# VISVESVARAYA TECHNOLOGICAL UNIVERSITY

# BELAGAVI


Mini Project Report on

# Virtual Event Management

Submitted by

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In partial fulfilment of the requirement for the award of

Bachelor degree in

Artificial Intelligence and Machine Learning

Under the Guidance of

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**DEPARTMENT OF ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING**

**Bahubali College of Engineering**

**Shravanabelagola-573 135**

**2024-25**

# BAHUBALI COLLEGE OF ENGINEERING

**Shravanabelagola-573135**

**DEPARTMENT OF ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING**

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## CERTIFICATE

This is to certify that the Mini Project entitled **"Virtual Event Management"** is work carried out by Bonafide students of Bahubali College of Engineering, **Priya T S.** USN **4BB22AI020, Varshini A G.** USN **4BB22AI030,** in partial fulfilment of V Semester to award the Bachelor Degree in **Artificial Intelligence and Machine Learning** of the Visvesvaraya Technological University, Belagavi during the year **2024-25**. It is certified that all corrections/suggestions indicated for Internal Assessment have been incorporated in the Report and deposited in the department library. The Mini Project Report has been approved as it satisfies all the academic requirements in respect of Mini Project Work prescribed for the Bachelor of Engineering Degree.

| | | |
|---|---|---|
| **Mrs. Veena Nyamagoud** | **Mrs. Shylaja L N** | **Dr. Sunil Kumar D** |
| Lecturer & Guide. | Asso. Prof & HOD | Principle |
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**Priya T S**

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# CHAPTER 1

# INTRODUCTION

In the dynamic landscape of virtual event management, **VEvent** stands out as a comprehensive platform designed for the strategic planning and execution of events within a digital framework. This innovative application allows participants to engage in a wide array of activities, including conferences, workshops, and social gatherings, all without the constraints of geographical limitations. By harnessing cutting-edge technology, **VEvent** creates immersive experiences that replicate the energy and interaction of in-person events. Essential features such as live streaming, interactive sessions, and networking opportunities are seamlessly integrated into the platform, ensuring that attendees can fully engage with the content and each other. This not only enhances the overall experience but also broadens the reach of events, allowing for a more diverse audience to participate.

A key component of **VEvent** is its advanced search functionality, which empowers users to easily find specific events by name. When users conduct a search, they are presented with a curated selection of virtual images and related content that corresponds to their query. This feature is particularly beneficial as it allows for quick and accurate retrieval of images based on various criteria, such as event date and location. By streamlining the search process, **VEvent** enhances user experience, making it easier for attendees to access relevant information and visuals that enrich their understanding of the event. This organized approach to digital content ensures that users can navigate the vast array of available resources with ease.

Moreover, **VEvent** fosters a collaborative environment through live webinars, where users can engage directly with event implementers to discuss details and clarify any questions. These interactive sessions not only provide valuable insights but also create a sense of community among participants, as they can share experiences and ideas in real time. This real-time interaction is crucial for building connections and enhancing engagement, as it allows attendees to feel more involved and invested in the event. By combining organized digital content with opportunities for live interaction, **VEvent** significantly enriches the overall experience for both event organizers and participants, making it an indispensable tool in the modern event landscape.

## 1.1 AIM:

The Virtual Event Management System aims to simplify organizing and retrieving event-related memories by seamlessly linking details with photos. It provides a user-friendly platform for both individuals and professionals, enhance productivity and setting a new standard in digital memory management**.**

## 1.2 SCOPE:

Virtual Event Management refers to the process of planning, organizing, and executing events in a digital environment. This approach allows participants to engage in events such as conferences, workshops, trade shows, and social gatherings through online platforms, eliminating geographical barriers and enabling broader participation. Key features of virtual event management include live streaming, interactive sessions, networking opportunities, and the use of virtual booths or exhibition spaces. Tools like webinars, video conferencing software, and event management platforms facilitate seamless communication and engagement, providing attendees with a rich experience comparable to in-person events.

