

CHAPTER IV

DISCUSSIONS OF FINDINGS

Processes of UdD Sports, Culture and Arts Event Management System

The following process flow diagrams illustrate the major operational procedures integrated into the UdD Eventure: Sports, Culture, and Arts Event Management System. Each workflow represents how the previous manual processes of event handling, approvals, information recording, and monitoring have been streamlined into a unified digital platform. By automating these procedures, the system ensures faster transactions, reduces paperwork, and improves overall coordination in managing sports, culture, and arts activities within Universidad de Dagupan.

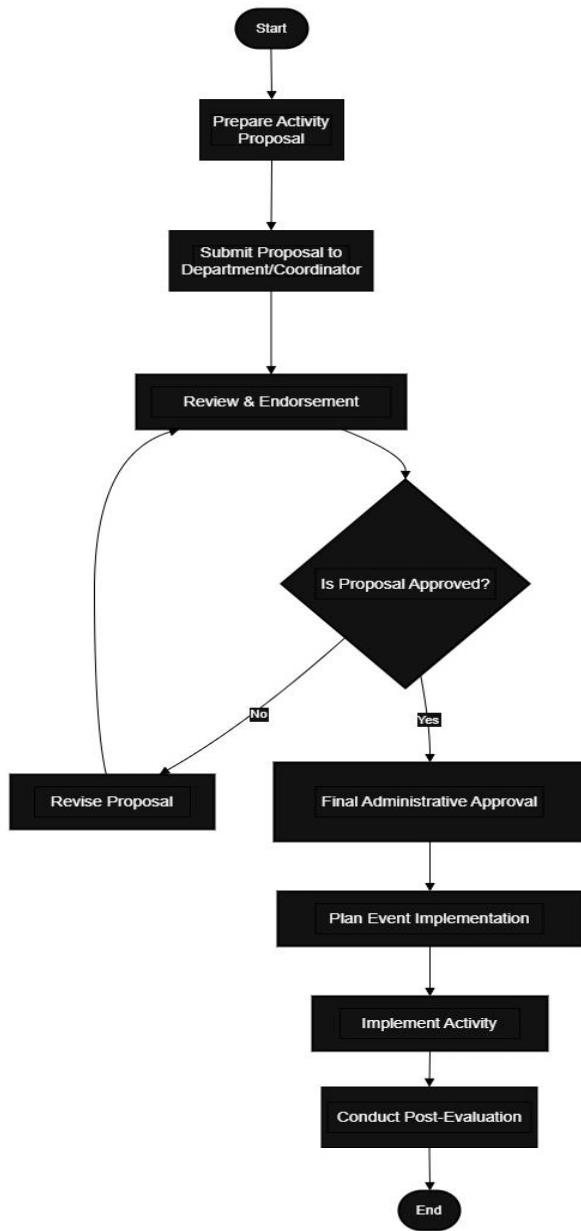


Figure 4.1 Manual Event Process

The flowchart illustrates the traditional manual process currently practiced in the institution when implementing campus activities. The process starts when an organizer identifies the need for an event and prepares an Activity Proposal using printed templates. This document includes the activity's objectives, schedule, required

resources, and expected participants. After completion, the proposal is physically submitted to the concerned department for initial review.

Manual evaluation often leads to repeated revisions since organizers must retrieve, modify, and resubmit documents until they meet the necessary requirements. Once satisfactory, the proposal is forwarded to higher administrative authorities for final approval. Only after securing signatures and clearances can organizers proceed with planning and executing the event on the scheduled date.

Following the activity, a post-evaluation is prepared to assess the overall result of the event. While effective, this workflow is time-consuming, paperwork-heavy, and vulnerable to delays one of the core reasons for the development of the University's Event Management System.

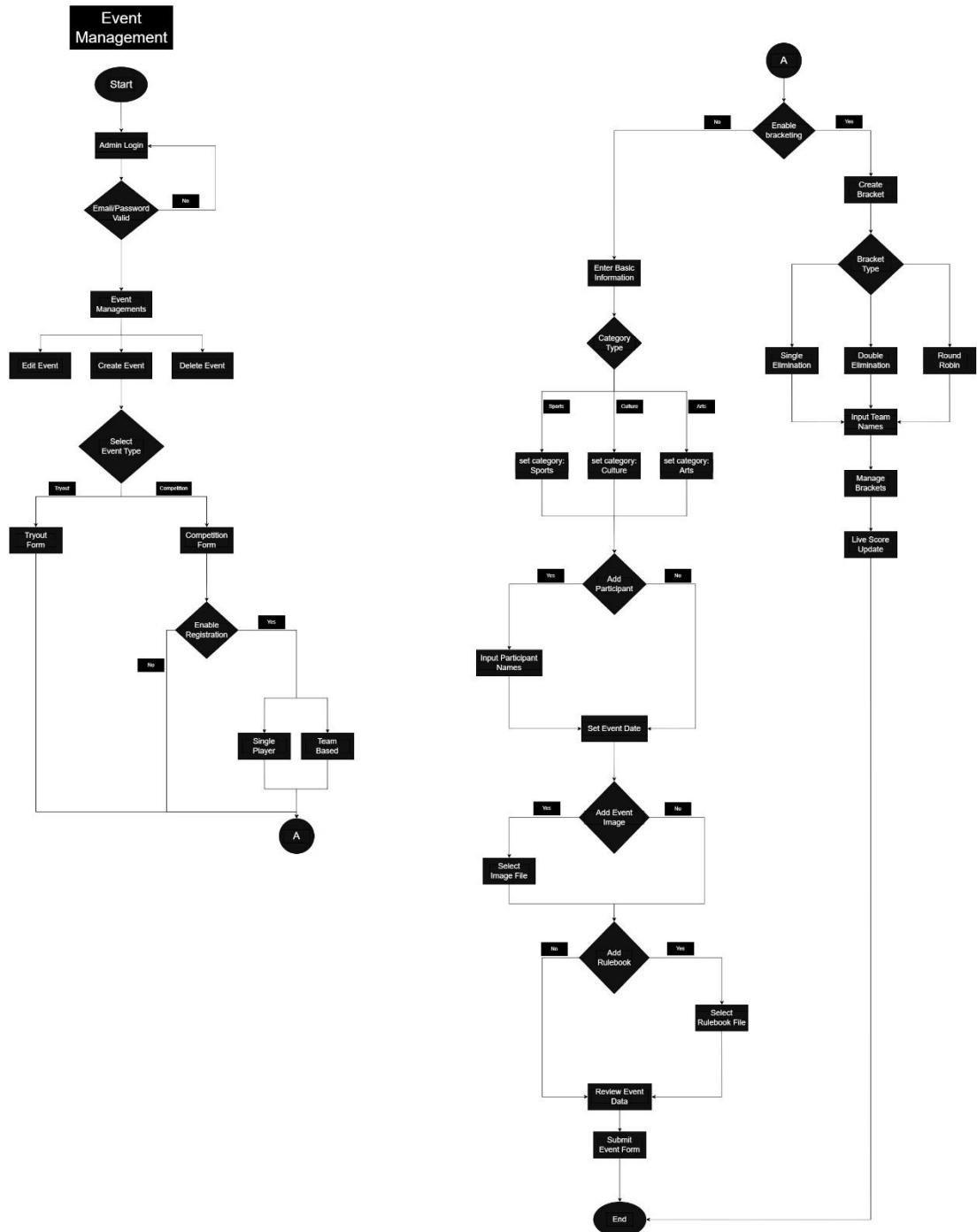


Figure 4.2 Event Management

The second flowchart presents the general procedure of the UdD Sports, Culture, and Arts Event Management System. The process begins with secure authentication, ensuring that only authorized administrators can access the system

dashboard. Once logged in, administrators may create, edit, or delete event records, enabling centralized and efficient event data management.

Event setup follows a structured sequence in which administrators select the type of event (Sports, Culture, or Arts), set schedules, and encode details such as venue and participant requirements. They may also upload supporting media like event posters or rulebooks to enhance documentation.

The system has built-in support for participant registration. Administrators may allow either individual or team entries depending on the nature of the event. For competitive events, the system includes three bracket structures Round Robin, Double Elimination, and Single Elimination where administrators can update scores live, ensuring accuracy and transparency from start to finish.

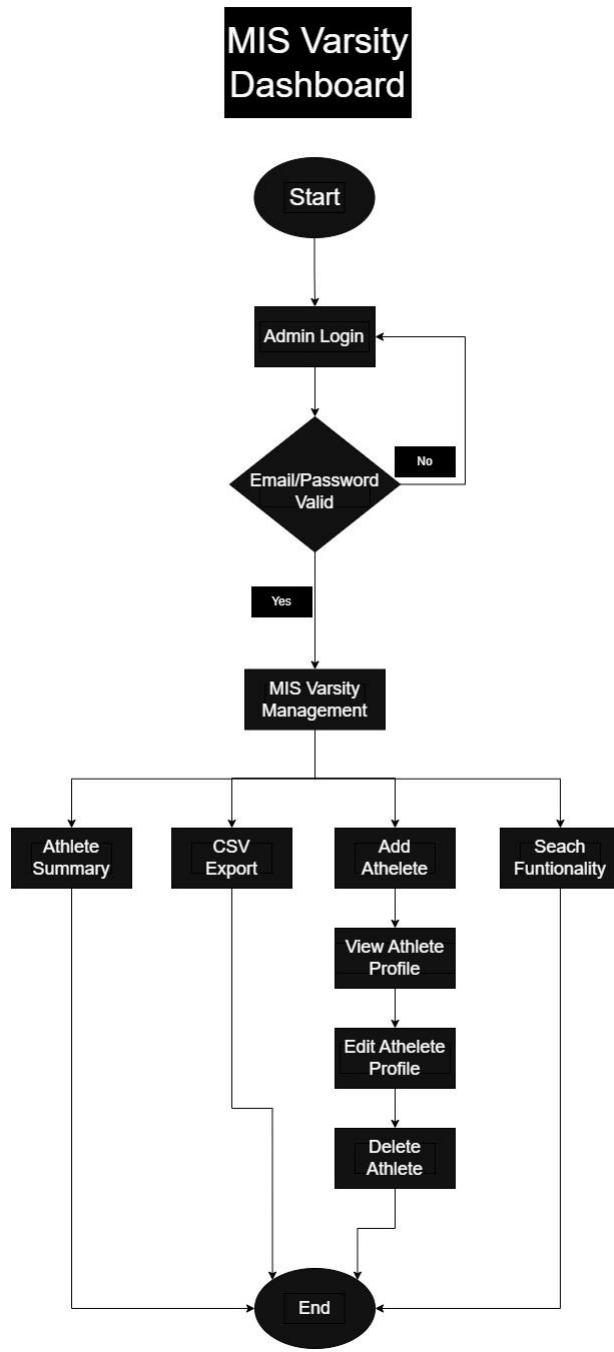


Figure 4.3 MIS Dashboard

The Varsity MIS Management System flowchart demonstrates a streamlined approach to monitoring student-athletes. After secure login, administrators access athlete records which include summary statistics such as total count of players, their

sports categories, and scholarship status. A search function enables quick retrieval of specific records, while data export options support reporting and documentation needs.

Administrators may add, edit, or delete athlete profiles to keep records updated and relevant. A defined ending process ensures completion of each management task, contributing to a more organized and data-driven varsity administration.

Borrowers Management

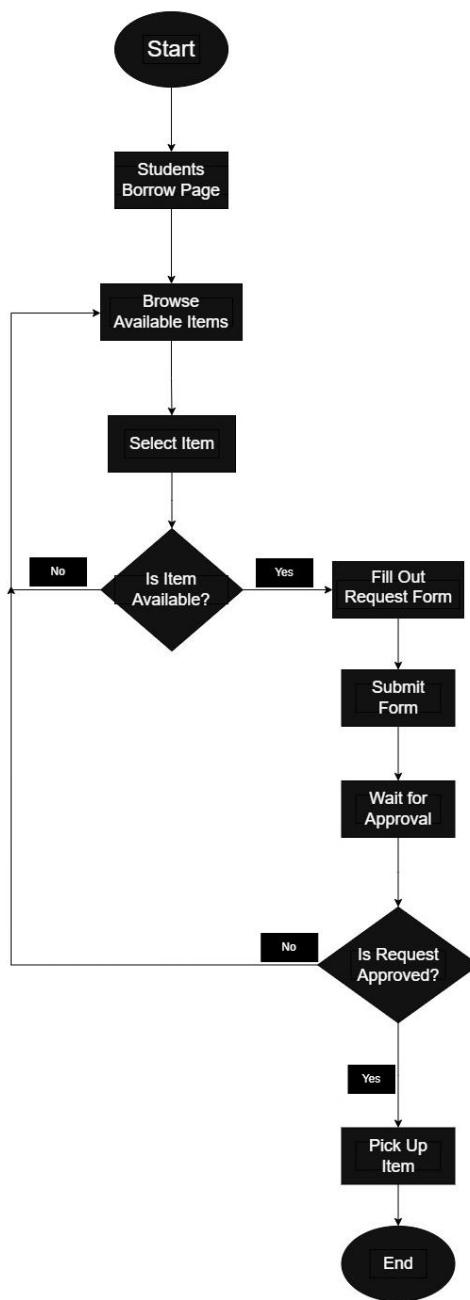


Figure 4.4 Student Borrowers Management

The Borrowers Management System workflow begins when students view available equipment through the borrowing page. An online form is submitted containing identification details, requested item information, and purpose of use. Administrators evaluate these requests and either approve or return them for revision.

