TRIBHUVAN UNIVERSITY

Faculty of Humanities and Social Science

A PROJECT REPORT ON

"Event and Venue Booking Management System"

Submitted To

Office of the Dean

Faculty of Humanities and Social Science

Tribhuvan University

Kirtipur, Nepal

In partial fulfillment of the requirements for the Bachelor's in Computer Application

Submitted By

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Under The Supervision Of

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Supervisor's Recommendation

The project team hereby recommends that this project prepared under my supervision by

Ramesh Singh Saud entitled **"BookIt"** in partial fulfillment of the requirements for the degree of Bachelor of Computer Application is recommended for the final evaluation.

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Mr. Ramesh Singh Saud

Project Supervisor

ABSTRACT

The "**Event and Venue Booking Management System**" project establishes a platform for easy ticket acquisition and booking of events and venues through a web-based application. The project aims to be a solution that connects venues/events/artists and their fanbase acting as the middleman that can also acts as promotional marketing for those events and artists through our centralized discovery page. This project addresses the shortcomings of the. We follow an **Iterative model** to develop the project, as we want to always have something working so we can keep layering in the features week by week. The system is developed using **HTML, CSS, JavaScript, API integration, and PHP with MySQL** as the backend. Throughout the development of this project, the primary focus remains on three critical aspects: enhancing the user experience, improving overall productivity, and implementing robust security measures. The goal of the system is to deliver a user-centric, efficient, and reliable platform for effective for Booking Management System.

Keywords: Iterative Model, PHP, MySQL, JavaScript, API Integration, User Experience, System Efficiency, Security Measures, Web-based Application, User Credentials, Comprehensive Solution.

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In summary, The project team is deeply appreciative of the unwavering support and guidance provided by all individuals and institutions, which have been instrumental in the successful completion of this project.

Sincerely,

Sushrut Rai-13

Amrit Kumar Sah -2

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1. INTRODUCTION

The primary reason for the existence of an event booking managenment system is to provide users with an alternative to physical hassel of acquiring tickets for events / finding events that are going on in a centralized hub. Allowing evnets and artists to promote themeselves to a wider demography. Thus, a single centralized site for evnets is in existence. And we have taken on the challenge of creating this system as a part of our semester project

Event management has become an essential component of modern social, cultural, and professional activities. However, the existing practices of organizing and promoting events are often fragmented, relying on manual communication, social media postings, and informal booking methods. Such approaches frequently result in scheduling conflicts, inefficiency in venue and artist coordination, and limited promotional reach to potential audiences.

To overcome these limitations, this project proposes the development of **BookIt: An Event and Venue Booking Management System**. BookIt is a web-based application intended to provide a centralized platform where event organizers can create and manage events, venues can be efficiently allocated, artists can be scheduled without conflict, and event-goers can easily access event information. Furthermore, the system will function as a promotional and advertising tool, thereby improving visibility for events and artists while ensuring a structured, reliable, and user-friendly experience for all stakeholders.

2. PROBLEM STATEMENT

The management of events in social, cultural, and professional settings faces significant challenges due to the fragmented nature of existing practices. Event organizers typically depend on disparate communication channels, including emails, phone calls, and social media posts, which can result in miscommunication, scheduling conflicts, and inefficient coordination of resources. Venue allocation is often handled manually or informally, leading to overbooking, underutilization, and logistical difficulties. Similarly, scheduling artists, performers, and service providers is a complex process prone to errors, further complicating event planning. From the perspective of eventgoers, obtaining reliable and consolidated information about events is difficult, as relevant details are dispersed across multiple platforms or communicated inconsistently, thereby limiting audience engagement.

Moreover, promotional and advertising efforts are often sporadic, reducing the visibility of events and associated participants. These challenges collectively contribute to operational inefficiencies, increased administrative workload, and diminished satisfaction among all stakeholders. Consequently, there is a clear need for an integrated, web-based system that centralizes event creation, venue booking, artist scheduling, and audience engagement, thereby providing a structured, reliable, and user-friendly solution to modern event management.

3. OBJECTIVE OF STUDY

The primary objective of this study is to design and develop a comprehensive web-based Event and Venue Booking Management System, titled BookIt, that addresses the inefficiencies and limitations of current online event management practices. The study aims to establish a centralized digital platform that streamlines event creation, venue allocation, artist coordination, and audience engagement, thereby improving operational efficiency and stakeholder satisfaction. In alignment with this overarching goal, the specific objectives of the study are as follows:

- **To design and implement a centralized platform** where event organizers can create, edit, and manage events in a structured and systematic manner.
- **To enable efficient venue management**, including real-time availability tracking, booking, and conflict prevention mechanisms.
- **To provide event-goers with easy access to accurate event information**, including schedules, venues, performers, and ticketing (if applicable).
- **To incorporate promotional and advertising functionalities** that allow events to reach a wider target audience and improve visibility through the platform itself.
- **To ensure a user-friendly interface and seamless user experience** for all involved, including organizers, venue managers, artists, and attendees.