The technical implementation of virtual event management involves robust backend systems to handle registration, ticketing, and attendee tracking, along with user-friendly interfaces for participants to navigate the event. Features such as chat functions, polls, and Q&A sessions enhance interactivity, while analytics tools provide insights into attendee engagement and event performance. As the demand for virtual events grows, the architecture of these platforms is designed to be scalable and flexible, allowing for future enhancements like augmented reality experiences, integration with social media, and advanced data analytics to improve future events**.**

## 1.3 OBJECTIVES:

**1. Efficient Image Organization:** Enable users to categorize and organize event related images based on details like event name, date, and location.

**2. Enhanced Search Functionality:** Implement a powerful search algorithm to allow quick and accurate retrieval of specific images using various criteria.

**3. User -Friendly Interface**: Design an intuitive graphical interface that caters to users of all technical levels for seamless navigation.

**4. Local Data Management:** Establish a reliable local storage system using JSON format to ensure data privacy and quick access without external dependencies.

**5. Performance Optimization:** Optimize application performance to ensure smooth operation even with large image collections and complex search queries.

# CHAPTER 2

# LITERATURE SURVEY

## 2.1 LITERATURE SURVEY PAPERS

### 2.1.1 PeerConnect: Live Virtual Event Platform by using Web Server

**Author**: Mohammed Imran; Manoj Bhat; Yash Pal, Rakshith Reddy, Dr. Abijith H V

**Published year in:** 2022 7th International Conference on Communication and Electronics Systems (ICCES)

PeerConnect is an all-in-one virtual event management platform that simplifies the process of promoting and conducting online events. It allows users to create, host, and manage events without relying on multiple software tools. Organizers can create events, promote them, and sell tickets directly on the platform. Features include live chat rooms, video calling, and the ability to share screens during events. Users can register for events, attend with a single click, and download participation certificates. If they miss an event, they can access recorded sessions later. Organizers can also engage attendees through file sharing and chat, and track attendance for certificate generation.

**Advantages**

1. Centralized Management
2. User-Friendly Interface
3. Interactive Features
4. Accessibility of Content
5. Automated Processes

**Disadvantages**

1. Technical Challenges
2. Learning Curve
3. Dependence on Internet Connectivity
4. Limited Personal Interaction

## 2.1.2 Virtual conference management system

**Authors**: **T.K. Shih; J.C. Hung, Te-Hua Wang, Yu-Shian Chen, Sheng-En Yeh**

**Published year in:** Proceedings 15th International Conference on Information Networking 2001

With the improvement of network technologies and hardware supports, we can find that networks have become an important part in our daily life. In traditional, scholars can get new knowledge and exchange their ideas with others by joining a conference. However this is time and cost consuming. It is feasible to use electronic conferencing technologies to organize future international conferences. Consequently, we developed a virtual conference environment system to help the people who want to hold a conference or want to join a conference. This paper focuses on the virtual conference management system. We developed a complete suite of integrated tools to support your planning, design, and implementation efforts during the deployment of new network conference scheduling of an existing network infrastructure.

**Advantages**

1. Cost-Effective
2. Time-Saving
3. Global Reach
4. Record Keeping

**Disadvantages**

1. Technical Issues
2. Limited Personal Interaction
3. Learning Curve
4. Distractions
5. Overcrowding

## 2.1.3 Intelligent Event Finder and Management System

**Authors**: P Afsar; M Faizudheen, Mohammed Jasim Anikkadan, P Mohammed Rashad,

U Mohammed Shabeer

**Published in:** 2021 Fifth International Conference on I-SMAC (IoT in Social, Mobile, Analytics and Cloud) (I-SMAC)

An event can be a social or life cycle event, such as engagements, weddings, or educational and career-based events like workshops and seminars. Events occur in both physical and virtual formats, and finding the right event can be challenging due to the lack of effective platforms for selection. This paper presents an Intelligent Event Finder Management System that helps users find suitable events based on their preferences. The system streamlines the event organization process, automating tasks like registration, ticketing, and payments, which are often time-consuming and tedious. This allows event organizers to focus on the event agenda rather than administrative tasks.

**Advantages**

1. All-in-one platform for event management.
2. Easy event creation and promotion.
3. Live chat and video calling capabilities.
4. Simple registration process for users.

