

**FAKULTI TEKNOLOGI MAKLUMAT DAN KOMUNIKASI**

**UNIVERSITI TEKNIKAL MALAYSIA MELAKA**

**Workshop I**

**(BITU 2913)**

**Project Proposal**

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| **Project Title** | Organization of Worldskills ASEAN 2023 |
| **Supervisor’s Name** | TS. MASLITA ABD.AZIZ |
| **Semester & Section** | 1 / 2023-2024 |
| **Keyword** | 1. Hospitality 2. Competitions 3. Resources 4. Transport 5. Training 6. Registration |

# **Introduction**

Worldskills ASEAN 2023 is a prestigious international event that brings together skilled professionals from different countries to compete in various fields. The event requires a sophisticated software solution that can handle the organization's various activities and ensure a smooth and efficient process. In response, we propose to develop software that includes six modules catering to the different aspects of Worldskills ASEAN 2023

# **Problem Statements**

1. Current software solutions available are outdated and not capable of handling the scale and complexity of an event like Worldskills ASEAN 2023.
2. Traditional methods of organizing and managing events have limitations in terms of accuracy, efficiency, and cost-effectiveness.
3. The absence of an integrated software solution that can address all aspects of the event creates a fragmented process, leading to inefficiencies and increased risk of errors.

# **Mission / Goal**

Our mission is to develop a state-of-the-art software solution that can meet the unique requirements of Worldskills ASEAN 2023. The goal is to create an efficient, reliable, and cost-effective solution that can simplify the organization process, enhance productivity, and ensure a successful event.

# **Objectives**

* 1. To develop a comprehensive software solution that includes six modules catering to the different aspects of Worldskills ASEAN 2023.
  2. To create a user-friendly interface that allows users to navigate and interact with the software with ease.
  3. To ensure data accuracy and consistency across all modules to minimize errors and maximize efficiency.
  4. To provide real-time updates to users on the event's progress, competition schedules, and other relevant information.

# **Scopes**

The modules of the system can be categorized as:

1. Hospitality Module:

This module will cater to the hospitality needs of the participants, including hotel reservations, transportation to and from the hotel, and meal arrangements. The user for this module will be the participants and their respective teams.

1. Competitions Module:

This module will manage the competitions, including the schedule, the registration of participants, and the judging process. The user for this module will be the event organizers, judges, and the participants.

1. Resources Module:

This module will handle the resources required for the event, including equipment, material, and staff. The user for this module will be the event organizers and the staff responsible for managing the resources.

1. Transport Module:

This module will manage the transportation needs of the participants, including airport transfers, transportation to and from competition venues, and other logistical requirements. The user for this module will be the participants and their respective teams.

1. Training Module:

This module will provide training and development opportunities for participants, including workshops, seminars, and other training sessions. The user for this module will be the participants and their respective teams.

1. Registration Module:

This module will handle the registration process for participants, including the collection of participant information, payment processing, and issuing of participant badges. The user for this module will be the event organizers and the participants.

# **Project Requirements**

# Software requirements:

# Development Tools: Visual Studio 2019 (IDE)

# Database: Microsoft SQL Server

Hardware Requirements

# Android Device

# Windows OS Device

# **Justifications / Advantages**

1. The proposed software solution will simplify the organization process, minimize errors, and enhance productivity, resulting in cost savings.
2. The software solution will provide real-time updates, improving communication and transparency between organizers and participants.
3. The software solution will enhance the event's overall experience for both organizers and participants, contributing to the success of Worldskills ASEAN 2023.
4. The software solution will provide a legacy that can be used for future Worldskills ASEAN events, creating a sustainable solution for years to come.