Approved borrowers are allowed to claim items after confirming details with staff. Returned items are logged and updated within the system, preserving inventory accuracy. This process promotes responsible item use and resource accountability while improving access to institutional equipment.

Administrative operations for this module also begin with secure login. Administrators handle inventory by adding, editing, or removing items. Borrow requests undergo validation based on availability and student eligibility. A historical borrowing log ensures transparency, supports damage accountability, and guides decisions for future borrowing privileges.

Borrowers Management

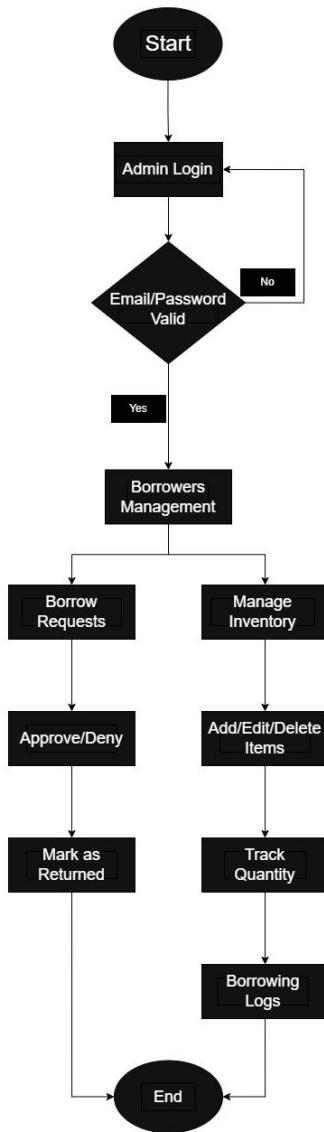


Figure 4.5 Admin Borrowers Management

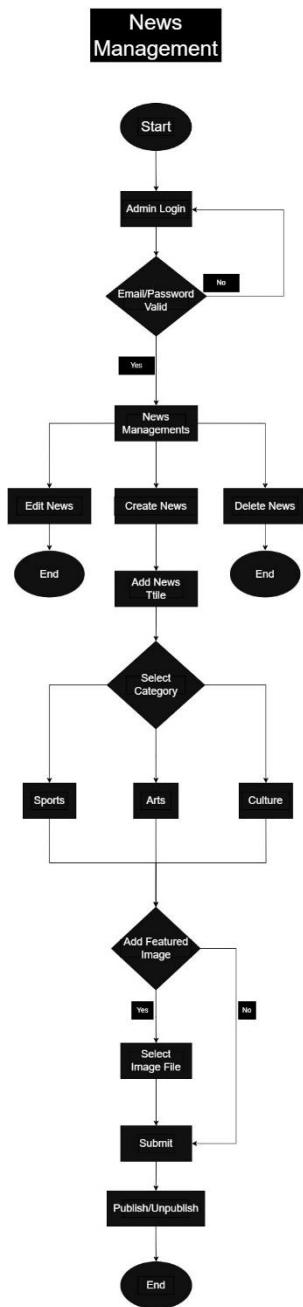


Figure 4.6 News Management

The News Management System allows authorized administrators to curate institutional announcements via a secure dashboard. The workflow is straightforward: administrators create articles by entering titles, selecting categories (Sports, Culture, Arts), and optionally uploading images. Content can be edited, published, or deleted as

needed. This efficient process ensures that the campus community receives accurate and timely updates regarding events and activities.

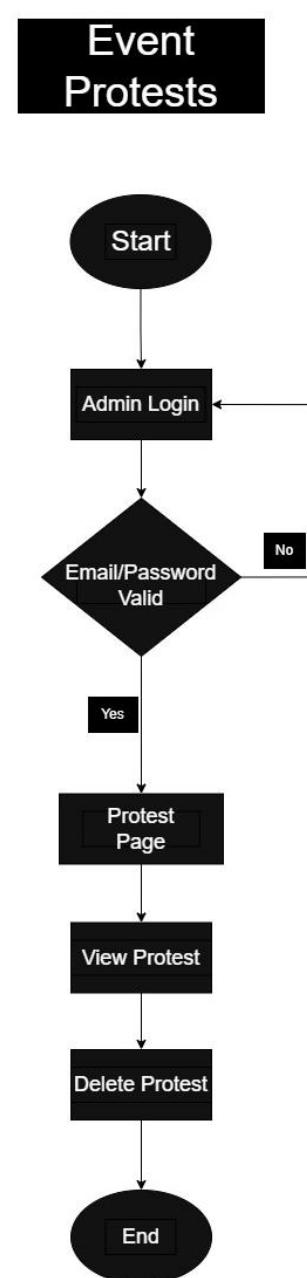


Figure 4.7 Event Protests

The Event Protest Management System allows administrators to review and manage formal complaints involving competitions. After accessing the protest dashboard, they can view the submitted protest, event details, and participant information. Irrelevant or resolved protests may be removed to maintain database integrity. This ensures fairness, documentation, and due process in competitive engagements.

Student Requirements

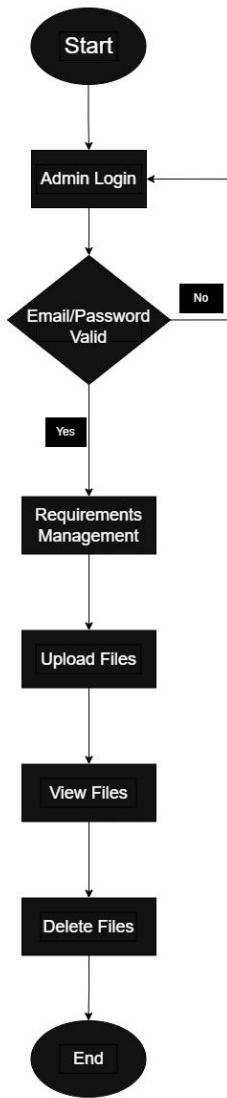


Figure 4.8 Requirements Management

The Requirements Management System workflow begins through admin authentication. The dashboard allows uploading, viewing, or deleting official forms such as consent and medical sheets. This guarantees that only updated versions of

documents are accessible for download, reducing student confusion, missing paperwork, and incorrect submissions.

Features of UdD Sports, Culture and Arts Event Management System

The following plates show the core features of the UdD Eventure: Sports, Culture, and Arts Event Management System, a platform designed to streamline event operations, enhance communication, and support the diverse activities of Universidad de Dagupan. Each feature represents how the system simplifies workflows, automates tasks, and improves the whole management of sports, culture, and arts events across the campus.

Admin Login. Plate 4.1 provides secure access to the system for authorized administrative personnel.

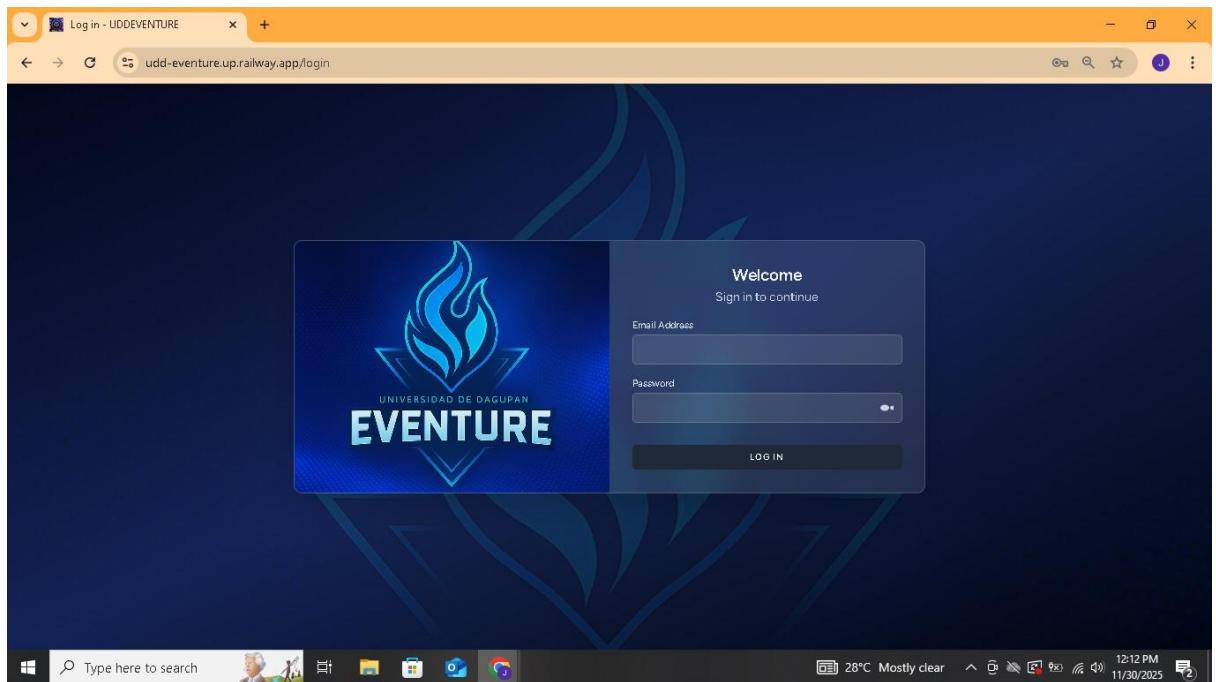


Plate 4.1 Admin Login

This page grants authorized administrators secure access to the system. Admins enter their credentials to authenticate their identity and gain access to administrative functions. The login mechanism is restricted to administrative personnel, including system administrators and Faculties, ensuring that only authorized staff can access, manage, and modify system data.

Admin Dashboard Overview. Plate 4.2 this page provides administrators with a comprehensive view of system statistics, including events, news, and borrowers management data.

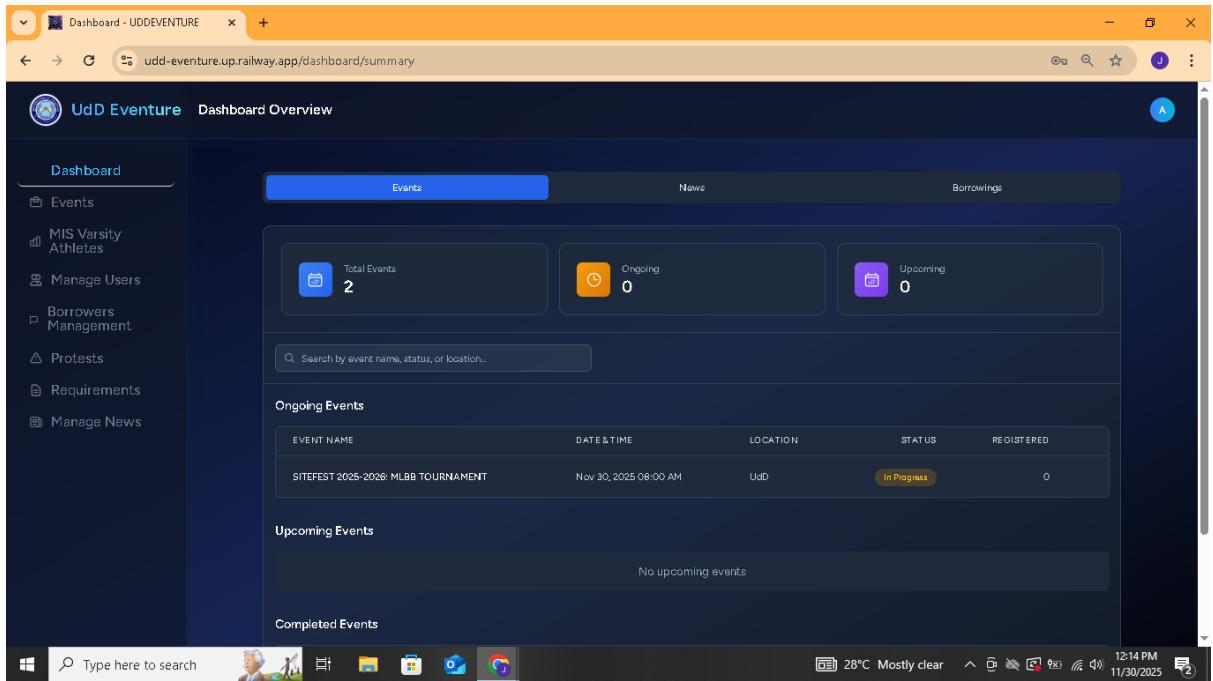


Plate 4.2 Admin Dashboard Overview

This page functions as the administrative command center, presenting a consolidated view of essential system statistics across Events, News, and Borrowings modules. The dashboard features a tabbed navigation interface that displays key performance indicators, including total events count, ongoing events, and upcoming events.