**Disadvantages**

1. Dependence on internet connectivity for access.
2. Potential technical issues during live events.
3. Limited customization options for event branding.
4. User interface may require a learning curve.
5. Possible challenges in managing large attendee numbers.

## 2.1.4 Event Management System Using Generative AI

**Authors:** Sruthi Thummala; Saketh Thammishetti, Sharanya Varkol, Amarthya Thirunahari, VVS Lakshmi Kanthey.

**Published in:** 2024 7th International Conference on Circuit Power and Computing Technologies (ICCPCT)

This project outlines the development of a "User -Engaging Event Management System" utilizing Artificial Intelligence. The system automatically records events and online contests registered by users and encourages participation by providing relevant resources. It features a persistent alarm or reminder system. The implementation involves selecting appropriate technologies (Deep Learning Libraries, Natural Language Processing, DBMS, Web Development Frameworks) and collecting data from various sources for AI model training. The study evaluates the generative AI model's effectiveness using key metrics, including accuracy and precision. A robust feedback mechanism enhances user experience, while the system ensures user information security through access controls and authentication protocols.

**Advantages**

1. Enhanced User Experience
2. Automation of Processes
3. Increased Participation
4. Centralized Management

**Disadvantages**

1. Dependence on Technology
2. Technical Issues
3. Learning Curve
4. Limited Customization
5. Security Concerns

### 2.1.5 Online Media Management Booking System

**Author**: Emeline Wang Thai En, Daniel Mago Vistro, Aida Zamnah Zainal Abidin

**Published in:** 2021 14th International Conference on Developments in systems Engineering (DeSE)

The research focuses on the Final Year Project (FYP) titled Media Management Booking System, which integrates media management, booking, payroll, and gear management systems. Designed for the Beyond Media team at Asia Pacific University of Technology & Innovation (APU), the system is built using PHP, HTML, CSS, JavaScript, and phpMyAdmin. It requires user login for most functions, except for the recruitment system. The project was initiated due to the absence of an official website for Beyond Media and a proper system for event bookings and management. Research involved users seeking event coverage, potential team members, and administrators managing events and payroll, utilizing online surveys and observations. Unit testing and User Acceptance Testing were conducted to ensure system quality, with participant feedback contributing to future improvements.

**Advantages**

1. Integration of Multiple Systems
2. Tailored for Specific User Group
3. User-Friendly Interface
4. Streamlined Event Management

**Disadvantages**

1. Dependence on User Login
2. Potential Technical Issues
3. Limited Accessibility Without Internet
4. Learning Curve for New Users
5. Security Concerns with User Data

## 2.2 ADVANTAGES OF VEVENT SYSTEM

1. **Flexibility**: Participants can join events from the comfort of their homes or offices, making it easier to fit into busy schedules.
2. **Global Reach**: VEvent allows participants from around the world to attend events without geographical limitations.
3. **Interactive Features**: Live streaming, webinars, and networking opportunities facilitate real-time engagement, allowing attendees to connect with each other and event organizers.
4. **Cost-Effective**: Virtual events can be more cost-effective than in-person events, reducing expenses related to travel, accommodation, and venue rental.

## 2.3 LIMITATIONS OF VEVENT SYSTEM:

1. **Technical Issues**: Reliance on technology means that technical glitches, connectivity issues, or platform malfunctions can disrupt the event experience.
2. **Lack of Video Generation**: If VEvent does not offer the capability to generate or record videos of the events, it limits the ability for attendees to revisit content or for organizers to share highlights or recordings with a broader audience

# CHAPTER 3

# REQUIREMENT SPECIFICATION

Requirements are the key for the successful completion of the project. Any software development can give the correct result on time only if the requirements have been well understood. The requirement can be said as the heart of the software cycle.

