UNIVERSITI TEKNOLOGI MARA

CSC264 : INTRODUCTION TO WEB AND MOBILE APPLICATION

PROJECT PROPOSAL : UiTM CLUB HUB

CLASS : CDCS1104E

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1.0 Introduction to company and teams

Universiti Teknologi MARA (UiTM) is the biggest comprehensive university in Malaysia, offering a wide range of courses that includes business, technology, and sciences. It has a total of 34 campuses, 14 faculties, and 9 academic centres all over the nation. UiTM also offers over 500 academic programmes at Foundation, Pre-Diploma, Diploma, Bachelor's, Master's, and PhD level.

Based on UiTM's official website, there are a total of 187,539 students that are currently pursuing their studies and a total of 1,055,977 has graduated from UiTM. Apart from the high number of students, UiTM also has many clubs and organizations that are actively managed by students itself. Although it has an established club system, there is no centralized place for club activities.

Diagram 1 below shows Universiti Teknologi MARA's logo

Organizational Chart

2.0 Project background

2.1 Introduction to the Project

University students usually seek to join clubs and communities to enhance their social skills and make new friends. There are many clubs and organizations that can be found within Universiti Teknologi MARA's student community. Engaging in club activities is a good way to fill university life. Although the community is strongly established, there is no platform for students to find and discover clubs that exist at their university, especially those that are available on campus.

Hence, the UiTM Club Hub is proposed to solve this problem, which helps students discover, join, and engage with clubs across Universiti Teknologi MARA on a centralized platform. Students can find and join clubs and organizations of a variety of types and specialties that align with their interests and goals. A centralized platform helps users keep up to date with announcements and upcoming events that were organized by their club.

2.2 Problem Statement

I. **Information Fragmentation**
   Students find it difficult to access up-to-date and comprehensive information about the various clubs and organizations available at UiTM.

II. **Inefficient Coordination**
   The absence of a centralized system leads to challenges in scheduling and coordinating events and activities, resulting in potential conflicts and missed opportunities.

III. **Limited Channels**
   There is no unified platform for students to gain information about clubs, or express interest in joining clubs.

IV. **Poor Engagement and Participation**
   The absence of a central hub for clubs can hinder student engagement and participation in extracurricular activities.

V. **Lack of Feedback Mechanisms**
   There is no systematic way for students to provide feedback and reviews on clubs and events, hindering the continuous improvement of club activities.

2.3 Objectives and Scope of the Project

2.3.1 Objectives

- Help students discover clubs that exist on their campus.
- Provide a centralized platform for club activities and management.
- Increase student engagement with the community.

2.3.2 Scope of the project

I. **User Authentication**
   Login and Register functionalities to improve data security.
II. **Club Database**
   Collection of clubs and organizations that can be found in UiTM.
III. **Dashboard**
   Allows users to edit their information in their profile page.
IV. **Club Management**
   Manage club activities and events within the platform.

2.4 The Impact of the Web Application to the Targeted Audience

I. **Improved Access to Information**
   Students can easily discover and access information about clubs and events across the university.
II. **Enhanced Engagement**
   The platform provides students with easy access to a variety of extracurricular activities, encouraging higher participation and engagement.
III. **Increased Visibility**
   The platform can boost the visibility of clubs and their events.
IV. **Strengthened Community**
   A centralized platform fosters a stronger sense of community among students and clubs across all campuses.