Within the Events tab, administrators can view comprehensive tables listing ongoing and upcoming events with detailed information such as event names, date and time, location, status, and registered participants. This streamlined interface enables administrators to efficiently monitor system activities, track event metrics in

real-time, and access critical data for effective system management and decision-making.

MIS Dashboard. Plate 4.3 this page enables MIS officers to manage and monitor student-athlete records through a centralized management system.

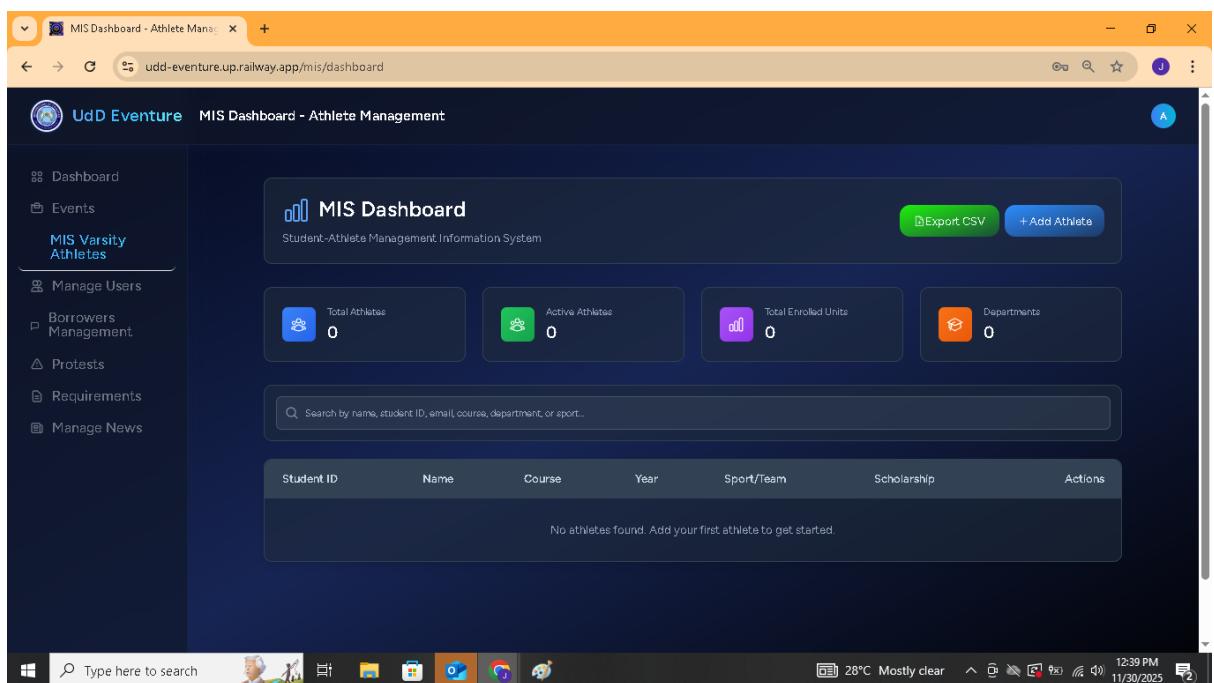


Plate 4.3 MIS Dashboard

This dashboard serves as the management interface for the Student-Athlete Management Information System, enabling MIS officers to oversee all varsity athlete records and data. The page displays key statistics including total athletes count, active athletes, total enrolled units, and departments. MIS officers can search for athletes using multiple criteria such as name, student ID, email, course, department, or sport/team affiliation.

The system provides comprehensive athlete information displayed in an organized table format, showing student details, academic course, year level, sport/team participation, and scholarship status. Additionally, the dashboard offers data export functionality through CSV format and allows for adding new athlete records directly through the interface.

News Management. Plate 4.4 this page guides administrators to post, edit, and manage announcements for students and participants.

The screenshot shows a Windows desktop environment with a dark-themed news management application open in a browser window. The application has a header bar with the title 'News Management - UDDEVEN' and a sub-header 'udd-eventure.up.railway.app/admin/news'. On the left, a sidebar menu lists various administrative functions: Dashboard, Events, MIS Varsity Athletes, Manage Users, Borrowers Management, Protests, Requirements, and Manage News, with 'Manage News' being the active tab. The main content area features a summary section with five cards: 'Total News' (0), 'Pending' (0), 'Active' (0), 'Inactive' (0), and 'Writers' (0). Below this is a table with columns: ARTICLE, STATUS, WRITER, DATE, and ACTIONS. The table currently has no data. At the bottom of the screen, there is a taskbar with the Windows logo, a search bar, and several pinned icons for Google Chrome, Microsoft Edge, File Explorer, and other applications. The system tray shows the date as 11/30/2025, the time as 12:38 PM, and the weather as 28°C Mostly clear.

Plate 4.4 News Management

This page allows the administrators to post, edit, or remove news and updates about events. Users can see the latest announcements to keep them updated about schedules and other important notices.

Student News Page. This page allows students to view, search, and access published news articles and announcements from the university.

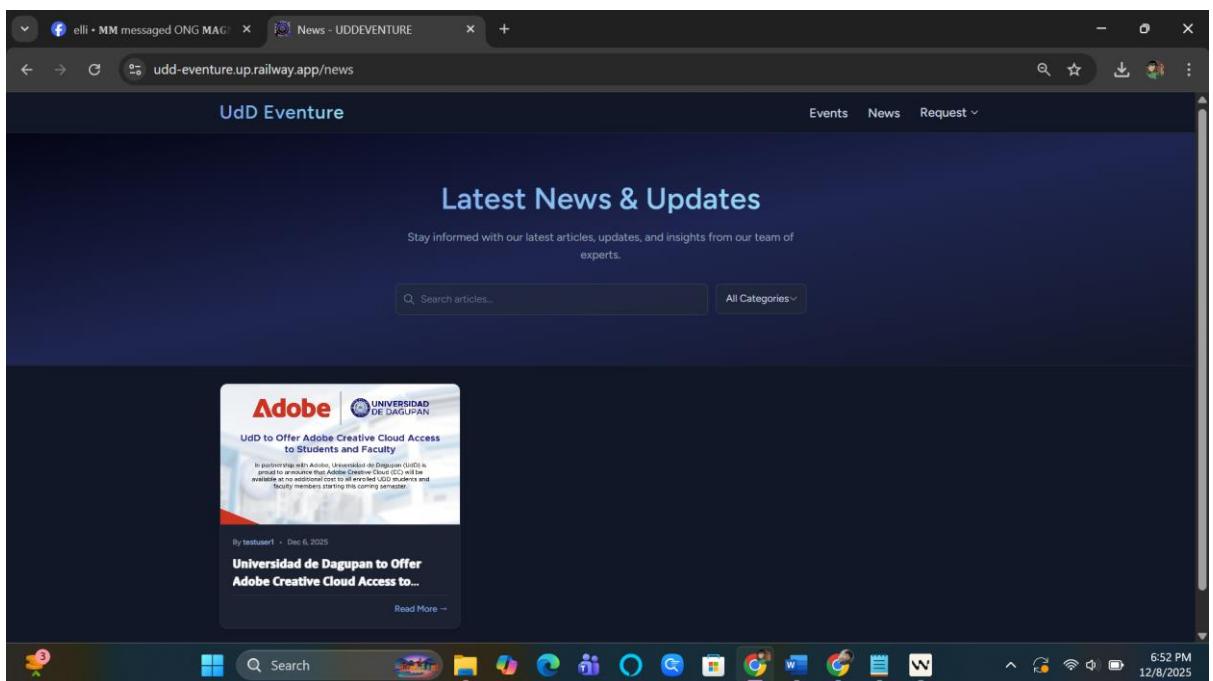


Plate 4.5 Student News Page

This page enables students to browse university news and announcements. Users can search articles by keywords, filter by category, and navigate through results. Each article displays a featured image, title, author, and date. Students can click "Read More" to view full content and related articles, keeping them informed about schedules, events, and important campus updates.

Online Registration. Plate 4.5 this page guides students to register for events online by providing their details.

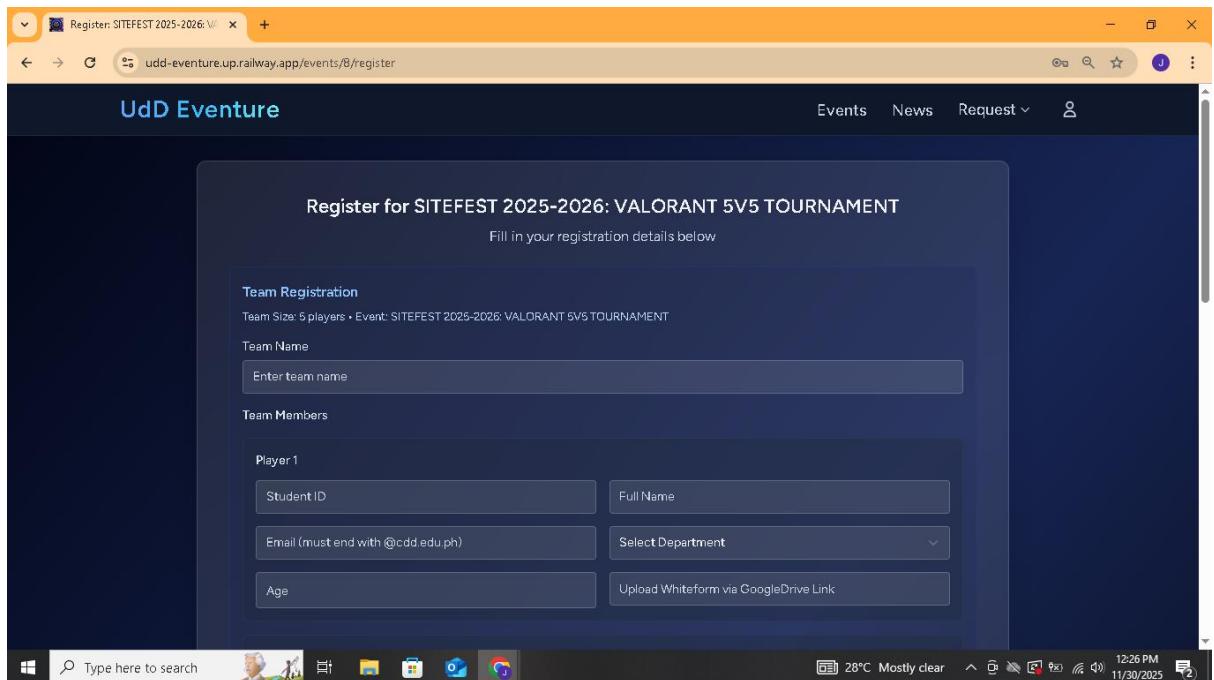


Plate 4.6 Online Registration

This plate enables students or participants to register online for events. It captures personal details from the user and their selections of events. This reduces manual registration, ensures participant data accuracy, and streamlines event registration.

Student View Events. Plate 4.6 this page guides students to explore and view upcoming and ongoing events.