## 3.1 INPUT REQUIREMENTS

1. **User Inputs:**
    - **Registration Information**:
        - User Name
        - Email address
        - Password
        - Continue with Google
2. **Event Organizer Inputs**:
        - Event title
        - Event type (e.g., conference, workshop)
3. **Live webinar:**
    - Message to the planer
    - Click on the webinar button

## 3.2 OUTPUT REQUIREMENTS

1. **User Outputs**:
    - Personalized event recommendations based on user interests
2. **Event Outputs**:
    - Event pages with image
    - Live streaming of sessions and content for later access
    - Notifications and reminders for upcoming sessions

3. **Engagement Outputs**:
    - Real-time interaction during live sessions (chat, polls, Q&A)
    - Networking opportunities and connections made during the event

## 3.3 Functional Requirements

Based on the description of the VEvent platform, the following functional requirements can be identified:

1. **User Registration and Authentication:**
    - Users must be able to create accounts and log in securely.
    - Password recovery and account management features should be available.
2. **Event Creation and Management:**
    - Event organizers should be able to create, edit, and delete events.
    - The platform should allow for the specification of event details such as name, date, time, location (virtual), and description.
3. **Advanced Search Functionality:**
    - Users should be able to search for events by name, date, and location.
    - The search results should display relevant virtual images and content related to the events.
4. **Live Streaming and Interactive Sessions:**
    - The platform must support live streaming of events, including video and audio capabilities.
    - Interactive features such as Q&A sessions, polls, and chat should be integrated into live events.
5. **Networking Opportunities:**
    - Users should have the ability to connect with other attendees through chat or video calls.
    - Features for creating and joining discussion groups or forums should be available.

6. **Webinar Functionality:**
    - The platform should facilitate live webinars where users can interact with event implementers.
    - Users should be able to ask questions and participate in discussions during webinars.
7. **Mobile Compatibility:**
    - The platform should be responsive and accessible on various devices, including smartphones and tablets.

## 3.4 Hardware Requirements

- System Processor: Intel i5 (2.0 GHz or higher).
- RAM: Minimum 4GB; Recommended 8GB.
- Hard Disk: Minimum 10GB free space.
- Display: Minimum resolution 1280x720 pixels; Recommended 1920x1080

## 3.5 Software Requirements

- Operating System: Windows 11 (64-bit version).
- Python Environment: Python 3.12.5 with pip.
- Required Python Libraries: tkinter, Pillow, os, json.
- Development Tools: Python IDLE, Visual Studio Code.

# CHAPTER 4

# SYSTEM DESIGN

## 4.1. Overview

System design is a crucial phase in the software development lifecycle that involves defining the architecture, components, modules, interfaces, and data for a system to satisfy specified requirements. For the Virtual Event Management system, the design focuses on creating a user-friendly interface, efficient backend processing using Python, and a simple data storage mechanism using JSON files.

## 4.2. Architecture Design

The architecture of the Virtual Event Management system follows a Client-Server Architecture model, where the client (frontend) interacts with the server (backend) to perform various operations.

### 4.2.1. Client-Server Architecture

**Client Side (Frontend):** This layer is responsible for the user interface and user experience. It includes web pages where users can interact with the system.

**Technologies used:** HTML, CSS, and JavaScript for dynamic content and user interactions.

**Server Side (Backend):** This layer contains the core functionality of the application. It processes user requests, applies business rules, and interacts with the data layer.

**Technologies used**: Python (with Flask or a similar framework) to handle HTTP requests and implement business logic.

**Data Layer:** This layer is responsible for data storage and retrieval. It manages the JSON files where user and event information is stored.

