Intra School Event Management

Defining The Problem

Large events which take place at my school require immense planning, coordination and time which usually leads to improper coordination and communication between stakeholders.

The sheer scope of managing the events makes the behind the scenes a nightmare for both students and teacher alike. The students feel that the teachers are not able to take out crucial time to coordinate with them while the teachers believe selecting students, informing them about the events and managing them is a logistical nightmare.

Understanding this I collected data from two core stakeholders and Clients for the system: Teachers And Students.

Both parties had relatively similar views. Firstly students faced difficulties communicating with teachers regarding event participation, event date and times and feedback for any work done, mostly due to already hectic schedules and normal academics. Secondly, teachers felt a streamlined system similar to the systems already implemented in our school for managing other student activities would greatly improve the efficiency of the planning and execution of events, ensuring everything is well done whilst not compromising other aspects of students school life.

I felt a digital solution would be perfect for this problem as the school already uses digital tools to manage students and a simple software would help both teachers and students create the whole process of planning and executing an event more streamlined and efficient.

Rationale

Python seemed to be the most appropriate language due to its adaptability and usability. Python would allow me to create different modules for all users (admins, teachers and students).

Admins will be able to assign roles to teachers during events such as head of anchoring, dance moderator and more in order to make the teachers clear about their responsibility during the event. The teachers will be able to assign students to an event and give them roles after which students can submit the necessary work required and teachers can asses and choose to accept or reject the work. This the idea in the most raw form.

I will use python because of few key reasons -:

1. Python is easy to learn and closer to natural language than other languages

2. There is a wide array of resources on the web to help me during the development process, these resources include community support, code snippets, etc.
3. Provision of embedded libraires which make development easier
4. Simple database integration
5. Tkinter integration
6. Development of a customizable user interface
7. Rapid development

Success Criteria

1. Users are able to login through a dedicated ID and Password (referenced from database)
2. Teachers will be able to select students and add events to their profile
3. Teachers are able to create events which are stored in the database
4. Teachers can view and upload feedback for students work
5. Students are able to view events they are part of and submit required work in multiple formats.
6. After event completion admins can end the event which will remove the event from teachers and student profiles
7. Program is able to provide error for multiple situations (Login, clashing events)

Word Count: 517