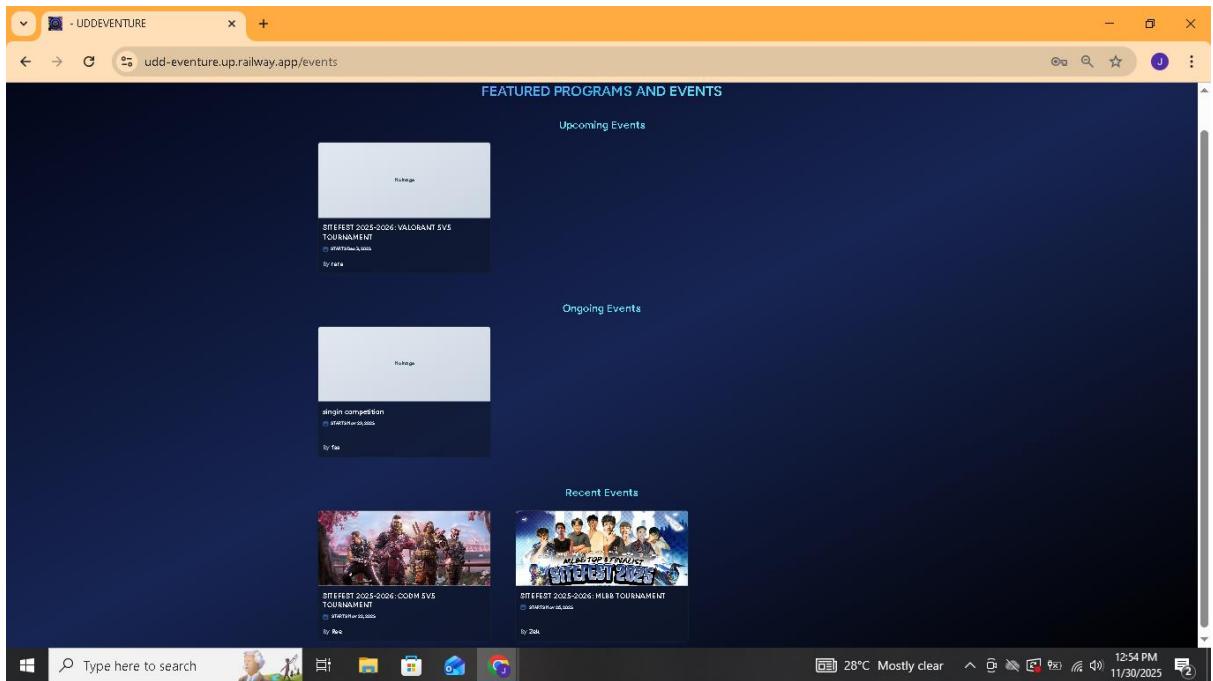


Plate 4.7 Student View Events

This page enables students to browse available events and complete online registration. Students can view event details, including schedules, and venues, then submit their registration by providing the necessary personal information.

Student Borrow Request. Plate 4.8 this page allows students to browse available items and submit borrowing requests through an online interface.

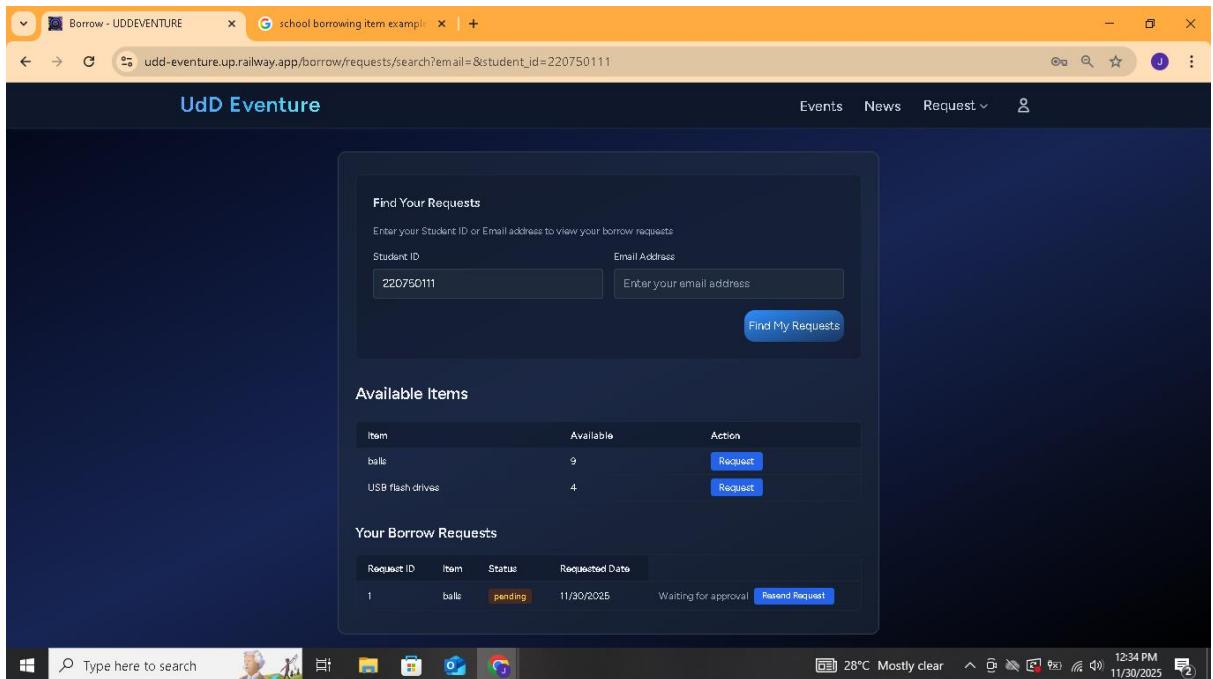


Plate 4.8 Student Borrow Request

This page provides students with access to the institutional borrowing system where they can view the catalog of available items and submit borrowing requests. Students can browse through the inventory, check real-time availability status, and select items they wish to borrow.

Upon selecting an available item, students complete a request form by providing their personal information, contact details, and purpose of borrowing. Submitted requests are sent to administrators for review and approval. Once approved, students are notified and can proceed to pick up the borrowed item from the designated location.

Admin Borrow Requests. Plate 4.9 this page enables administrators to process student borrowing requests and manage the tracking of borrowed items.

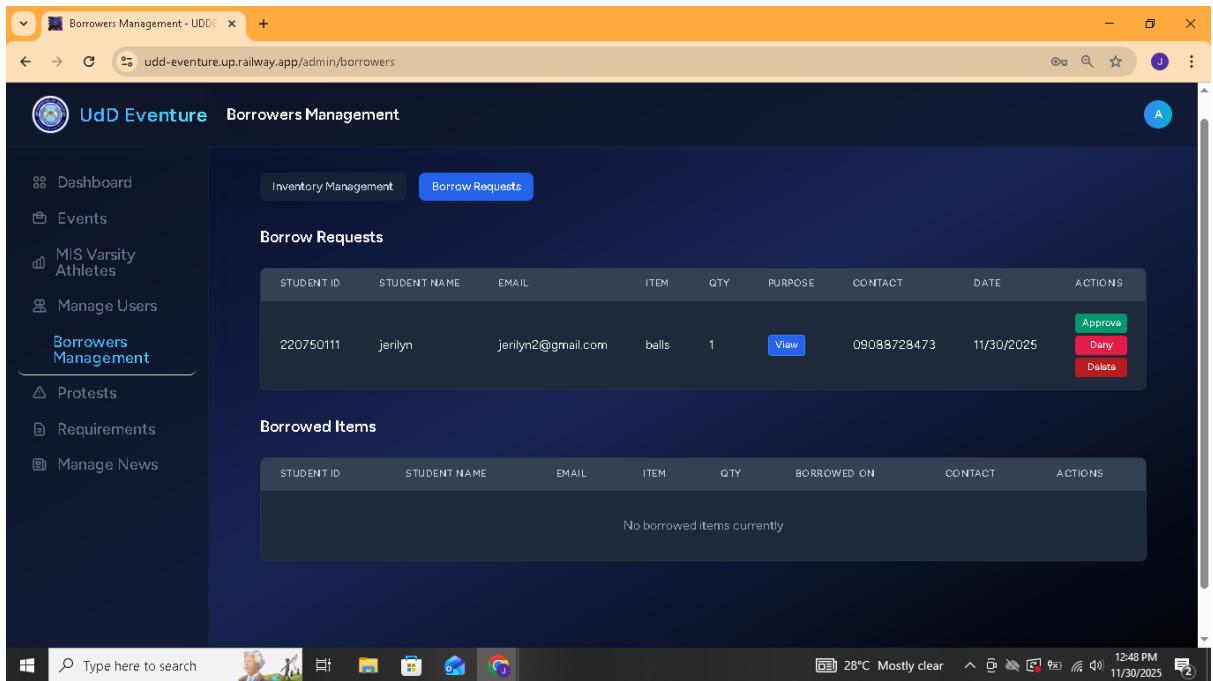


Plate 4.9 Admin Borrow Requests

This interface serves as the administrative hub for processing and managing all student borrow requests. Administrators can review incoming requests from students, approve or deny requests based on institutional policies and item availability, and delete invalid or duplicate requests.

The page displays all borrow requests with their current status and provides functionality to track approved borrowed items throughout their borrowing period. Once students return borrowed items, administrators can mark these items as returned in the system, completing the borrowing transaction cycle.

Inventory Management. Plate 4.10 this page provides administrators with tools to manage the catalog of borrowable items and review borrowing activity logs.

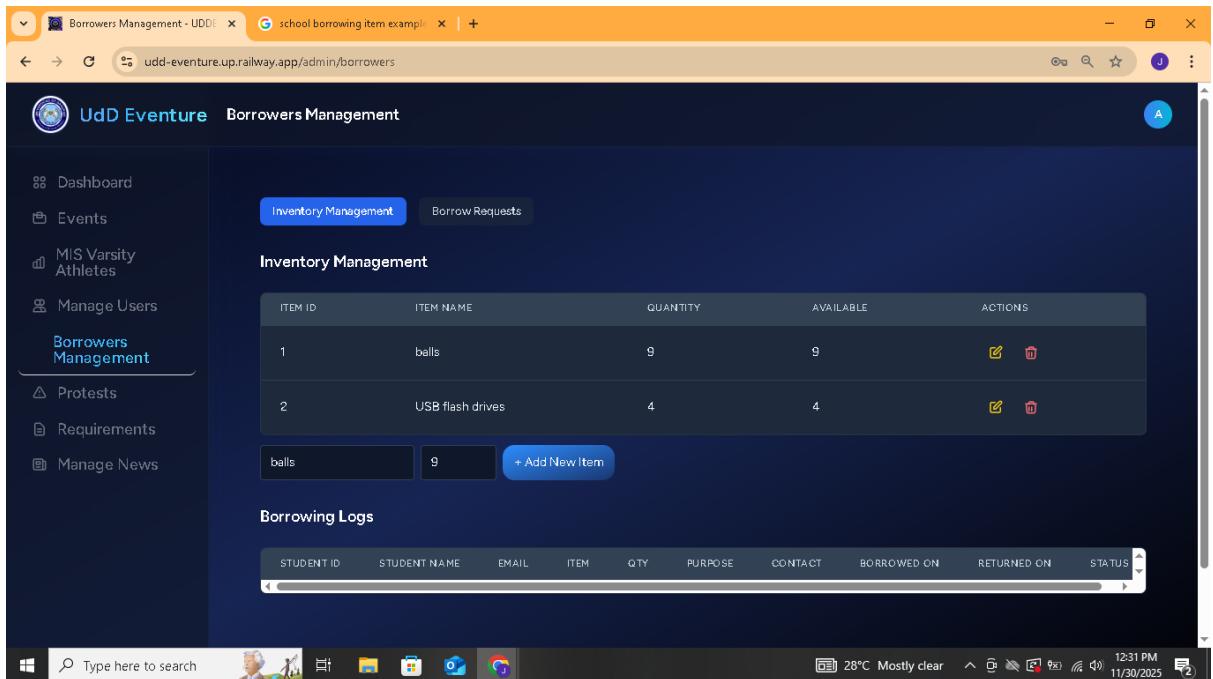


Plate 4.10 Borrowers Management

This interface enables administrators to maintain the complete inventory of borrowable items within the system. Administrators can add new items to the catalog, edit existing item information such as descriptions and availability, and remove items that are no longer available for borrowing. The page also provides access to comprehensive borrowing logs, allowing administrators to review the historical record of all borrowing transactions, track item usage patterns, and monitor borrowing activity over time.

User Management. Plate 4.11 this page guides administrators to manage user accounts and assign roles.

Name	Email	Role	News Count	Specialization	Joined	ACTIONS
admin	admin@gmail.com	Admin	0	Not specified	1/1/1970	
admin2	admin2@gmail.com	Admin	0	Not specified	11/21/2025	
mark_ezekiel	zek@gmail.com	Admin	0	Sports	11/21/2025	

Plate 4.11 User Management

This page is used by administrators to create, edit, or remove user accounts, assign roles, and manage permissions. Proper user management ensures secure access, role-based functionalities, and organized system operations.

Tournament Bracket Management. Plate 4.12 this

page enables administrators to create, manage, and update tournament brackets for competitive events.