**Technologies used:** JSON files for structured data storage, which can be read and written using Python.

### 4.2.3. Architecture Diagram :

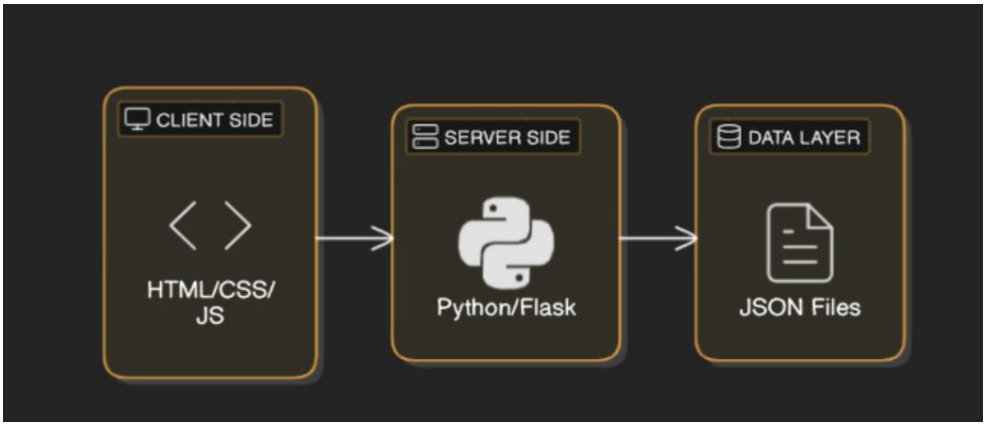


Fig1.1: Architecture Diagram

### 4.2.4. Entity-Relationship (ER) Diagram

The ER diagram visually represents the data model of the system. The main entities for the Virtual Event Management system include:

- **User:**
    - Attributes: UserID, Name, Email, Password
- **Event**:
    - Attributes: EventID, Title, Date, Description, Organizer
- **Registration**:
    - Attributes: RegistrationID, UserID, EventID

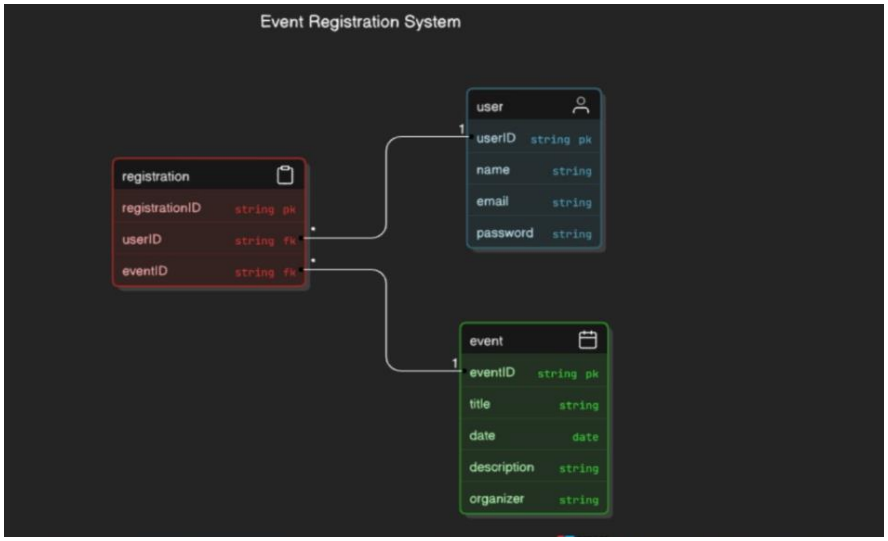


Fig 1.2: ER Diagram.

### 4.2.5 Design Considerations

When designing the Virtual Event Management system, several key considerations were taken into account:

- **Scalability**: The system should be able to handle an increasing number of users and events. While JSON files are suitable for small-scale applications, consider transitioning to a database (like SQLite) if the data grows significantly.
- **Security**: User data, especially passwords, must be securely stored using hashing algorithms (e.g., bcrypt). Additionally, implement input validation and sanitization to prevent security vulnerabilities like SQL injection and XSS.
- **Usability**: The user interface should be intuitive and easy to navigate, ensuring a positive user experience. User feedback should be incorporated into design iterations to enhance usability.
- **Maintainability**: The codebase should be modular and well-documented to facilitate future updates and maintenance. Following best practices in Python and web development will help achieve this.
- **Performance**: The system should be optimized for quick response times, especially during peak usage. While JSON file access is straightforward, consider caching frequently accessed data to improve performance.

### 4.2.6. Data Storage in JSON Files

The data for users, events, and registrations will be stored in JSON files. Each entity can have its own JSON file, structured as follows:


Fig 1.3: JSON Data storage.

**Explanation of the Flow Chart:**

1. **Start**: The process begins when a user accesses the system.