V. **Data-Driven Insights**

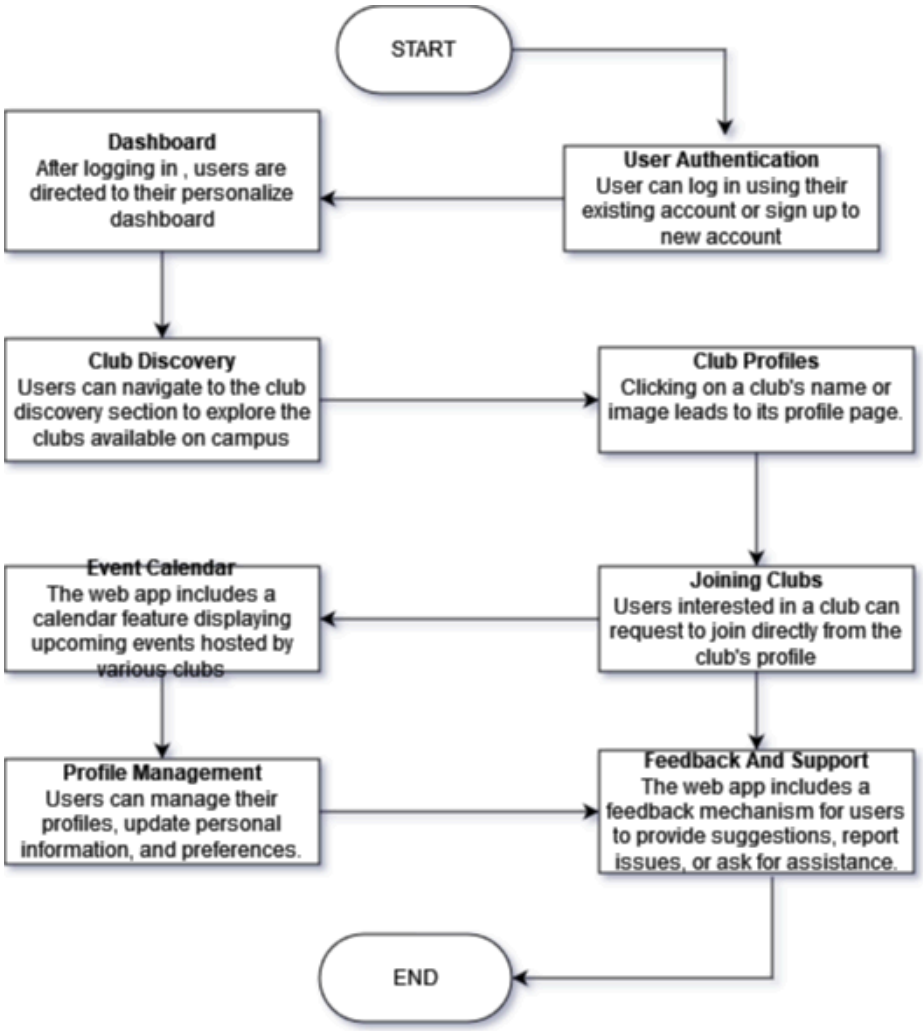
The application can provide valuable data and insights into student engagement and preferences, informing future university initiatives

3.0 Study of related apps or system

There are several web apps that their functionalities nearly matches the goals of this project, but the most related one are CampusGroup by READY Education. It offers campus and students engagement and organization management. Although CampusGroups is more advanced, it contrasts with UiTM Club Hub's goals in terms of simplicity and user-friendly functionalities.

4.0 System Analysis and Design

4.1 Flow of the web application and main modules



1.Club Management Module:

Insert : Allows authorized administrators to add new clubs to the system. Input club details such as name, description, category, meeting schedules, and contact information into a form.

Update: Enables administrators to modify club information as needed. They can edit club details, update meeting times, or add new events.

Delete: Provides functionality to remove a club from the system.

Approval: Includes mechanisms for administrators to review and approve club registration requests from users.

2.Database Management Module:

Insert : Handles the insertion of new records into the database, such as new clubs, user accounts, or event details.

Update : Facilitates the modification of existing records in the database, ensuring data accuracy and integrity.

Delete : Manages the removal of obsolete or unnecessary data from the database, ensuring data hygiene and efficient storage usage.

3.Event Management Module:

Insert : Enables club administrators to create new events within their respective clubs. They input event details such as title, description, date, time, location

Update : Allows administrators to modify event information, change event dates, or update event details

Delete : Provides functionality to remove events from the system.