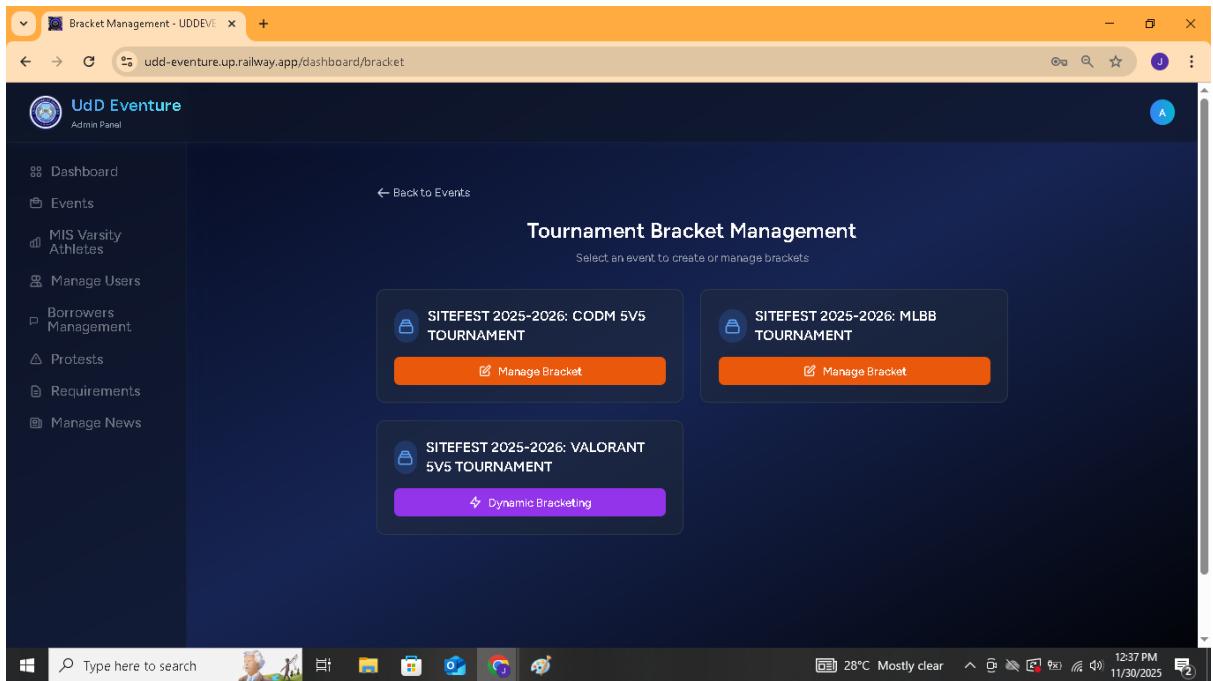


Plate 4.12 Bracket Management

This interface provides administrators with comprehensive tools to oversee tournament operations and bracket management. Administrators can create tournament brackets using multiple formats including single elimination, double elimination, and round-robin systems. Administrators can report and update match scores, declare winners, and track tournament advancement in real-time.

Live Bracket View. Plate 4.13 this page guides students to view real-time competition updates and results.

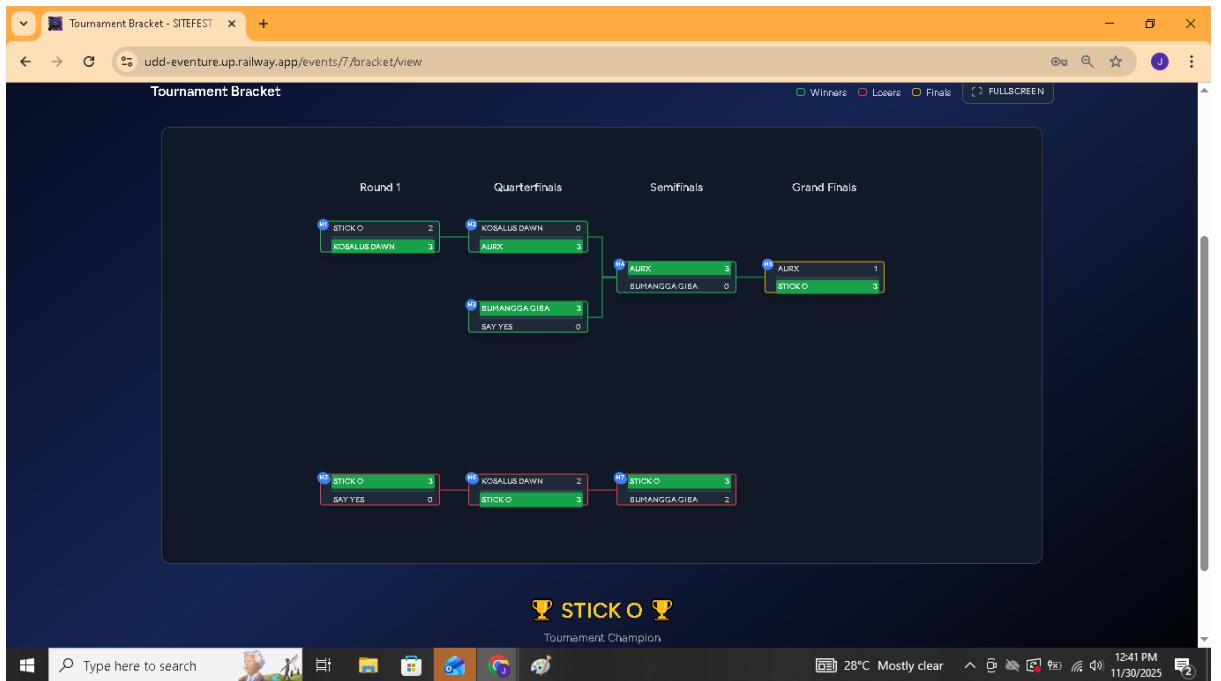


Plate 4.13 Live Bracket View

This page shows live updates of matches and participants' progress in tournaments. You are able to see real-time results to keep everything transparent and interactively appealing. It enhances participant and audience experience by keeping them informed.

Event Management. Plate 4.14 this page guides administrators to create, update, or manage event details.

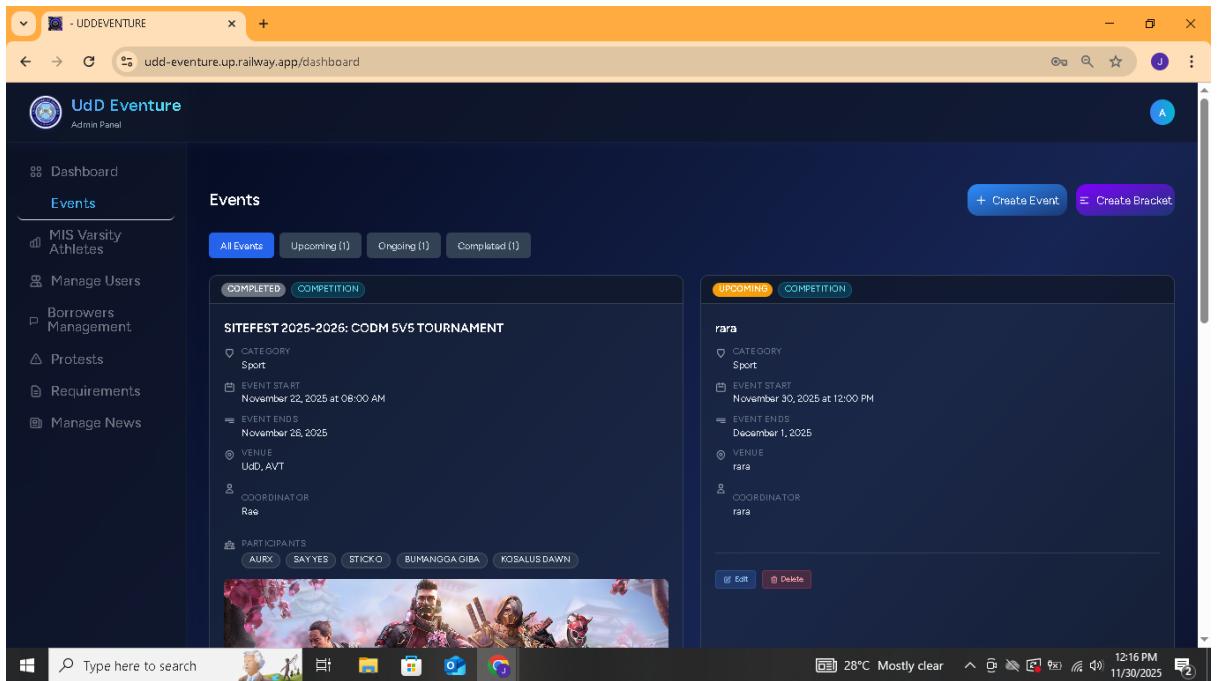


Plate 4.14 Event Management

The administrator can create events with title, date, venue, and description.

Events can also be edited, cancelled, or updated within the system as needed. This feature streamlines event setup and ensures all necessary information is available to participants.

Download Requirements. Plate 4.15 this page guides users to download necessary documents for events.

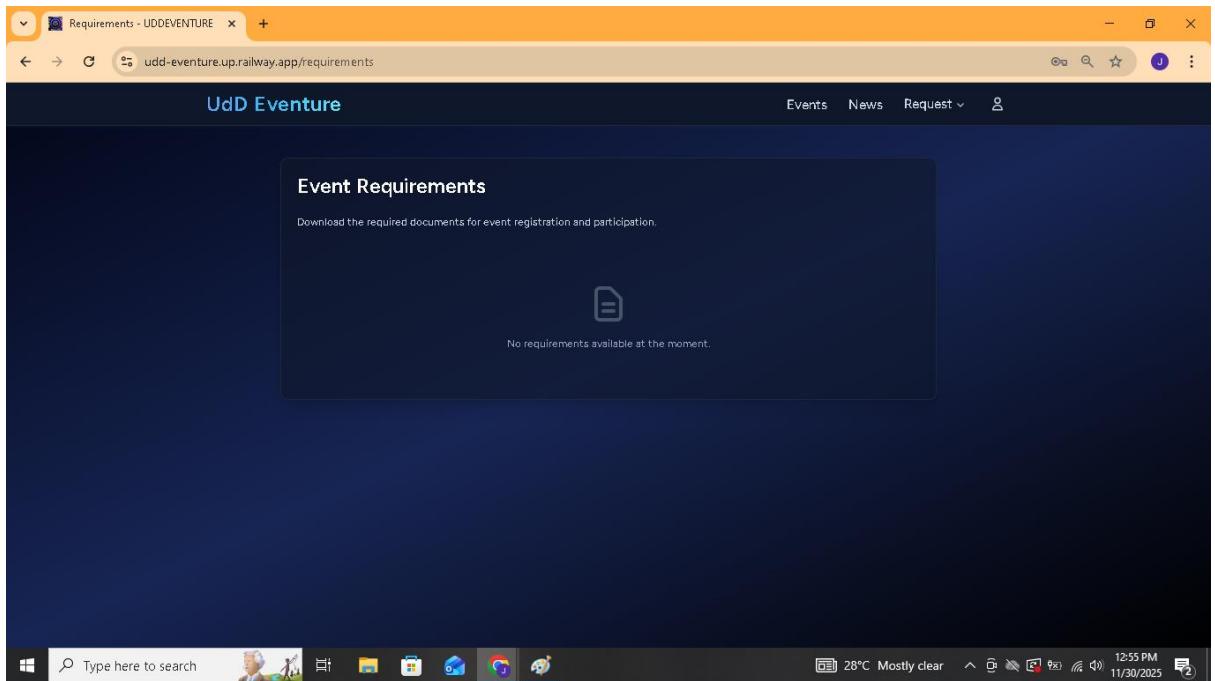


Plate 4.15 Download Requirements

This plate provides event requirements that can be downloaded, such as consent forms, medical form, and personal data sheet. It ensures participants have easy access to essential documents, reducing confusion and missed deadlines.

Requirements Management. Plate 4.16 this page enables administrators to upload, manage, and maintain event requirement documents for students.