2. **User Login/Registration**: The user can either log in or register for a new account.
3. **Validate User Credentials**: The system checks the provided credentials against the stored data.
4. **Is User Valid?**: If the user is valid, they are directed to the dashboard; otherwise, an error message is displayed.
5. **Display Dashboard**: The user sees options available to them, such as viewing events or managing their profile.
6. **User Selects Event**: The user selects an event they are interested in.
7. **Display Event Details**: The system shows the details of the selected event.
8. **User Registers for Event**: The user opts to register for the event.
9. **Save Registration to JSON File**: The registration details are saved to the appropriate JSON file.
10. Confirmation Page

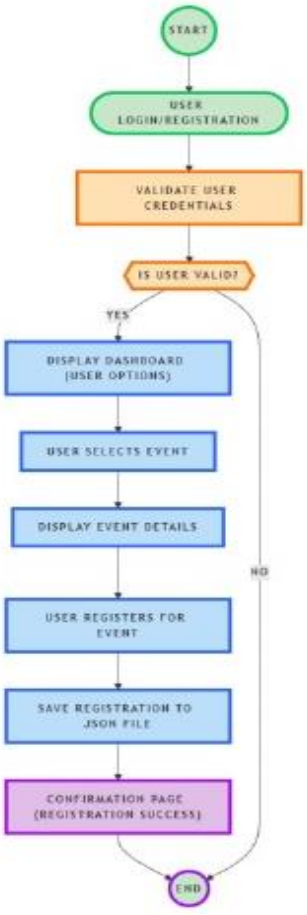


Fig 1.4: Flow chart

# CHAPTER 5

# CODING

The Virtual Event App is a web application developed using Python's Flask framework, designed to facilitate the exploration and participation in virtual events. The project is structured with a clear separation of concerns, featuring a main application file (app.py), HTML templates for rendering content (index.html), and static files for styling (styles.css). The application provides a user-friendly interface that includes a welcoming header, a newsletter subscription form, and a dynamic event listing with a search functionality, allowing users to filter events by name or location. By integrating HTML, CSS, and JavaScript, the app delivers an interactive experience, making it easy for users to stay updated and engaged with upcoming virtual events.

**5.1 Project Structure:**

The project is organized in a simple directory structure that separates the application logic, templates, and static files:

```
1/virtual_event_app
2 ├── app.py              # Main application file
3 ├── templates           # Directory for HTML templates
4 │   └── index.html       # Main HTML file for the app
5 └── static              # Directory for static files (CSS, images, etc.)
6     └── styles.css       # CSS file for styling the app
```

**5.1.2. Python Code (app.py)**

The app.py file contains the main application logic using Flask, a lightweight web framework for Python. Here's a breakdown of the code:

python

```
1from flask import Flask, render_template
2app = Flask(__name__)
3@app.route('/')
```

```
4def home():
5    return render_template('index.html')
6if __name__ == '__main__':
7   app.run(debug=True)
```

- Imports: The code imports the necessary modules from Flask.
- App Initialization: An instance of the Flask application is created.
- Route Definition: The @app.route('/') decorator defines the home route, which renders the index.html template when accessed.
- Running the App: The application runs in debug mode, which is useful for development as it provides detailed error messages and auto-reloads the server on code changes.

### 5.1.3. HTML Structure (templates/index.html)

The index.html file is the main template for the application. It includes the following sections:

- Head Section: Links to external stylesheets (Font Awesome for icons, Google Fonts for typography, and the app's CSS).
- Header: Contains the branding and navigation links (Home, Login, Sign Up).
- Showcase Section: Welcomes users to the virtual event platform.
- Newsletter Section: Allows users to subscribe for updates via email.
- Main Content: Displays upcoming events with a search bar to filter events by name or location. Each event is represented by an item with an image, name, and location.
- Footer: Provides a contact link for users to message the event planner.
- JavaScript Functionality: A simple search function that filters the displayed events based on user input.

### 5.1.4. CSS Styles (static/styles.css)

The styles.css file contains the styling for the application. The provided CSS sets the font family and background color for the body. Additional styles would typically be included to enhance the layout, colors, and responsiveness of the application.