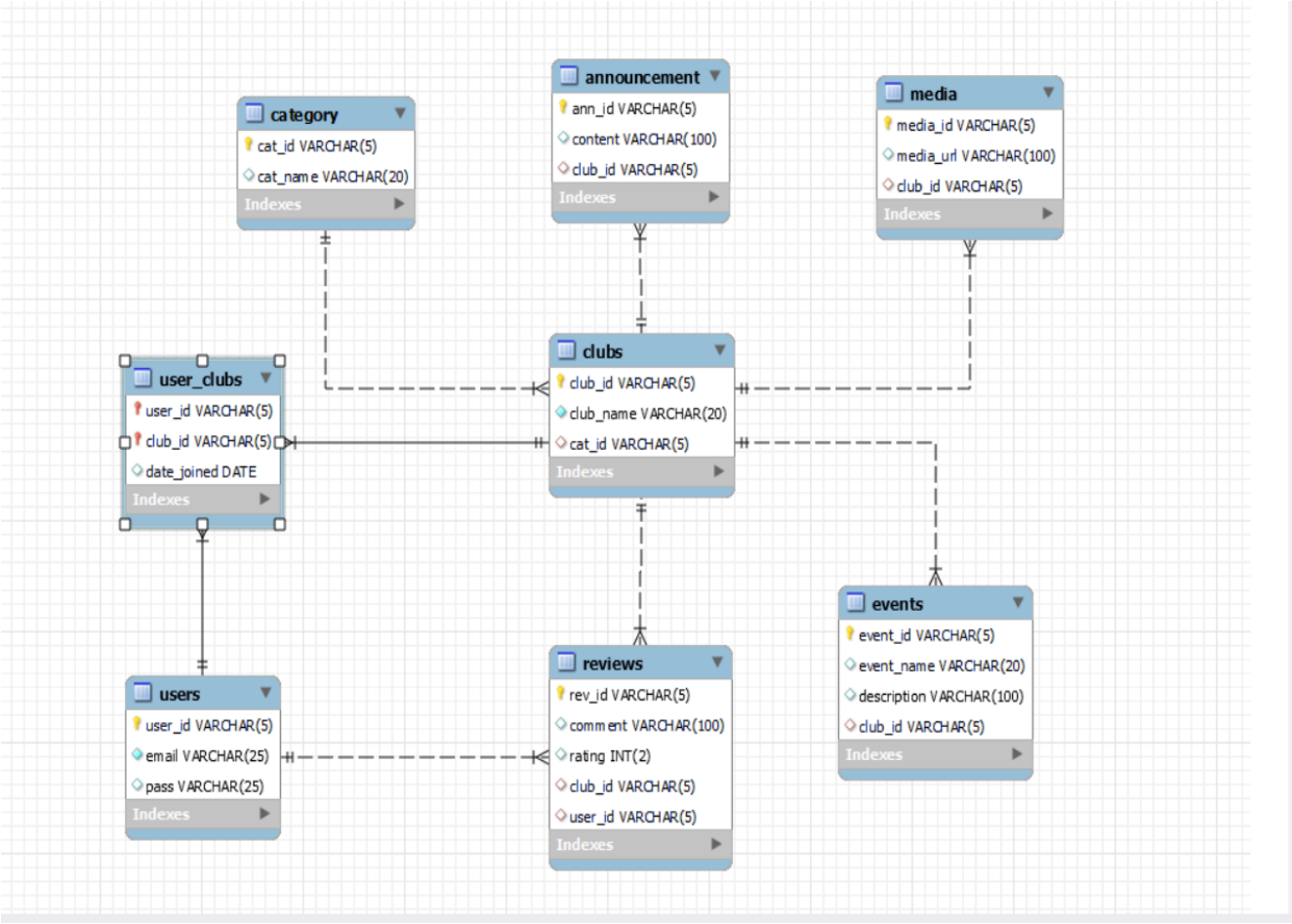
4.User Management Module:

Insert : Handles the creation of new user accounts. It captures user details such as name, student ID, email, and password during the signup process.

Update : Allows users to edit their profile information post-registration. They can modify personal details, change passwords, or update preferences.

