Project Number: 7

Project Title: CeleStE Conference Management Software

Project Clients: Arjun Radhakrishnan

Project specializations: Software Development;Web Application Development;Mobile Application Development;Artificial Intelligence (Machine/Deep Learning, NLP);Human Computer Interaction (HCI);

Number of groups: 5 groups

Main contact: Arjun Radhakrishnan

Background:

As an organiser of an international conference held in Sydney, you are to prepare an application that can enable the user as well as the administrator to have complete control over the whole program. The conference runs for 3 days (Agenda to be provided) which will include up to 2000 participants in person and 1000 virtually. The requirement is a digital platform that works well as a web page as well as a mobile application. The expectation is to have the users get an unforgettable experience , ability to network with others and participate in workshops and other events (that run parallelly to the main event) based on their interests providing ability to make last minute changes and chat with an admin person/ bot for help if need be.

The objective is

- Reducing manual efforts in organizing and running conferences.

- Enhancing attendee engagement through interactive features.

- Providing a scalable and secure platform for conference management.

- Offering robust customer service and support during events.

- Ensuring ease of access to schedules and relevant conference information.

Requirements and Scope:

To streamline the organization and management of conferences by providing a digital platform for handling agendas, participants, customer service chats, and other essential conference activities. The system will serve event organisers, speakers, attendees, and support staff to ensure a smooth experience before, during, and after the event.

Required Knowledge and skills:

- Agenda Management: Schedule creation, session tracking, and updates.

• Participant Management: Registration, profile creation, and role assignments (attendee, speaker, organizer, etc.).

• Communication & Networking: Chat functionality, direct messaging, and discussion forums.

• Customer Support Chat: AI-based and human-assisted chat support.

• Notifications & Alerts: Real-time event updates, reminders, and announcements.

• Speaker & Exhibitor Information: Profiles, session details, and promotional content.

• Ticketing & Access Control: Digital tickets, QR code scanning, and seat reservations.

• Feedback & Surveys: Post-event feedback collection and analysis.

Expected outcomes/deliverables:

• Users should be able to register, log in, and manage their profiles.

• Organizers should be able to create and update event agendas.

• Participants should have access to conference schedules and session details.

• A chat system should be integrated for networking and customer support.

• Push notifications should alert users about schedule changes and announcements.

• The system should support multiple roles with different permission levels.

• Data analytics and reporting tools should be available for post-event analysis.

The conference runs for 3 days (Agenda to be provided) which will include up to 2000 participants in person and 1000 virtually. The requirement is a digital platform that works well as a web page as well as a mobile application. The expectation is to have the users get an unforgettable experience , ability to network with others and participate in workshops and other events (that run parallelly to the main event) based on their interests providing ability to make last minute changes and chat with an admin person/ bot for help if need be.

The objective is

• Reducing manual efforts in organizing and running conferences.

• Enhancing attendee engagement through interactive features.

• Providing a scalable and secure platform for conference management.

• Offering robust customer service and support during events.

• Ensuring ease of access to schedules and relevant conference information.