4. METHODOLOGY

The Iterative Model is a software development approach that emphasizes the gradual refinement of a system through repeated cycles of planning, designing, implementing, and evaluating. Instead of attempting to deliver the complete system in a single development

phase, the Iterative Model focuses on building the system incrementally, with each iteration producing a more refined and functional version of the product.

This model is particularly useful for projects where requirements may evolve or new features may need to be incorporated based on user feedback. In the context of the *BookIt* Event and Venue Booking Management System, the Iterative Model can be implemented by initially developing a basic prototype that supports fundamental functionalities, such as event creation and venue booking. Subsequent iterations can then expand the system by integrating additional features, including artist scheduling, promotional tools, and user engagement modules. Each iteration will involve testing and evaluation, allowing feedback from potential users, classmates, mentors to guide further improvements. This approach not only minimizes risks by identifying issues early in the development process but also ensures that the final system is more user-centered, reliable, and aligned with real-world needs.

Our approach of development for this project is a flexible one allowing us to plan, design, implement and access the product throughout the development lifecycle with incremental iterations ensuring that it'll meet out expectations within the given deadline. Even if in a tight deadline it allows us to present a finished operable application nonetheless.

4.1 Literature review

Modern event booking systems often adopt **event-driven architectures (EDA)** and **microservices** to achieve scalability and fault tolerance. Khan highlights that decoupled services and event buses enable dynamic updates and efficient processing [1]. Studies also stress real-time synchronization, responsive interfaces, and centralized communication to enhance usability [2]. Many systems use incremental development models to manage complexity and deliver features iteratively [3].

5. REQUIREMENT ANALYSIS

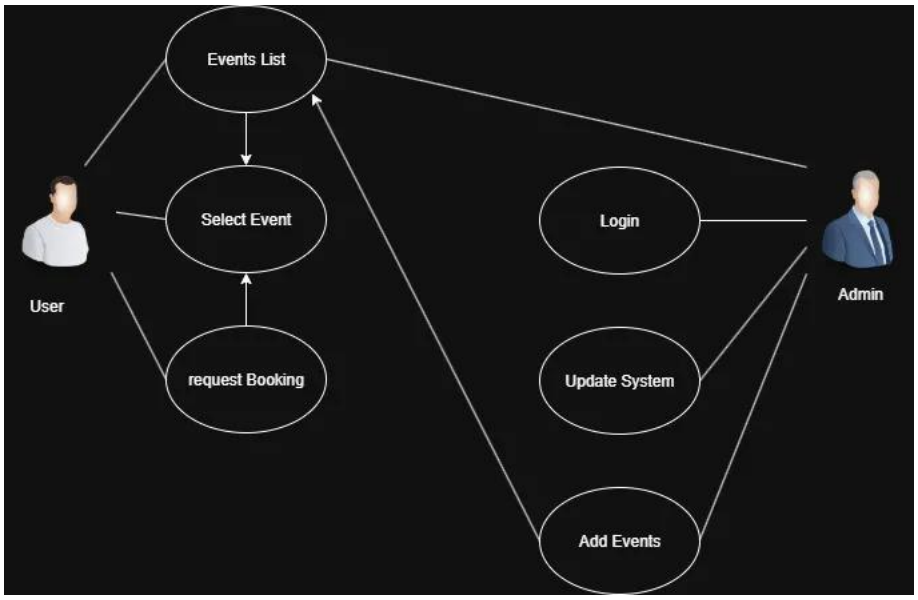
5.1 Functional Requirement

For the BookIt:Event and Venue Booking Management System, the functional requirements include user registration and authentication, event creation and management, venue availability tracking and booking, artist scheduling and event promotion through the platform.

The system must allow eventgoers to browse event details, search by category or date, and access relevant information in a structured manner. Administrative functionalities such as

user management are also a part of the functional scope.

5.1.1 Use Case Diagram



The diagram above is the use case diagram of the BookIt system. Our system, “Event Booking System” consists of three actors: Admin (Venue Owner) and user. The user as well as the owner login into the system. The user can event and request to book for venue. On the other hand, the venue owner can manipulate information.

5.2 Non-Functional Requirement

The platform should be user-friendly with an intuitive interface that minimizes learning curves for different users. It must ensure reliability and availability, providing consistent access to users without downtime. The system should be scalable to handle growing numbers of events, users, and venues, while also maintaining efficient response times.
Furthermore, the application must be responsive and be compatible with device of different sizes. The major non-functional requirement is also to make the UI/UX experience as streamlined as possible, through preliminary prototyping with tools like Figma.

5.3 Feasibility Study

5.3.1 Economic Feasibility

The economic feasibility of this project is very high since the project will primarily use open-source technologies such as PHP, MySQL, and JavaScript, development costs remain minimal, requiring mainly time and effort rather than significant financial investment.