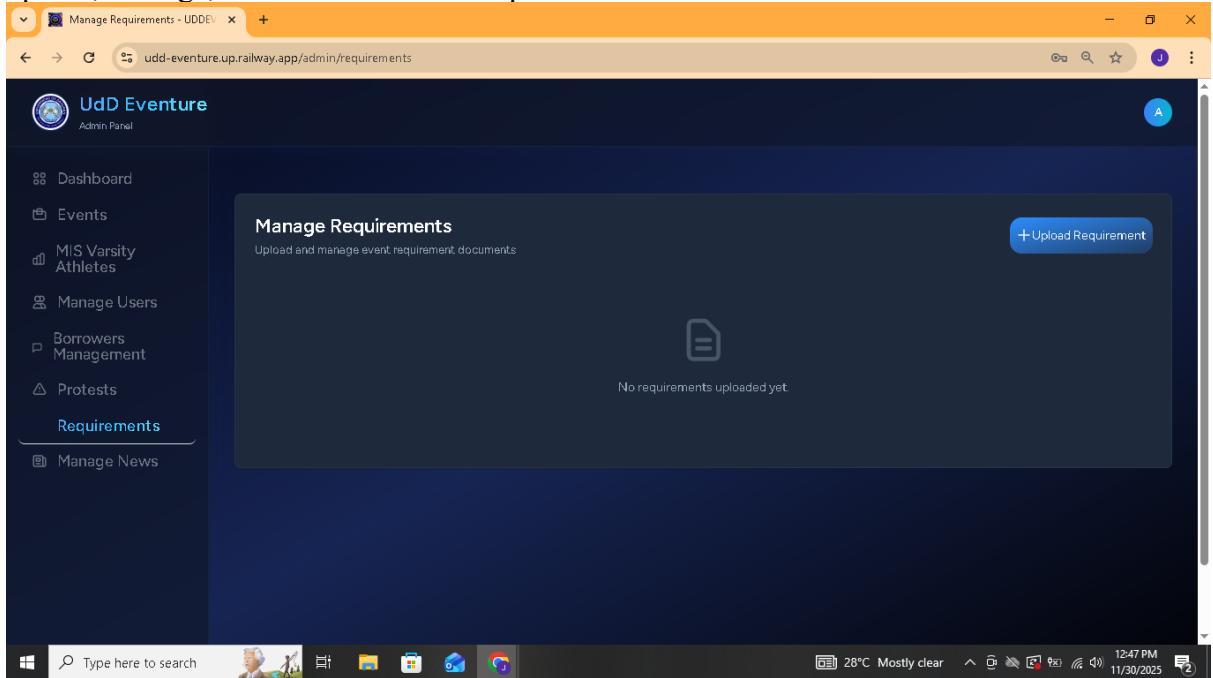


Plate 4.16 Upload Requirements

This interface provides administrators with comprehensive tools to manage event participation requirements and necessary documentation. The page displays all uploaded requirements in an organized table format, showing document details such as title, description, uploader name, and upload date. Administrators can view uploaded documents directly in the browser through an inline viewer and delete outdated or incorrect requirements as needed.

File a Protest. Plate 4.17 this page guides coaches to submit disputes or complaints regarding events.

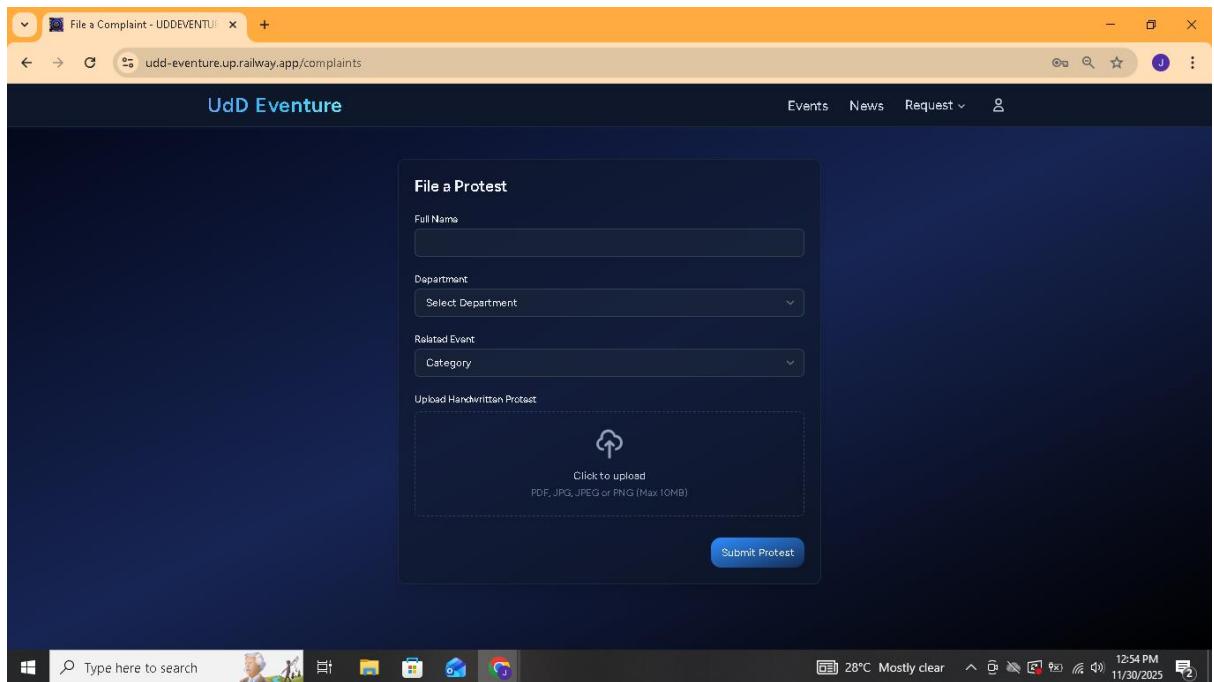
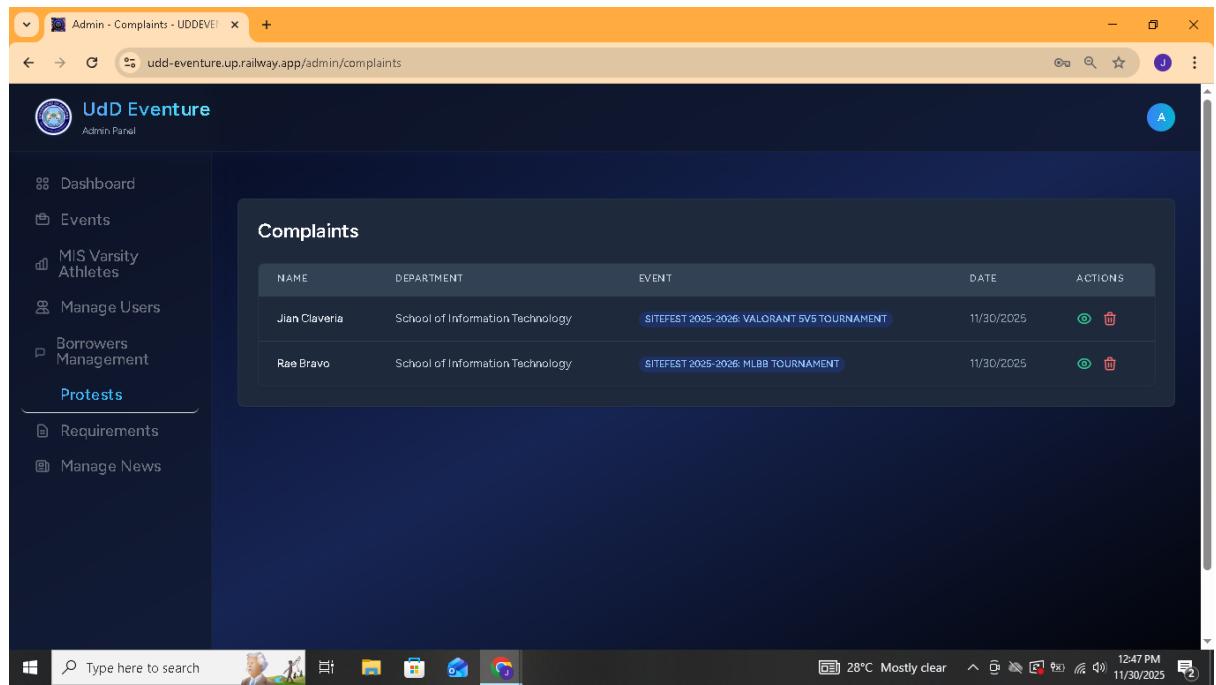


Plate 4.17 File A Protest

This interface provides coaches and event participants with a platform to submit formal protests and complaints related to events and competitions. Coaches can fill out a protest form by providing their full name, department affiliation, and selecting the specific event to which the protest relates. The system requires users to upload a handwritten protest document in PDF or image format. Upon submission, protests are sent to administrators for review and appropriate action.

Protest Management. Plate 4.18 this page guides administrators to manage and resolve submitted protests.



The screenshot shows a Windows desktop environment with a browser window open to the 'Admin - Complaints - UDDEVENTE' page at 'udd-eventure.up.railway.app/admin/complaints'. The browser's address bar also shows 'Admin - Complaints - UDDEVENTE'. The main content area is titled 'Complaints' and displays a table with two rows of data. The table has columns for NAME, DEPARTMENT, EVENT, DATE, and ACTIONS. The first row shows 'Jian Claveria' from 'School of Information Technology' at the 'SITEFEST 2025-2026: VALORANT 5v5 TOURNAMENT' on '11/30/2025' with edit and delete icons. The second row shows 'Rae Bravo' from 'School of Information Technology' at the 'SITEFEST 2025-2026: MLBB TOURNAMENT' on '11/30/2025' with edit and delete icons. The left sidebar contains navigation links: Dashboard, Events, MIS Varsity Athletes, Manage Users, Borrowers Management, **Protests** (which is underlined), Requirements, and Manage News. The system tray at the bottom shows the date as 11/30/2025, the time as 12:47 PM, and various system icons.

NAME	DEPARTMENT	EVENT	DATE	ACTIONS
Jian Claveria	School of Information Technology	SITEFEST 2025-2026: VALORANT 5v5 TOURNAMENT	11/30/2025	
Rae Bravo	School of Information Technology	SITEFEST 2025-2026: MLBB TOURNAMENT	11/30/2025	

Plate 4.18 Protest Management

This interface provides administrators with access to all submitted protest documents and complaints related to events and competitions. The page displays a comprehensive list of all protests showing the complainant's name, department, associated event, and submission date.

Web Application Evaluation According to Usability

The evaluation of respondents for the acceptability test in terms of its usability is reflected in table 4.1. Respondents rated web application's usability to 3.65 (Agree).

Table 4.1 *Web Application Evaluation According to Usability (n=50)*

Usability	Weighted Mean	Description
I think that I would like to use this system frequently.	4.04	A
I found the system unnecessarily complex.	3.26	N
I thought the system was easy to use.	3.98	A
I think that I would need the support of a technical person to be able to use this system.	3.22	N
I found the various functions in this system were well integrated.	4.02	A
I thought there was too much inconsistency in this system.	3.2	N
I would imagine that most people would learn to use this system very quickly.	4.02	A
I found the system very cumbersome to use.	3.28	N
I felt very confident using the system.	4.02	A
I needed to learn a lot of things before I could get going with this system.	3.42	A
Average Weighted Mean	3.65	A

SA – Strongly Agree; A- Agree; N-Neutral; DA-Disagree; SD-Strongly Disagree

Usability testing is a method in which actual users of a product are asked to perform specific tasks to measure the system's ease of use, the time required to complete tasks, and the users' perception of their overall experience. This differs from usability inspection methods, where experts evaluate a user interface without direct user involvement.

Table 4.1 presents the respondents' assessment of the usability of the UdD Sports, Culture, and Arts Event Management System. Usability was evaluated based on the ease with which users could explore and operate the web application. The system was designed with an expected average weighted mean of 3.65, indicating a high level of acceptability in terms of functionality, navigation, and user experience.

Web Application Evaluation According to Design

The evaluation of respondents for the acceptability test in terms of its design is reflected in table 4.2. Respondents rated web application's design to 4.19 (Agree).

Table 4.2 Web Application Evaluation According to Design (n=50)

Design	Weighted Mean	Description
The system's design is visually organized and easy to understand.	4.18	A
The design elements are consistent in style, color, and layout.	4.16	A
The text, labels, and headings are readable and appropriately sized.	4.16	A
Icons and buttons are easy to recognize and interpret.	4.24	SA

The placement of design elements follows a logical arrangement.	4.2	A
The interface has proper spacing and alignment for readability.	4.18	A
I would imagine that most people would learn to use this system very quickly.	4.18	A
The color scheme supports readability and does not strain the eyes.	4.18	A
The system organizes information in a visually structured way that helps me understand content easily.	4.18	A
The aesthetic quality of the system enhances user engagement.	4.2	A

Average Weighted Mean 4.19 A

SA – Strongly Agree; A- Agree; N-Neutral; DA-Disagree; SD-Strongly Disagree

This refers to the design of the web application, which aims to capture the interest of its users. In this test, respondents evaluated the graphical user interface and overall interaction design of the system. Based on the results of the web application design assessment, the system achieved an average weighted mean of 4.19, indicating that users agreed on the quality and appeal of the design. The findings reveal that the web application is visually attractive and moderately well-designed, according to the respondents' ratings. Table 4.2 presents the respondents' evaluation of the web design.

