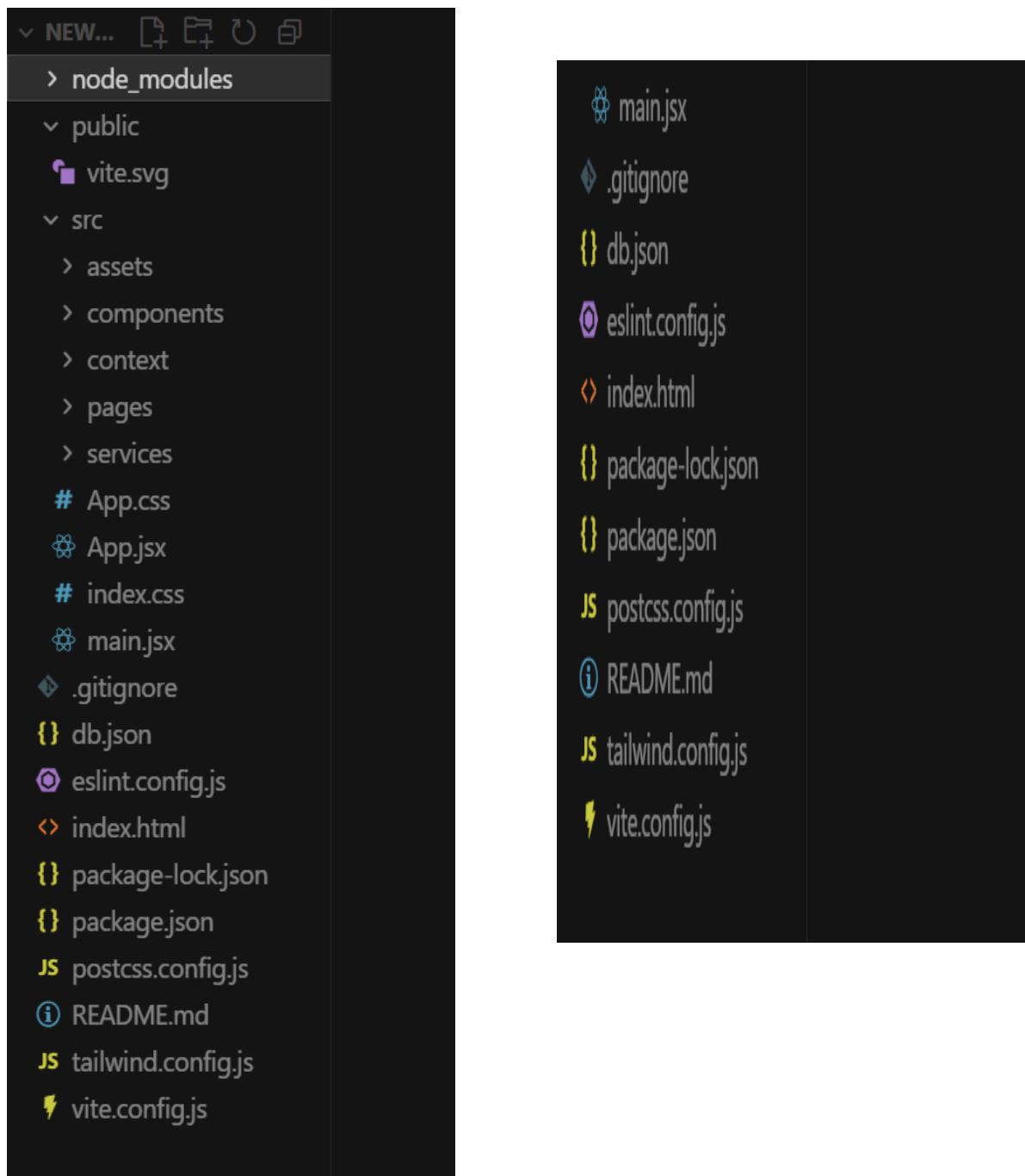
- **Git and GitHub** – for version control and collaboration
- **Postman** – for testing REST APIs
- **Figma / Canva** – for designing UI mockups

