

Art Exhibition Management System (AEMS): Manager Scenario

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The Art Exhibition Management System (AEMS) will have a goal of allowing users to manage art exhibitions and other exhibition-related activities. Managers and clients will be the users for this system. This first scenario describes what the user will be able to do regarding organizing the exhibition and planning the execution of the event as a whole.

The part of the app that will be implemented in this scenario will allow the manager to be able to enter the app by making a profile and a valid authentication, and then allow the managers to get everything related to the art exhibitions that they will manage in the system.

The system will store the information in the database for the managers (and eventually the clients) to view. Based on the manager's profile, they will be able to store the different art exhibitions that they will manage along with related information of that exhibition. That will fall under the "inventory" category of the app, in which the manager will be able to edit. There will be other categories that the manager will be able to access and edit along the way. The databases that the system will have will store the information for each category for the manager to come back to at any time and access.

Scenario "Manager"

When the user launches the program, the website will display a login screen and allow users to sign in. If the user is new, the user will sign up as a manager or as a client. Then the user will put in the username and password. Otherwise, just select whether to log in as a manager or client and log in with the username and password.

Once logged in, the manager will be set to their home profile that is created for them. The manager will have 2 options: manage current exhibitions and create an exhibition. If the manager clicks on managing current exhibitions, the manager will be led to their inventory of exhibitions. The manager can check the statistics of the exhibition—the number of views for each piece of art, the revenue accumulated, and manage many other components of the exhibit. They can also edit the exhibition before the date of the exhibition.

If the manager clicks on creating a new exhibition, the manager will put in the theme and will add in pieces of art that will be displayed in the exhibition, along with any other details that are needed to set up the exhibition. Each art piece that the manager inputs will have data that includes the artist, the year it was made, medium, title, dimensions, and a description. Once the new exhibition has been created, that exhibition will be stored in the manager's inventory.

After the manager is done with creating the exhibition, the manager will be led to the home page of their profile. From there, the manager will decide if they want to access their inventory and edit one of the exhibitions that they had, or if they want to make another exhibition. The manager will also be able to manage orders from their exhibitions. If the manager chooses that option, then they will be able to categorize each art piece they want in the exhibition by genre, style or the theme. That would make it easier to organize and retrieve the art piece for the manager. Also, the manager will be able to handle the payments that are made for the tickets to view the exhibition (which the visitors will be able to buy through the website in future releases). In this part of the app, the manager can view profits and see who bought a ticket to view the exhibition.

After the manager is done with their part in doing what they need to do in the system, then the manager will have the option to log out. Before logging out, the manager will get a warning to make sure that they are logging out. If the manager confirms, then they are successfully logged out. Otherwise, if they choose not to log out, then they continue doing what they need to do in the app.

This scenario primarily focuses on the manager side, and as we develop the manager side of the app, then we will focus on the client side, which would end up being the artists and customers. Figure 1 on the bottom shows a flow of what the manager will be able to do in the art exhibition system.

Figure 1 - Diagram of the Manager Environment