Web Application Evaluation According to Navigation

The evaluation of respondents for the acceptability test in terms of its navigation is reflected in table 4.3. Respondents rated web application's navigation to 4.05 (Agree)

Table 4.3 Web Application Evaluation According to Navigation (n=50)

Navigation	Weighted Mean	Description
I can locate system features without difficulty.	4.08	A
The menu and navigation controls are easy to understand.	4.12	A
Moving between sections of the system is smooth and intuitive.	4.16	A
The system clearly indicates my current location within the interface.	4.08	A
Navigation elements respond properly when interacted with.	3.96	A
The structure of the navigation is logical and predictable.	4	A
I can perform tasks in the system without uncertainty or confusion.	4	A
The system minimizes the number of steps required to reach major functions.	3.94	A
The system provides helpful indicators (such as labels, highlights, or instructions) that guide my navigation.	4.08	A
Overall, the navigation supports an efficient and smooth user experience.	4.12	A
Average Weighted Mean	4.05	A

SA – Strongly Agree; A- Agree; N-Neutral; DA-Disagree; SD-Strongly Disagree

Navigation testing confirmed that all internal and external links in the web application are functioning correctly, with no broken links or orphan pages detected.

This process answers the question: Does every link lead to the correct destination? Stakeholders evaluated the web application based on its navigation features, assessing how quickly and efficiently users could move through the interface. The computed average weighted mean was 4.05, indicating that users agreed the navigation provided by the web application is clear, efficient, and user-friendly.

CHAPTER V

SUMMARY, CONCLUSION AND RECOMMENDATION

Summary

The project centered on developing the Sports, Culture, and Arts Event Management System (SCAEMS) at Universidad de Dagupan with the goal of modernizing and streamlining the organization and oversight of campus events. The first chapter detailed persistent issues in the university's current event management practices, such as disorganized documentation, delayed distribution of event information, manual tracking of borrowed materials, and weak communication among organizers and participants. These challenges highlighted the urgent need for a unified digital solution to support all phases of managing sports, cultural, and arts events efficiently.

Chapter two reviewed relevant literature and case studies to explore how other organizations tackled similar problems. The findings emphasized the growing importance of automated solutions designed to enhance data management, improve user engagement, and facilitate smoother workflows. Investigations into usability

principles and digital management tools underscored technology's vital role in boosting precision and minimizing mistakes caused by manual processes. The collective research supported the creation of a system that balances robust functionality with user-friendly design, adaptable to the diverse needs of its users.

The methodological approach outlined in Chapter three followed the Software Development Life Cycle (SDLC) framework. The researchers gathered requirements, designed system models, planned user interfaces, implemented coding, and conducted system evaluations systematically. Information was collected through surveys, interviews, and direct observations engaging event coordinators, faculty members, and students. Validation techniques included flowcharts, entity-relationship diagrams, use case diagrams, Likert scale responses, and the System Usability Scale (SUS) to ensure the system's architecture, operability, and alignment with user needs.

The resulting system, SCAEMS, incorporates various features such as event scheduling, borrower tracking, bracket management, online forms, statistical dashboards, downloadable documents, and live bracket updates. User testing with administrators and participants revealed marked improvements in event coordination, information accessibility, and operational efficiency. Feedback indicated that stakeholders valued having a centralized platform encompassing all elements of sports, culture, and arts event management. The favorable outcome confirms that SCAEMS effectively addresses the gaps identified earlier and provides a practical tool for enhanced event administration.

Conclusion & Recommendation

The study of current challenges in the manual handling of sports, culture, and arts events at Universidad de Dagupan has led to these key conclusions regarding the Sports, Culture, and Arts Event Management System (SCAEMS). The new system is expected to greatly enhance operational efficiency by improving data management, reliability, and user experience. Issues observed in the existing process—such as late event updates, difficulty tracking borrowed equipment, inconsistent communication, manual bracket setups, and dispersed documentation—can be effectively resolved through the system's centralized, digital approach. This platform offers an organized, dependable solution tailored to assist event coordinators, faculty, and student participants in the administration of university activities across sports, arts, and cultural programs.

Sports, Culture, and Arts Event Management System (SCAEMS) deliver significant benefits by automating workflows and securely managing information. By streamlining critical functions like event scheduling, item tracking, bracket generation, and document storage, the system reduces the burden of manual labor and minimizes errors in record-keeping. It also provides a clear display of event details and results, enabling students to make well-informed and timely decisions about their involvement. For administrators, consolidated dashboards, structured forms, and live monitoring tools simplify the management of multiple events concurrently.

The system incorporates important features such as login security, permissions based on user roles, event overview dashboards, and borrowing logs, contributing to a smooth and user-friendly experience. These capabilities ensure sensitive data is

protected, support accountability, and maintain transparent records of user activity. This transparency builds user trust, reassuring stakeholders that their information is secure and accurately maintained. The intuitive interface and orderly design facilitate easy navigation for all users, whether administrators or students.

In terms of acceptance, the Sports, Culture, and Arts Event Management System (SCAEMS) was assessed for usability and effectiveness. Feedback collected through surveys and hands-on testing showed favorable responses regarding its design, ease of use, functionality, availability, and overall user satisfaction. These findings demonstrate that the system meets user needs and aligns well with the university's event management demands. The positive evaluation supports that the Sports, Culture, and Arts Event Management System (SCAEMS) is practical, reliable, and prepared for wider application across the institution.

Based on these conclusions, several recommendations follow. It is advised that users verify their devices and browsers meet the minimum technical requirements to avoid disruptions and ensure smooth performance. Training or orientation sessions should be provided for both administrators and students to familiarize them with the system's features and processes. Furthermore, consulting experts on compliance with the Philippine Data Privacy Act is important to safeguard the proper handling of personal and event-related information before institution-wide deployment.

For future improvements, the system could incorporate automatic alerts and enhanced features for monitoring event details and participant attendance. Improving mobile adaptability will also make the system easier to use. Adding user feedback features may help increase engagement. For managing borrowed items, a simple barcode

system or a manual check-in/check-out log can serve as an alternative to QR codes. Providing more detailed reports for administrators will further enhance the system's effectiveness in organizing sports, culture, and arts events at the university.

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APPENDIX A

COMMUNICATION LETTER

October 23, 2025

DR. FELIZA ARZADON-SUA
University President, UDD
Arellano St. Dagupan City

Thru: ROLANDO A. DIAZ JR.
Event Coordinator, UDD
UDD Sport, Culture and Arts Department

Respected Ma'am,

We are fourth-year BS Information Technology students of UDD currently enrolled in Capstone 2 our capstone title is "**UdD Eventure: Universidad de Dagupan Sports, Culture, and Arts Event Management System.**" one of the processes is conducting survey with regards to the testing the usability of our developed system.

In this regard, we would like to request your permission to conduct a survey among our UDD stakeholders. Rest assured that all data gathered will be treated with the utmost confidentiality and used solely for research purposes.

We sincerely hope for your favorable consideration and approval. Thank you very much.