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

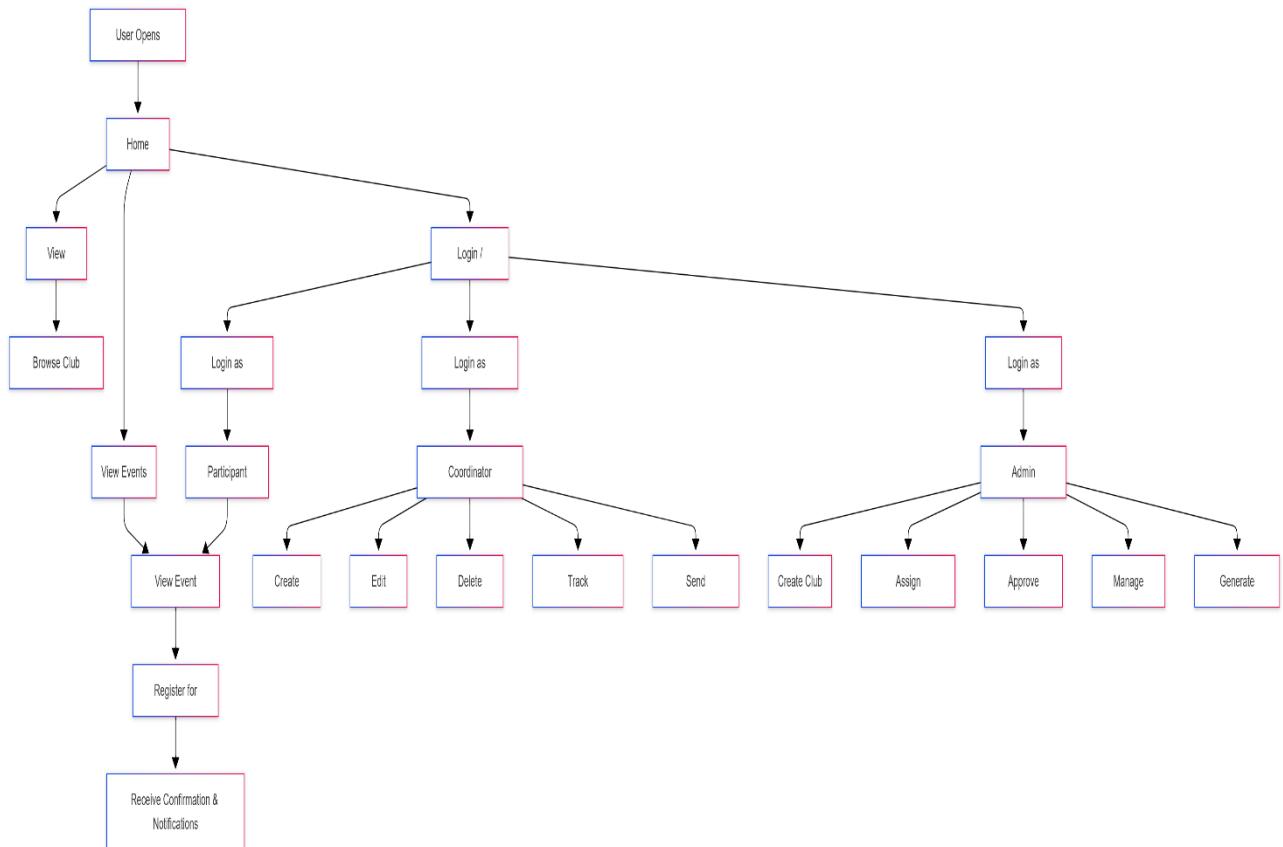
The file/folder structure of Event & Club Management System is neatly organized to support reusability and scalability:



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

The screenshot shows the homepage of the Event Club Management system. At the top, there's a navigation bar with the logo "EventClub" on the left and links for "Home", "Events", and "Clubs" on the right. The main header is "Welcome to Event Club Management" with a subtitle "Discover amazing events and join exciting clubs." Below this, there are two main sections: "Featured Events" on the left and "Popular Clubs" on the right. The "Featured Events" section lists "Tech Conference 2024" (date 2024-05-15) and "Music Festival" (date 2024-06-20). The "Popular Clubs" section lists "Coding Club" (150 members) and "Photography Society" (85 members).

- 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

The screenshot shows the "All Clubs" page. At the top, there's a navigation bar with the logo "EventClub" on the left and links for "Home", "Events", and "Clubs" on the right. A blue "Create Club" button is located in the top right. Below the navigation, there are two club cards: "Coding Club" (150 Members) and "Photography Society" (85 Members). Each card features a thumbnail image, the club name, member count, a brief description, and "Edit" and "Delete" buttons at the bottom. The "Coding Club" card also includes a note about being a community for developers to share knowledge and build projects.

- 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

The screenshot shows a web application interface for creating a club. At the top left is the logo "EventClub". At the top right are three navigation links: "Home", "Events", and "Clubs". The main content area has a title "Create Club". Below the title is a form with four fields: "Name" (input field), "Image URL" (input field), "Members Count" (input field containing "0"), and "Description" (text area). The entire form is enclosed in a light gray box.

- 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

The screenshot shows a web application interface for creating an event. At the top left is the logo "EventClub". At the top right are three navigation links: "Home", "Events", and "Clubs". The main content area has a title "Create Event". Below the title is a form with five fields: "Title" (input field), "Date" (input field with placeholder "dd-mm-yyyy" and a calendar icon), "Location" (input field), "Image URL" (input field), and "Category" (input field). The entire form is enclosed in a light gray box.

- 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

EventClub

Home Events Clubs

All Events

Create Event

Tech Conference 2024
2024-05-15 • San Francisco, CA
The biggest tech conference of the year featuring top speakers.

[Edit](#) [Delete](#)

- 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](https://github.com/Kinnera-ch/Event-Club-Management?tab=readme-ov-file)

Video Explanation link: https://drive.google.com/drive/folders/1oiTVJER2-1_qckOKU7eQAw_A4jHK7KlI?usp=sharing