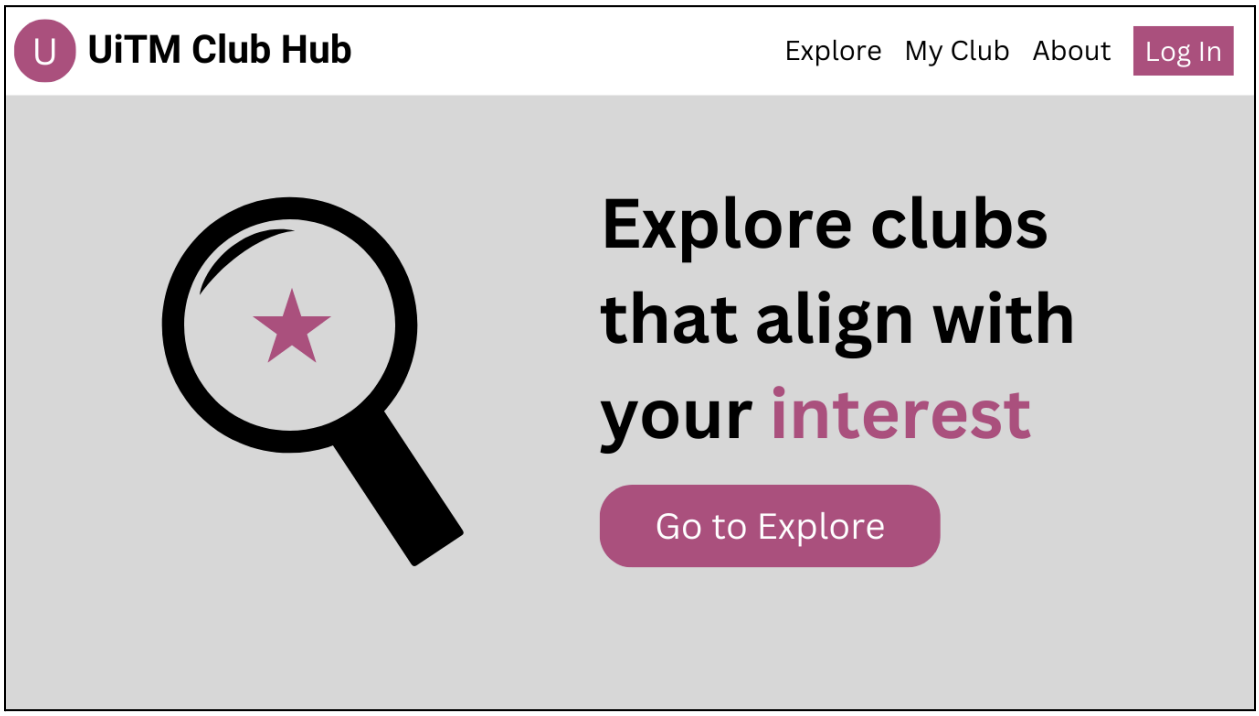
Delete : Offers functionality for users to deactivate or delete their accounts. Adequate precautions and confirmation steps are typically included to prevent accidental account removal.