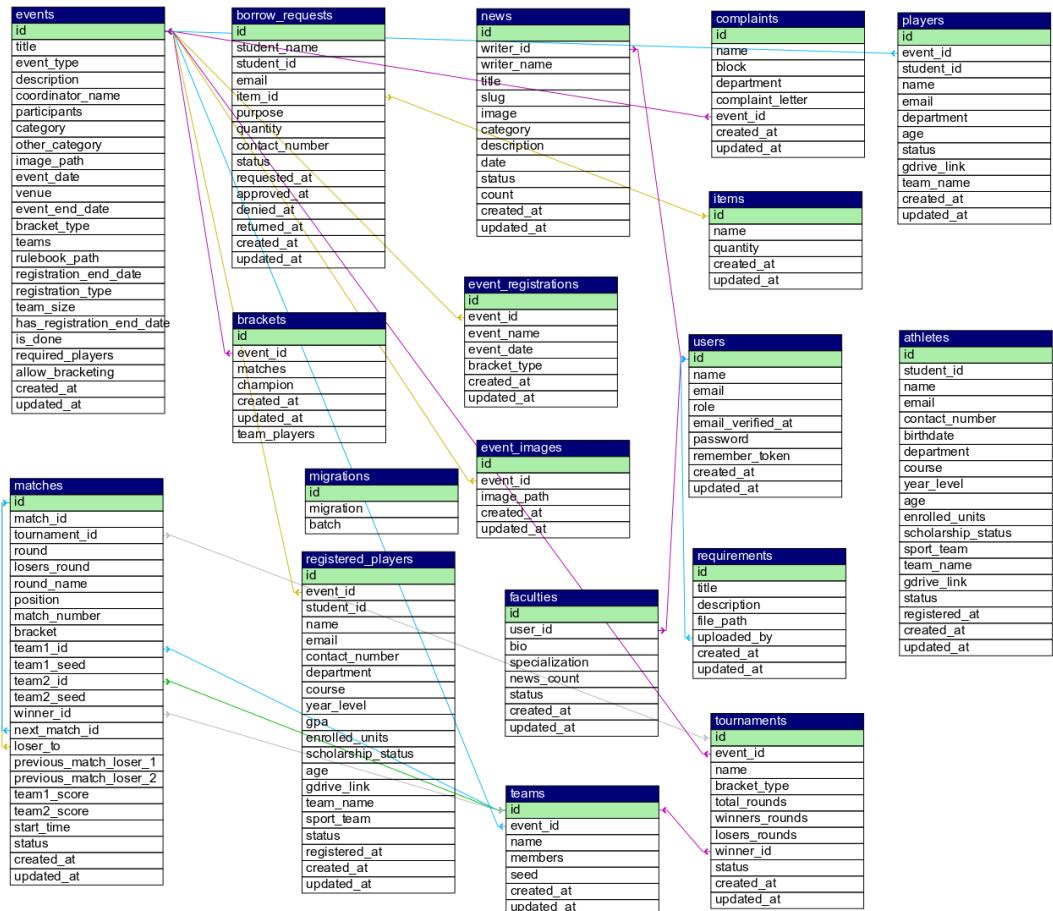
Respectfully,

CHESZERA M. BRAVO
Capstone Leader

BENITA L. BIALA, MIT
Capstone Adviser

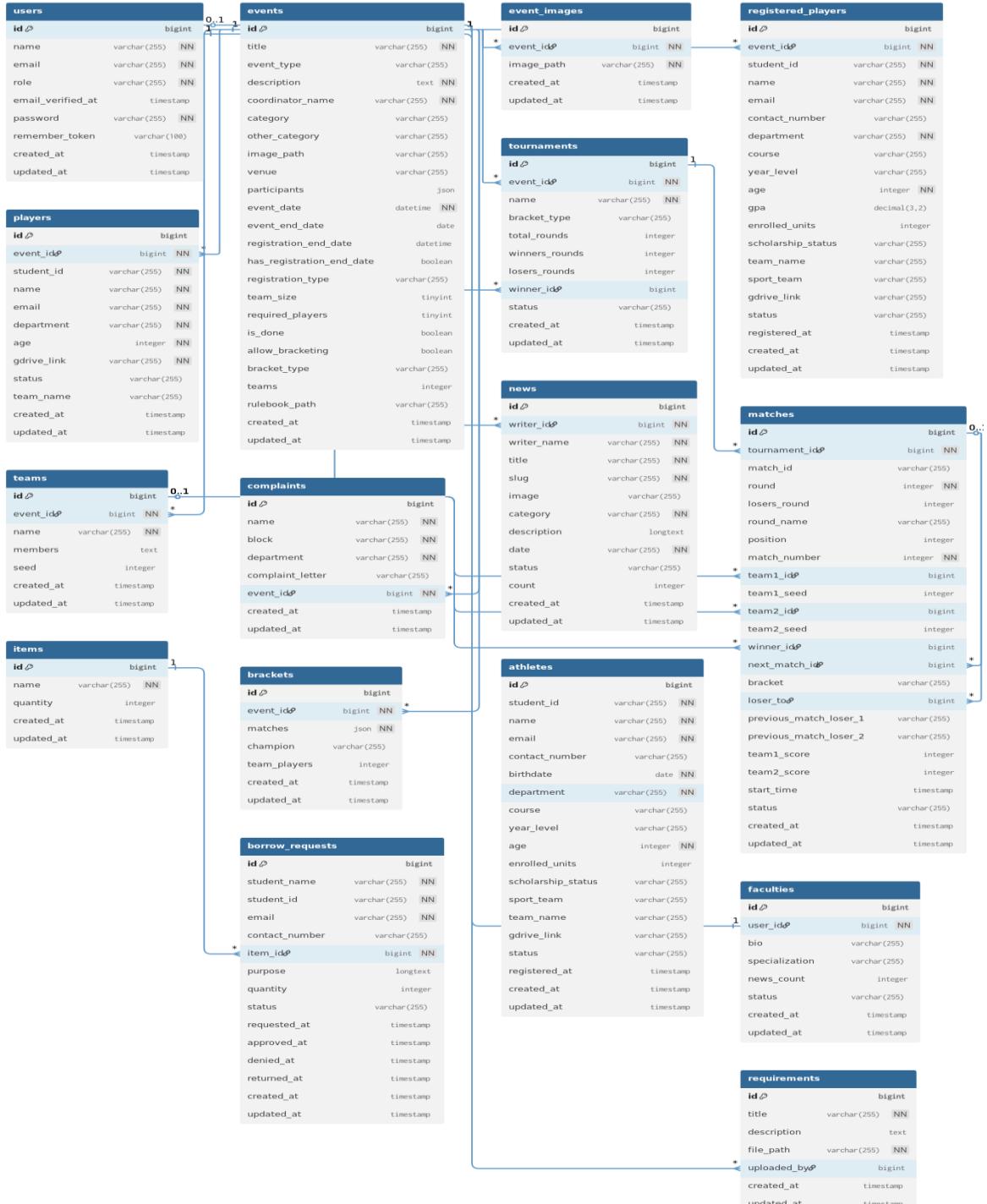
APPENDIX B

DATABASE SCHEMA



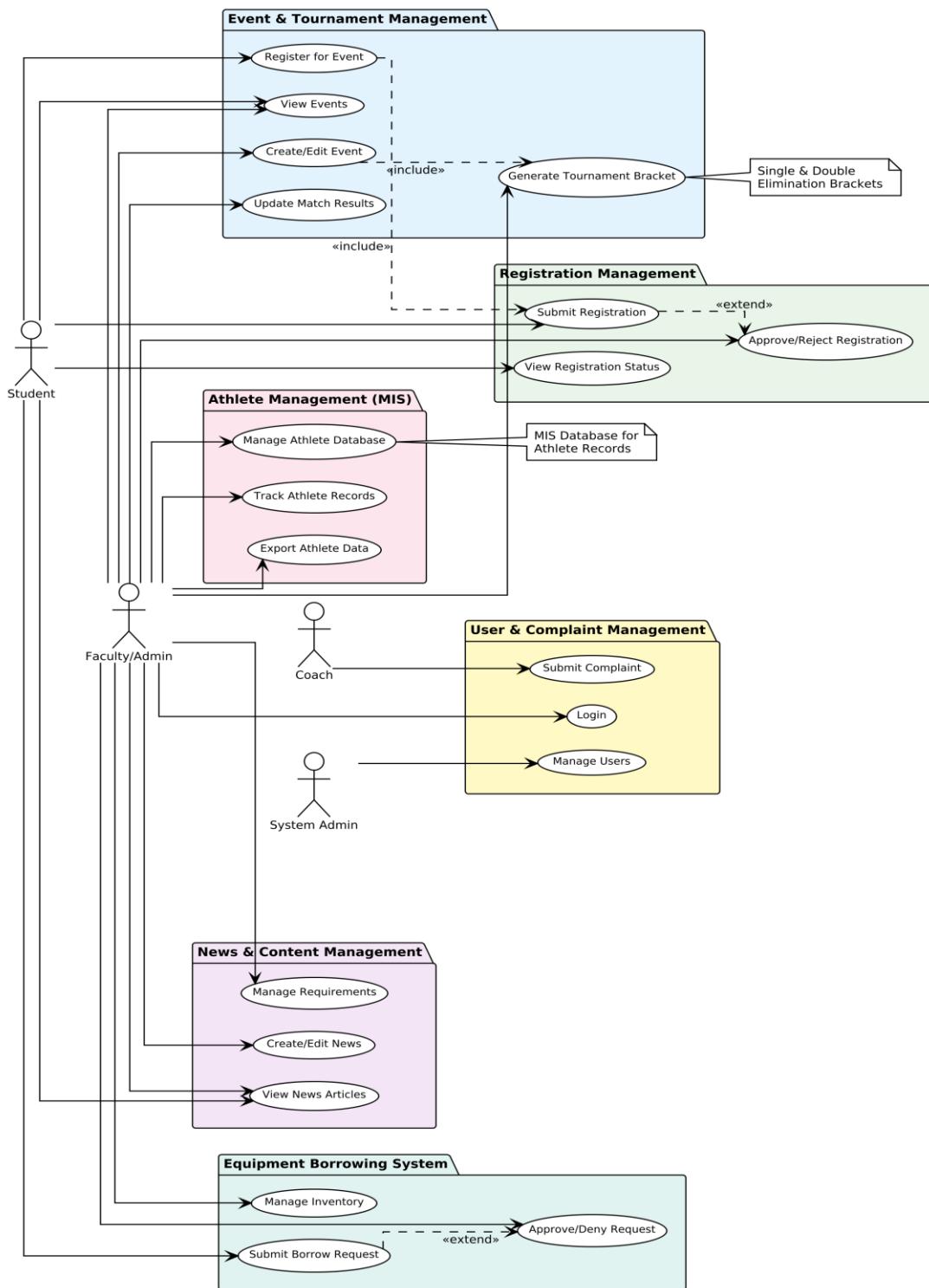
APPENDIX C

ENTITY RELATIONSHIP DIAGRAM



APPENDIX D

USE CASE DIAGRAM



APPENDIX E

CURRICULUM VITAE

I. PERSONAL DATA

Name: Rae Bravo

Contact: 09152772173

Email: bravocm.177.stud@cdd.edu.ph

Address: Labrador, Pangasinan

Birthdate: September 16, 2003



Birthplace: San Mateo, Rizal

Nationality: Filipino

Status: Single

II. EDUCATIONAL ATTAINMENT

Elementary:

San Mateo, DB1, Elementary School

DB1, San Mateo, Rizal

2010 - 2016

Secondary:

Labrador National High School

Poblacion, Labrador, Pangasinan

2016 - 2022

Tertiary:

Universidad de Dagupan

Arellano St., Dagupan City Pangasinan

2022 - Present

III. SEMINAR ATTENDED

CURRICULUM VITAE



CLAVERIA JIAN NUEL S.

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY

+639667167316 madcute001@gmail.com

Santa Barbara, Pangasinan

OBJECTIVES

Aspiring IT professional with foundational skills in networking, database management, and programming, seeking opportunities to contribute to innovative technology projects.

PERSONAL INFORMATION

Birthday : August 03, 2003
Age : Male
Religion : Roman Catholic
Civil Status : Single
Citizenship : Filipino
Mother's Name: Lolita Claveria
Father's Name : Manuel Claveria

EXPERTISE

- Technical Skills:** Basic HTML, CSS, Javascript, MySQL
- Networking:** Basic router/switch configuration
- Software:** MS Office (Word, Excel, PowerPoint), Typing (fast & accurate)
- Additional Skills:** Time management and multitasking, problem-solving, Git and version control, quick learning, teamwork

EDUCATION

- Primary** : **Patayak Elementary School**
Patayak, Santa Barbara, Pangasinan
2010 – 2016
- Junior High School** : **Daniel Maramba National High School**
Poblacion Norte, Santa Barbara,
Pangasinan
2016 – 2020
- Senior High School** : **Daniel Maramba National High School**
Poblacion Norte, Santa Barbara,
Pangasinan
2020 – 2022
- Tertiary Level** : **Universidad de Dagupan**
Arellano St., Dagupan City, Pangasinan
2022 – Present

SEMINARS AND CERTIFICATES

Seminars

- Knowledge Fest 2025: Emerging Technologies – Shaping the Future of Digital Innovation – 2025
- Knowledge Fest 2024: The Future Insight – AI Transforming Vision and Education – 2024
- Knowledge Fest 2023: Fundamentals of Data Mining and Robotics – 2023

Certificates

- Cisco Networking Academy: Introduction to Networking (CCNA 1) – 2022
- Cisco Networking Academy: Routing & Switching Essentials (CCNA 2) – 2023
- Cisco Networking Academy: Scaling Networks (CCNA 3) – 2024

CURRICULUM VITAE



MANUEL, JERILYN G.

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY

+63187688197

jerilynmanuel8@gmail.com

Dagupan City, Pangasinan

OBJECTIVES

Goal-oriented IT professional seeking to apply skills, tackle new challenges, contribute to the growth of a forward-thinking organization.

PERSONAL INFORMATION

Birthday : November 11, 2004
Age : 21
Gender : Female
Religion : Roman Catholic
Civil Status : Single
Citizenship : Filipino
Mother's Name : Annalyn G. Manuel
Father's Name : Jeric B. Manuel

EXPERTISE

- Technical Skills:** Basic CSS, Javascript, MySQL
- Software:** MS Office (Word, PowerPoint, Canva)
- Additional Skills:** Attention to detail, Reading books, Gaming or puzzle-solving, Sketching, Designing, Teamwork

EDUCATION

- Primary** : **Mangin-Tebeng Elementary School**
Mangin, Santa Barbara, Pangasinan
2010 – 2016
- Junior High School** : **Judge Jose De Venecia Sr. Technical-Vocational Secondary School**
Bolosan, Dagupan City, Pangasinan
2016 – 2020
- Senior High School** : **Judge Jose De Venecia Sr. Technical-Vocational Secondary School**
Bolosan, Dagupan City, Pangasinan
2016 – 2020
- Tertiary Level** : **Universidad de Dagupan**
Arellano St., Dagupan City, Pangasinan
2022 – Present

SEMINARS AND CERTIFICATES

Seminars

- Knowledge Fest 2025: Emerging Technologies – Shaping the Future of Digital Innovation – 2025
- Knowledge Fest 2024: The Future Insight – AI Transforming Vision and Education – 2024
- Knowledge Fest 2023: Fundamentals of Data Mining and Robotics – 2023
- Smartbridge: Salesforce Developer – 2025-2026

Certificates

- Cisco Networking Academy: Introduction to Networking (CCNA 1) – 2022
- Cisco Networking Academy: Routing & Switching Essentials (CCNA 2) – 2023
- Cisco Networking Academy: Scaling Networks (CCNA 3) – 2024

CURRICULUM VITAE



FONACIER, ADRIAN B.

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY

+63919 905 1187 adrianfonacier14@gmail.com

Dagupan City, Pangasinan

OBJECTIVES

To secure a role in a dynamic organization where I can utilize my knowledge in Information Technology, support innovative projects, and enhance my expertise while contributing to the efficiency and growth of the company.

PERSONAL INFORMATION

Birthday : November 16, 2003
Age : 22
Religion : Roman Catholic
Civil Status : Single
Citizenship : Filipino
Mother's Name: Raquel B. Fonacier
Father's Name : Felizardo I. Fonacier

EXPERTISE

- Technical Skills:** Basic HTML, CSS, Javascript, MySQL
- Software:** MS Office (Word, Excel, PowerPoint), Typing (fast & accurate)
- Additional Skills:** Time management and multitasking, problem-solving, Git and version control, quick learning, teamwork

EDUCATION

- Primary** : **Pogo Lasip Elementary School**
Pogo Lasip, Dagupan City, Pangasinan
2010 – 2016
- Junior High School** : **Dagupan City National High School**
Tapuac, Dagupan City, Pangasinan
2016 – 2020
- Senior High School** : **Dagupan City National High School**
Tapuac, Dagupan City, Pangasinan
2020 – 2022
- Tertiary Level** : **Universidad de Dagupan**
Arellano St., Dagupan City, Pangasinan
2022 – Present

SEMINARS AND CERTIFICATES

Seminars

- Knowledge Fest 2025: Emerging Technologies – Shaping the Future of Digital Innovation – 2025
- Knowledge Fest 2024: The Future Insight – AI Transforming Vision and Education – 2024
- Knowledge Fest 2023: Fundamentals of Data Mining and Robotics – 2023
- Smartbridge: Salesforce Developer – 2025–2026

Certificates

- Cisco Networking Academy: Introduction to Networking (CCNA 1) – 2022
- Cisco Networking Academy: Routing & Switching Essentials (CCNA 2) – 2023
- Cisco Networking Academy: Scaling Networks (CCNA 3) – 2024