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**DEPARTMENT OF SOFTWARE AND SYSTEMS ENGINEERING**

***S****chool of* ***I****nformation* ***T****echnology and* ***E****ngineering*

**SCM PROJECT**

**TOPIC**

**Events Management System**

**Nirmal Kumar (13MSE0066)**

**Pream Kumar (13MSE0198)**

**ABSTRACT**

**In VIT university one of the most common problems that clubs and chapters face is managing their events. Organising an event includes registering the participating members, booking the required rooms, expenditure calculations, managing time and advertising the event and many more related operations. What we aim to do is create an online event management system project that serves all the registered users to login and new users would have to register new into the system. Users can select from a list of event types. Once the user enters an event type the system then allows the user to select date, time and also register feedback of the event. We have basically two interfaces one for the event manager and the other for the students registering for the event. All data regarding the event or the student participating is stored in the database. This makes it easier to manage data.** Our main aim is to simplify the work of event managers and the participating students. We hope that our product accomplishes that and provides all required assistance to the clubs and chapters of VIT university.

**EXISTING SYSTEM:**

There is no existing system currently in VIT which manages events. Events are managed manually by students. Since it is manual the process of notifying each and every student is quite tedious. Advertising events are tough. What students do is they interrupt class hours to promote their events which at times becomes a nuisance for the Professors and students involved, also the event organizers are not able to fully reach out to the interested student by this method. This might lead to a low student turnout for the said event. The existing system doesn’t convey required details about the event such as venue, timings and description of the event properly. The current system is time consuming and is waste of energy and resources.

**PROPOSED SYSTEM**:

Our proposed system aims to solve all these problems. Our application provides up-to-date status and accurate data regarding each event to all the students involved. Using our application students can easily browse through events taking place and also register for them on the spot. Students are made more aware of the upcoming events and it also serves as platform in which the event organizers advertise their events. Students will also be notified if there are changes to the destination and time of the event taking place. This helps students to easily participate in the event without confusion. **We have basically two interfaces one for the event manager and the other for the students registering for the event. All data regarding the event or the student participating is stored in the database. This makes it easier to manage data.** Our main aim is to simplify the work of event managers and the participating students.

**LITERATURE SURVEY**

[1] Scheduler Application

This is an android application that acts as a channel for students and faculties to help, communicate, share, authenticate, participate in events, register for events and get updates about events. This system implements a user verification system which authenticates users. User forums built in the application facilitates group discussions and sharing of ideas. The application also serves as a reminder for upcoming registered events. The main idea and purpose for building this application is to connect several users in order to help them managing schedules and events.

[2] Event Management an Android Application

Planning a successful event is quite difficult keeping in mind all the difficulties it faces. This application is designed keeping in mind all these difficulties and complexities. Events as you know play a very important role in our society. Often people involved lack the expertise and time to plan events themselves. In order to manage such issues this app has been created. It is easy to use and has a user friendly interface. The modules involved are the logging and authentication module, an event creating module, a location tracking module, a budget estimation module and a feedback module.

[3] Android application for event management and information propagation

Advertising an event or in other words making people aware of your event is a difficult task. This project intends to solve the problems of propagating information and news. The traditional event management systems have a lot of disadvantages such as heavy paperwork and long registration queues. This project aims to solve the problems of the traditional event management systems. This application will enable users to manage their event participation, such as reserving seats and on spot event registrations. This application also implements the use of QR code to provide a simple way to verify participant’s identity in an event.

REFERENCES

[1] ISSN: 2454-1362 Authors: Er. Fatima Anees, Ashraf Khan, Asjad Raza & Aftab Alam. Title: Scheduler application.

[2] ISSN: 2319-8753 Authors: Saipriya Sairam, Shruthi Suresh, Sanchana Hedge, Bushra Shaikh Title: Event Management an Android Application

[3] Electronic ISBN: 978-1-4799-5573-2 Authors: Phanuphong Hathaiwichian, Lapas Siriwittayacharoen, Apinat Wongwachirawanich, Chaiyong Ragkhitwetsagul. Title: Android application for event management and information propagation.