5.0 Database design

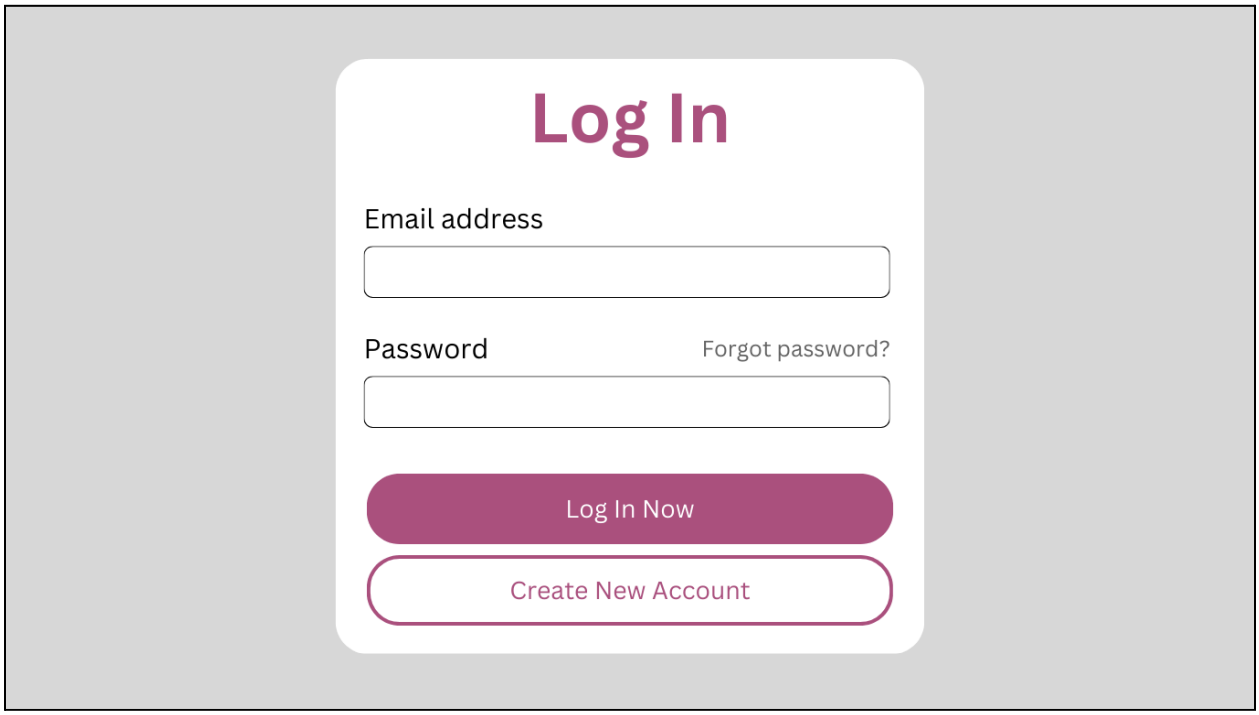


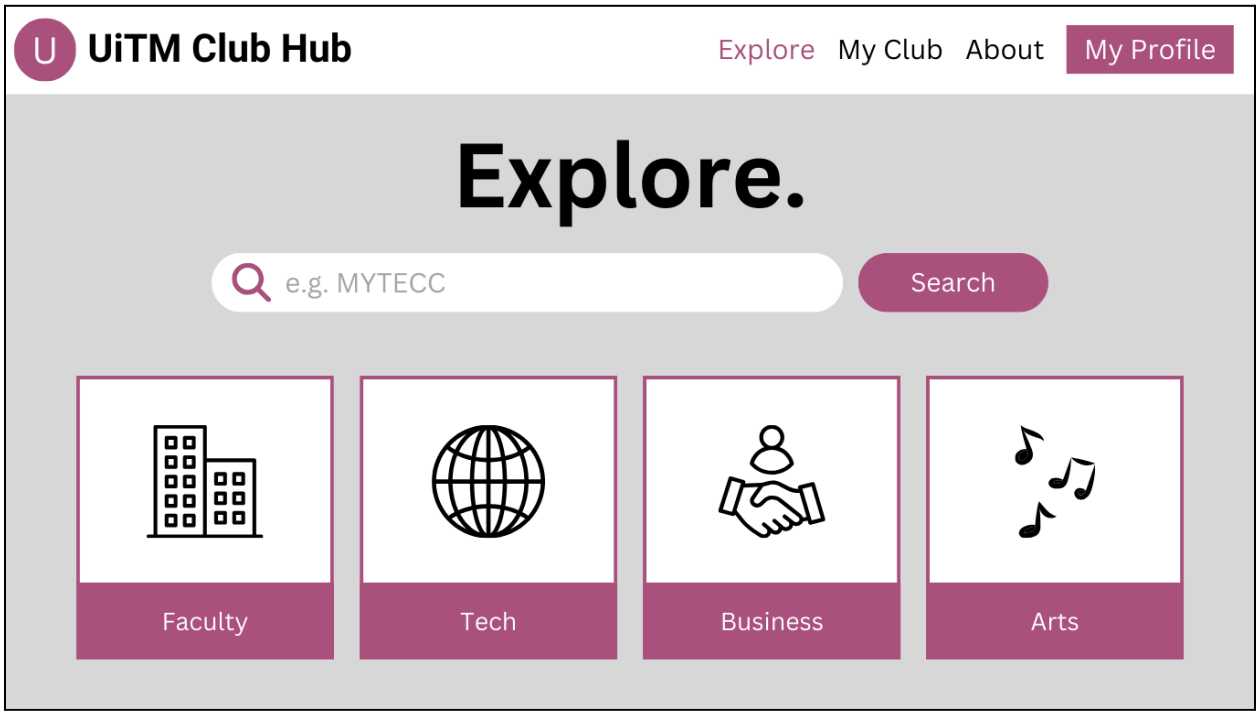
6.0 Proposed Interface Design

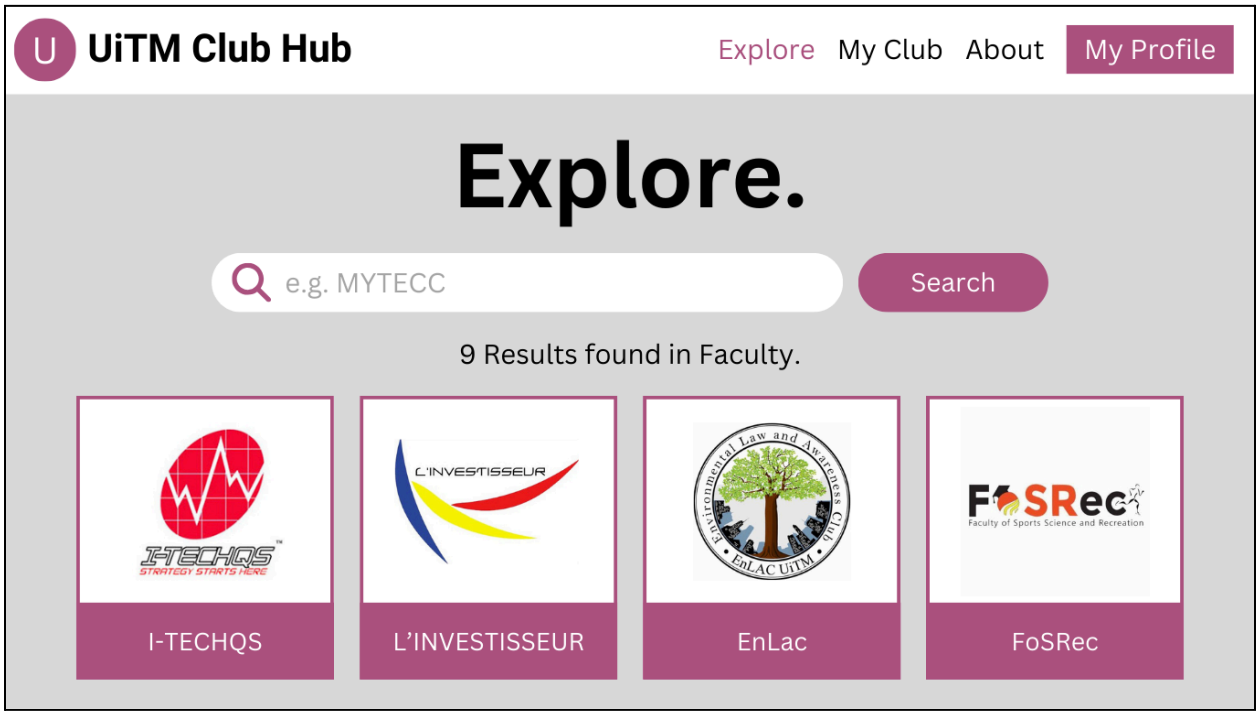
Main Page



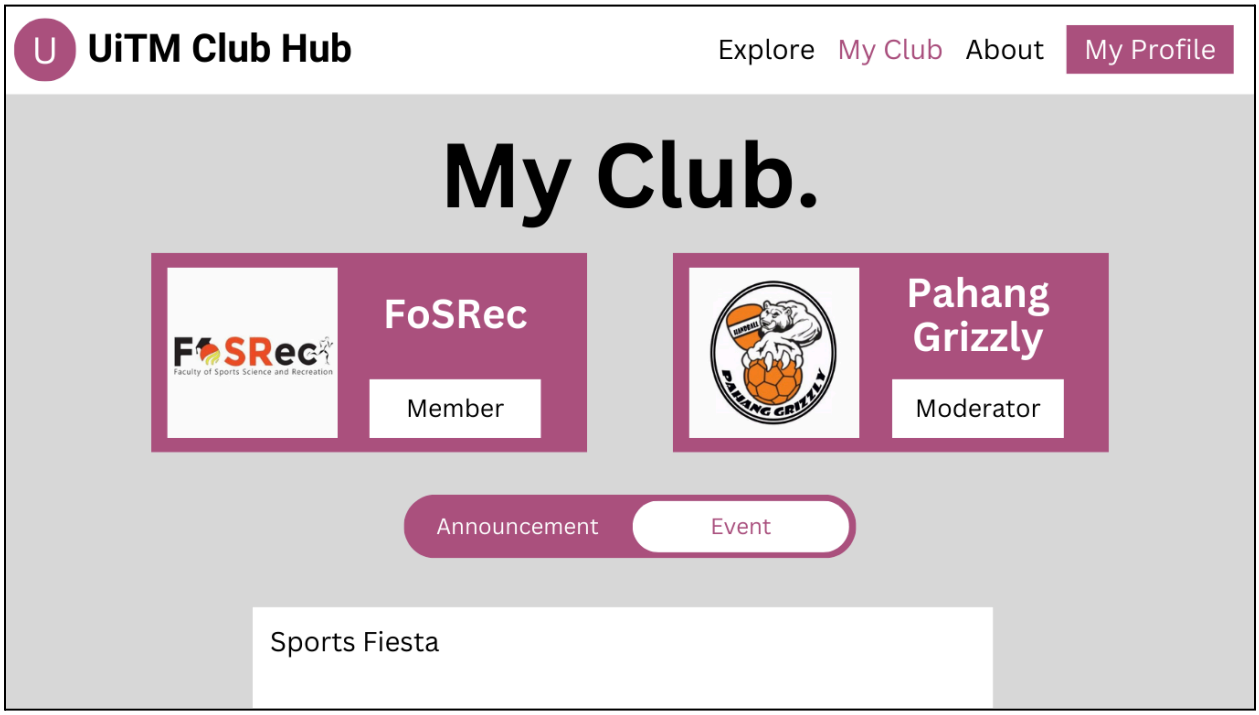
User Management Module

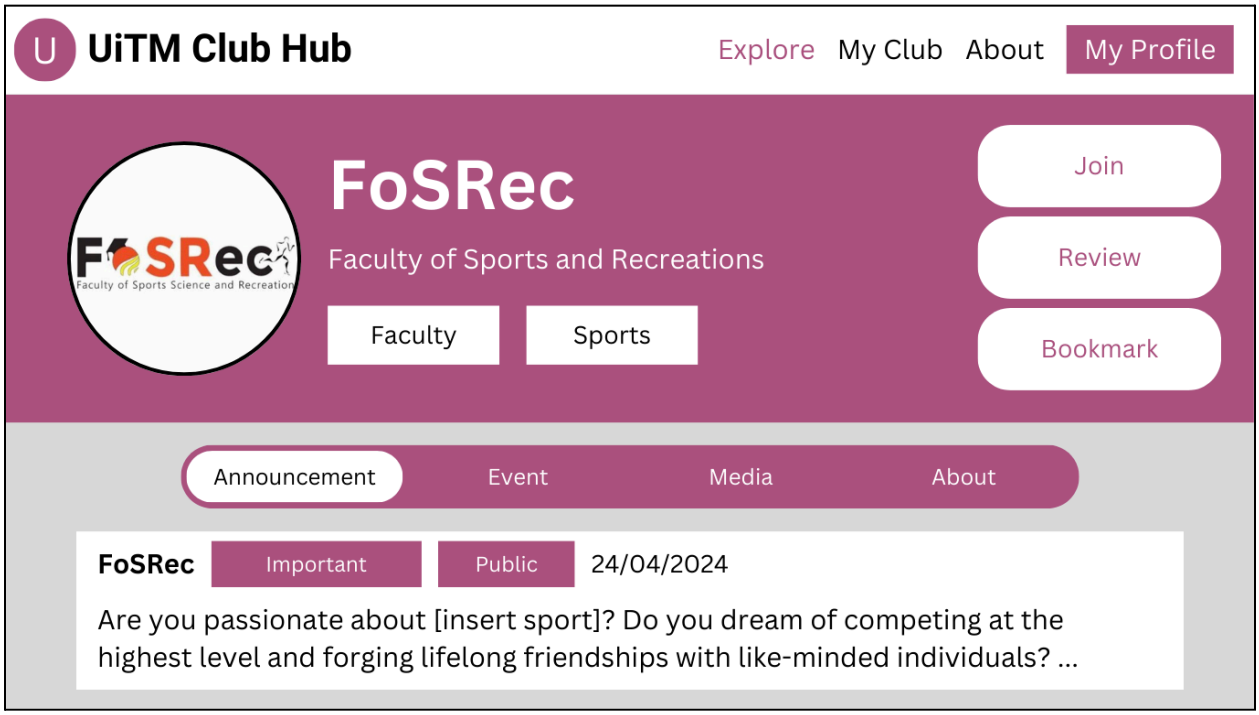



UiTM Club Hub
Explore
My Club
About
My Profile
Explore.
e.g. MYTECC
Search
Faculty
Tech
Business
Arts


UiTM Club Hub
Explore
My Club
About
My Profile
Explore.
e.g. MYTECC
Search
9 Results found in Faculty.
I-TECHQS
L'INVESTISSEUR
EnLAC UiTM
FoSRec
Faculty of Sports Science and Recreation
I-TECHQS
L'INVESTISSEUR
EnLac
FoSRec

Club Management Module





7.0 Project Schedule

ITEM	W1	W2	W3	W4	W5	W6	W7	W8	W9
Prepare Project Proposal									
Design Phase									
Develop the Web App									
Testing and Review									
Documentation									
Finalize and Deploy Project									

8.0 References

About UITM. (n.d.-b). Universiti Teknologi MARA Official Website. https://www.uitm.edu.my/index.php/en/discover-uitm/about-uitm

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