5.3.2 Technical Feasibility

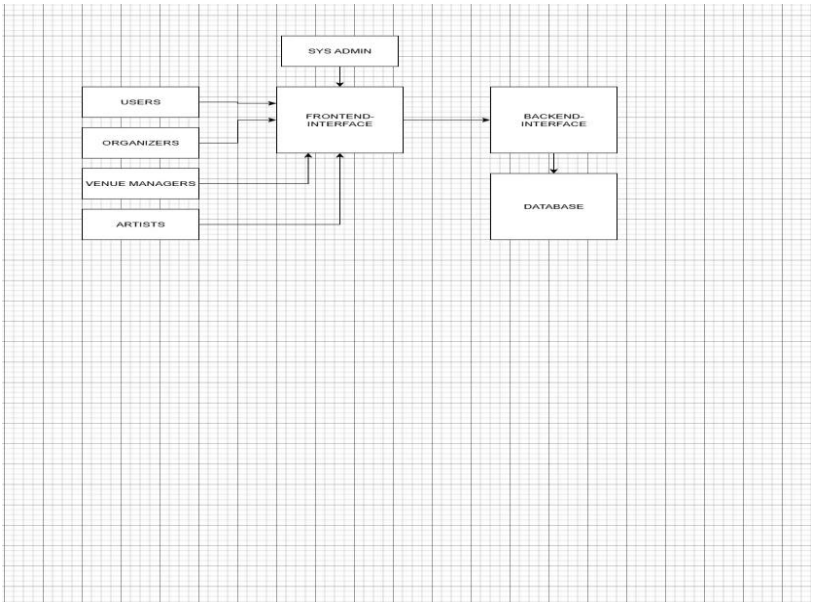
The *BookIt* system can be developed using widely available web development technologies. Technologies that are well-supported, platform-independent, and suitable for creating scalable web applications. Moreover, by using the iterative model we will be able to identify any technical problems that are faced throughout development and solve them accordingly in future iterations.

5.3.3 Operational Feasibility

Its user-friendly interface and reliable functionalities will reduce manual workload, minimize scheduling errors, and enhance overall satisfaction, thereby ensuring operational success and a streamlined and fun experience of users

6. DESIGN OF SYSTEM

6.1 Architectural Design Diagram



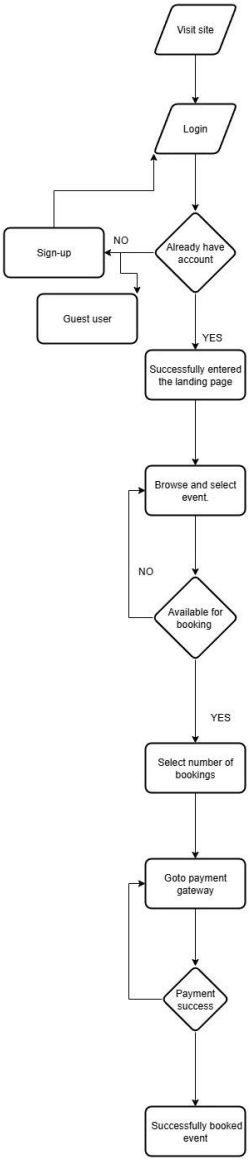
The diagram shows the high-level architecture of the *BookIt* system.

Firstly there is the web browser the interface with which the users of this system interact with. The content of this interface is presented thorugh the use of HTML, JS and raw CSS, in future iterations there may be use of frameworks.

The backend where the business logic and the data resides and it is written with PHP without use of any modern backend frameworks. XAMPP is used to run the php scripts.

Then lastly, there's the database where data is stored and retrieved acccording to the needs of the application.

6.2 System Flowchart



This is the system flowchart of the BookIt: system.
Firstly a user visits the site. If user already has a login id he reaches the landing page else, he can sign-up or enter as a guest user. After reaching the landing page the user can browse through the events listed and upon selection directs to another page with a detailed overview of the event/venue. If the event has no seats left for booking user must keep browsing else, you can select number of bookings and reach a payment page where upon successfull payment you'll receive a unique identification that acts as a ticket.

7. EXPECTED OUTCOME

The expected outcome of this project is the successful development of *BookIt: An Event and Venue Booking Management System* that provides a centralized, reliable, and user-friendly platform for event management. The system will enable event organizers to efficiently create and manage events, venue managers to allocate spaces without scheduling conflicts, and artists to coordinate their availability with ease. Event-goers will benefit from easy access to accurate event information, thereby improving participation and engagement. In addition, the platform will serve as a promotional tool, enhancing the visibility of events and performers. Overall, the project is expected to streamline event management processes, reduce manual workload, minimize miscommunication, and deliver a structured solution that addresses the limitations of current practices.

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