Css

```
1body {
2    font-family: 'Roboto', sans-serif;
3    margin: 0;
4    padding: 0;
5    background-color: #f4f4f4;
6}
7/* Additional CSS styles omitted for brevity */
```

This project demonstrates the creation of a virtual event application using Python with Flask. It integrates HTML for structure, CSS for styling, and JavaScript for interactivity, providing a user-friendly experience. The application serves the main HTML content and handles routing for different pages, allowing users to explore and engage with various virtual events.

The project can be further expanded by adding features such as user authentication, event registration, and a database to store event details, enhancing its functionality and user experience.

# CHAPTER 6

# SYSTEM TESTING

## 6.1. Types of System Testing

### 6.1.1. Unit Testing

- Purpose: To test individual components or modules of the application in isolation.
- Focus Areas:
    - User registration and login functionality.
    - Event creation and management features.
    - Search functionality for events.
    - Live streaming and interactive session features.

### 6.1.2. Integration Testing

- Purpose: To test the interaction between different modules and ensure they work together as expected.
- Focus Areas:
    - Interaction between the frontend and backend (e.g., API calls).
    - Data flow between the user interface and the JSON data storage.
    - Integration of live streaming services with the event management system.

### 6.1.3. System Testing

- Purpose: To validate the entire system as a whole, ensuring that it meets the specified requirements.
- Focus Areas:
    - End-to-end workflows, such as user registration, event search, and registration for events.
    - Performance under load, especially during live events.
    - User experience across different devices and browsers.

### 6.1.4. User Acceptance Testing (UAT)

- Purpose: To validate the system against user requirements and expectations.
- Focus Areas:

- Real-world scenarios where users interact with the platform.
- Feedback from actual users regarding usability and functionality.
- Testing of live webinars and interactive sessions to ensure they meet user needs.

| Test Case ID | Description | Input | Expected output | Actual Output | Status |
|---|---|---|---|---|---|
| TC01 | User Registration | Name email password | User account created | Same | Pass |
| TC02 | Login Authentication | Email and Password | User logged in Successful | Same | Pass |
| TC03 | View event List | User Session active | Display available event | same | Pass |
| TC04 | Event Creation | Event details | Event successfully created | same | Pass |
| TC05 | Register for an Event | User selects Event | Conformation message Display | Same | Pass |

Table 1: Test case

# CHAPTER 7

## RESULT

VEvent is a vital platform for virtual event management, offering advanced technology for seamless planning and execution of diverse events. It creates immersive experiences that replicate in-person interactions, broadening participation without geographical limits. The platform enhances user experience with advanced search functionality and fosters community through live webinars, enabling real-time engagement. As virtual events grow in importance, VEvent emerges as a comprehensive solution for today's dynamic event landscape.

