**VIRTUAL EVENT MANAGEMENT SYSTEM**

A. Technical feasibility: A Online virtual Managment application can be technically feasible if the necessary technology, such as a server and instant Online video calls and where we can organise conference and online webinars, are available and can handle the expected number of users. The development team should have the necessary technical expertise to implement and maintain the Online virtual application in our case ReactJS , NodeJS , MongoDB,Express JS,webrtc etc.

B. Economic feasibility: An analysis of the costs and potential revenue from the Virtual application would determine its economic feasibility. It should be determined if the revenue generated from the application will be sufficient to cover the costs of development and maintenance.

C. Operational feasibility:

It is important to determine if the Virtual Event and managment application can be integrated into the current operational processes and if the necessary resources, such as personnel and equipment, are available to implement and maintain the application.

1. Legal feasibility:

It is important to ensure that the Virtual Event application complies with any relevant laws and regulations, such as data privacy laws Because this is important to maintain the privacy of users.

1. Schedule feasibility:

* Month 1: Requirements gathering and analysis. This includes conducting user research, gathering requirements and creating a detailed project plan.
* Month 2 and 3: Design and development. This includes designing the user interface and database, and implementing the core functionality of the Virtual Event Platform.
* Month 4: Deployment Maintenance Testing and quality assurance. This includes deploying the Virtual Event Platform application to the production environment, training users and providing ongoing maintenance and support and includes testing the application for bugs and user acceptance testing to ensure it meets the requirements and is user-friendly.

**Introduction or Executive summary:**

Our project is a virtual event platform that allows users to host and attend virtual conferences , webinars and Networking events.The software is designed to be user-friendly and easy to navigate, with features such as live video streaming,interactive features,analysis of the raw data or data analytics, integration of other social media platforms,etc.The goal of the project is to provide a seamless and efficient way for people to connect and communicate with each other, whether it be for personal or professional use.

* Stakeholders: The end users of the virtual event platform software will be individuals and businesses that need to communicate with each other in real-time. Other stakeholders include the development team, investors.
* Business Profile: Our organization is a software development company that specializes in creating custom software for clients.
* Problems in the existing system: Many current virtual event platforms have limitations in terms of security , and very few customization options for the end users.

**Project Scope :**

* This software will allow users to to host and attend virtual conferences , webinars and Networking events.
* Users will be able to create and join in multiple virtual webinars and conferences with an option of high customization.
* Users can share their live video ,audio and multiple other users to their stream.
* The software will have a user-friendly interface that is easy to navigate.

**Methodology and tools used for feasibility study:**

* **Brainstorming**:

The development team will hold brainstorming sessions to generate ideas for the virtual event platform software and to identify potential features and functionalities.

* **SWOT analysis:** A SWOT analysis can be used to evaluate the strengths, weaknesses, opportunities, and threats of the virtual event platform software and identify any potential issues or challenges.
* **Interviews**: The development team will conduct interviews with potential users and stakeholders to gather feedback and gather information about their needs and requirements for the virtual event platform software.
* **Focus Groups**: The development team will hold focus group sessions to gather feedback on the virtual event platform software design and functionality from a group of potential users.
* **Surveys**: The development team will conduct online surveys to gather information about the needs and preferences of potential users.

**Observations or findings from the feasibility study:**

* High demand for a user-friendly virtual event platform software that can handle a large number of event attendees without experiencing any technical problems.
* A need for security features to protect user's data and prevent unauthorized access.
* User feedback indicates that the current virtual event platform software is lacking in terms of user experience and glitches in video and audio of the users

**Challenges and assumptions considered for the project study :**

Challenges:

* Technical challenges: The virtual event platform software must be able to handle a large number of event attendees without experiencing any technical problems.
* Security challenges*:* The virtual event platform software must have security features to protect user's data and prevent unauthorized access.
* User experience challenges*:* The virtual event platform software must have a user-friendly interface that is easy to navigate and understand.

.Assumptions:

* The development team will have the necessary skills and expertise to develop the virtual event platform software .
* The virtual event platform software will comply with all relevant laws and regulations.
* Sufficient funding and resources will be available to complete the project on time and within a given budget.

**Recommendations:**

* The development and deployment of the software can be completed within a reasonable timeframe and budget.
* The software is expected to comply with any relevant laws and regulations related to data privacy and security.
* A detailed risk analysis should be carried out and a mitigation plan should be in place.
* Also, implementation should be done in phases with regular monitoring and evaluations to make sure that the project stays on track and objectives are met.

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**Glossary / References :**

* “ How to Conduct a Feasibility Study ” -by Project Manager [  [Guide](https://www.projectmanager.com/training/how-to-conduct-a-feasibility-study)  [Youtube](https://www.youtube.com/watch?v=WI6_snOjlm0) ]