Chittagong University of Engineering & Technology



Department of Computer Science & Engineering

Course Code: CSE-252 Course Title: Data Base Management Systems (Sessional)

Report Proposal on

Stadium and Ticket Management System

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Introduction

The Stadium and Ticket Management System project aims to address the complexities and challenges associated with organizing events at stadiums, including ticket sales, seating management, event scheduling, and attendee engagement. This comprehensive system will provide event organizers with a robust platform to streamline the planning and execution of stadium events, ensuring a seamless experience for both event-goers and organizers.

Motivation

The motivation behind this project arises from the need to simplify and optimize the management of stadium events. In our country, event organizers often face difficulties in efficiently selling tickets, managing seating arrangements, coordinating with vendors, and providing a delightful experience for attendees. As technology enthusiasts and individuals who have organized events, we recognize these challenges and aspire to create a solution that leverages technology to enhance event management. Our goal is to provide a versatile platform that caters to various types of stadium events, from sports games to concerts, ensuring that organizers can focus on delivering exceptional experiences while attendees enjoy hassle-free access and engagement.

Application

The Stadium and Ticket Management System will be accessible through a user-friendly web application. This comprehensive application will provide the following features:

Ticket Sales: Event attendees can easily browse, select and purchase tickets for stadium events. Secure payment processing and electronic ticket delivery with QR codes will ensure a smooth entry experience.

Seating Management: Event organizers can customize and manage seating arrangements, including VIP sections, family zones, and accessible seating, using a dynamic seating chart interface.

Vendor Coordination: The system will facilitate communication and coordination with vendors, allowing organizers to manage food, merchandise, and other services efficiently.

Event Scheduling: Organizers can plan and schedule stadium events, set event durations, and manage logistics, ensuring events run smoothly and on time.

User Authentication and Password Management: Attendees, event organizers, and vendors will have secure user accounts. Users will have the ability to change their passwords securely within their accounts, ensuring the integrity of their login information.

Background Study

In our research, we have conducted an analysis of existing stadium and ticket management systems, including popular platforms like Ticketmaster [1], SeatGeek [2], and Eventbrite [3]. These systems offer ticket sales and event management solutions but often lack the comprehensive features needed for stadium-specific events. We have identified the need for a specialized system that encompasses ticket sales, seating arrangement customization, vendor coordination, event scheduling, and attendee interaction, providing a one-stop solution for stadium event organizers.

Required Tools/Technologies

To develop the Stadium and Ticket Management System, we will utilize a range of cutting-edge technologies and tools, including:

- **1. Frontend Development:** HTML, CSS, JavaScript will be employed to craft an intuitive and responsive userinterface for both organizers and event attendees.
- **2. Backend Development:** Java will be applied for backend development. It is well known for building the back-end orserver-side components of web application.
- **3. Database Management:** MySQL will be used for efficient storage and retrieval of event data, ticketing information, and seating arrangements.
- **4. Suitable IDE:** We will use Spring Tool Suite 4 (STS 4) which is an integrated development environment (IDE) specifically designed for building Spring-based applications. It is based on the Eclipse IDE and provides a comprehensive set of tools and features to simplify the development of applications using the SpringFramework, a highly regarded IDE for Java development.

Conclusion

The Stadium and Ticket Management System project aims to revolutionize the management of stadium events, offering a comprehensive solution for event organizers and a seamless experience for attendees. We are confident that this system will significantly enhance the efficiency of stadium event planning and execution, enabling organizers to deliver exceptional experiences while providing attendees with a hassle-free and engaging event environment. We look forward to the opportunity to develop this innovative solution.

Referecne

- 1. TicketMaster. (n.d.). https://www.ticketmaster.com/
- 2. SeatGeek. (n.d.). https://seatgeek.com/
- 3. EventBrite. (n.d.). https://www.eventbrite.com/