**Output screen:**

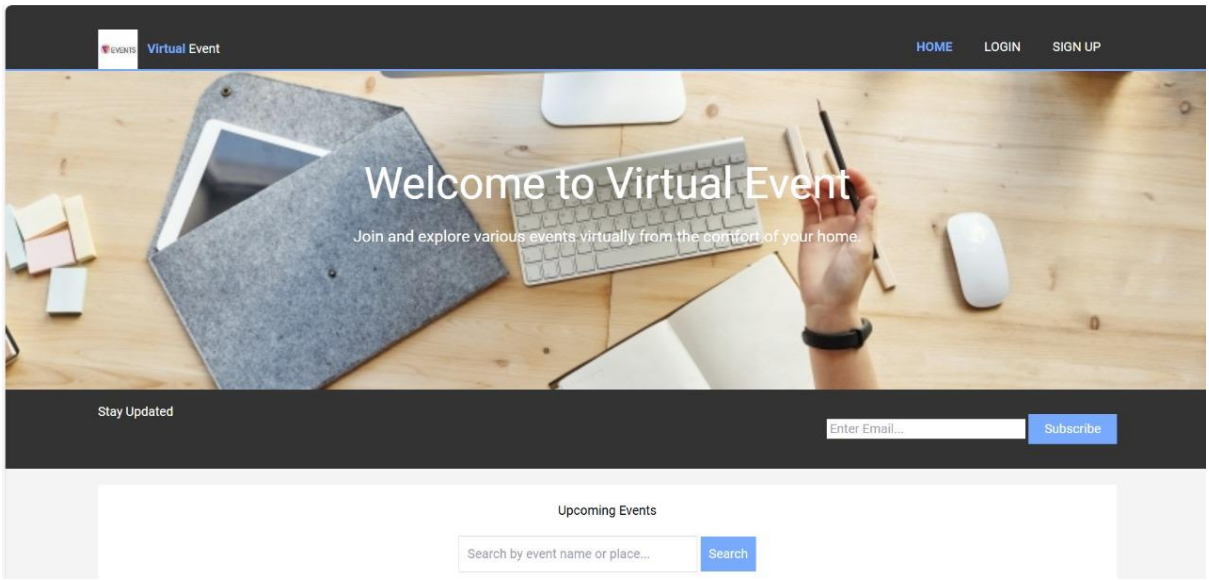


Fig 1.5: Main screen.

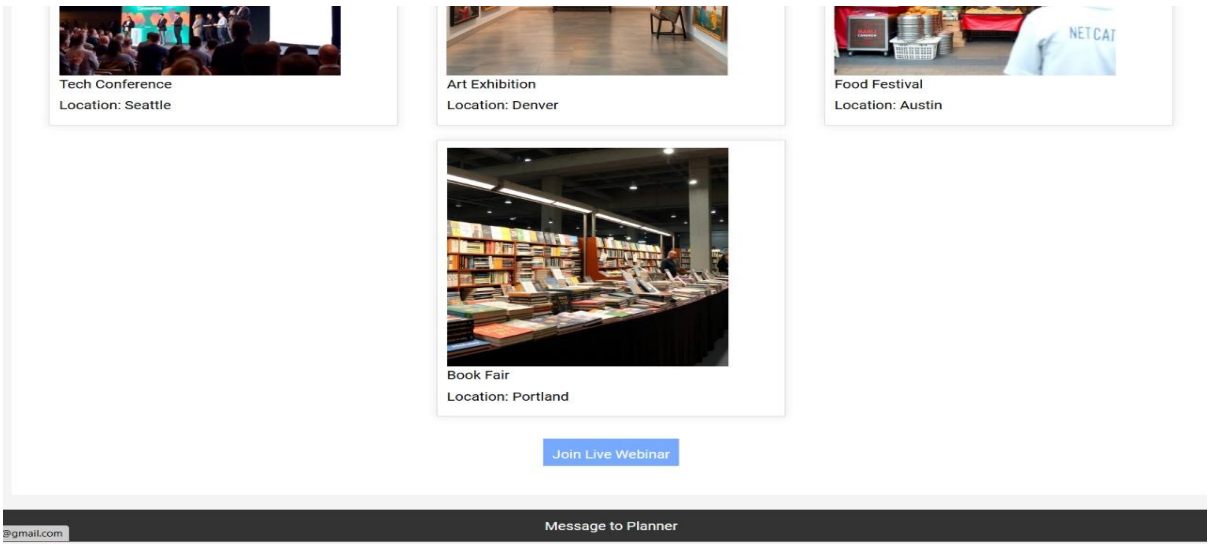


Fig 1.6: Overview of live webinars.

# CONCLUSION

VEvent has established itself as a vital platform in the evolving landscape of virtual event management. By integrating advanced technology and essential features, it enables seamless planning and execution of various events, from conferences to social gatherings. The platform's ability to create immersive experiences that replicate the energy of in-person interactions broadens the reach of events, allowing for diverse participation without geographical constraints. Its advanced search functionality enhances user experience by facilitating quick access to relevant information and visuals, ensuring that attendees can navigate the wealth of available resources with ease.

Moreover, VEvent fosters a collaborative environment through live webinars, enabling direct engagement between participants and event organizers. This real-time interaction not only provides valuable insights but also cultivates a sense of community among attendees, enhancing their overall involvement and investment in the event. By combining organized digital content with opportunities for live engagement, VEvent significantly enriches the experience for both organizers and participants, making it an indispensable tool in the modern event landscape. As virtual events continue to gain prominence, VEvent stands out as a comprehensive solution that meets the needs of today’s dynamic event ecosystem.

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