

# **Platform for organizing and managing student extracurricular activities**

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**Abstract:**

This report presents the design and development of a platform aimed at organizing and managing student extracurricular activities. The platform enables students, faculty, and administrators to effectively schedule, monitor, and participate in activities while facilitating communication and collaboration. Through the platform, participants can track activity progress, register for events, and receive timely updates, improving the overall efficiency and engagement of extracurricular programs.

**Introduction:**

Extracurricular activities are a critical component of student development, promoting skills such as teamwork, leadership, and creativity. However, managing these activities is often challenging due to scheduling conflicts, poor communication, and lack of a centralized system. This project addresses these issues by designing a digital platform tailored for organizing and managing student extracurricular activities in an efficient and user-friendly manner.

**Objective:**

The primary objective is to create an integrated platform that simplifies the management of extracurricular activities. The platform will allow students to easily find and sign up for activities, provide event organizers with tools to schedule and monitor events, and help administrators oversee all extracurricular programs within an institution.

Specific objectives include:

- Streamline Event Management
- Enhance Student Participation
- Automate Communication
- Improve Organizational Oversight
- Promote Collaboration and Engagement
- Ensure Data Security
- Support Scalability and Flexibility
- Provide an Intuitive User Experience

## **Intended Solution:**

The proposed solution involves building a web-based platform with distinct user roles: students, organizers, and administrators. The system will feature functionalities such as event creation, calendar management, automated notifications, real-time updates, registration forms, and activity tracking. Additionally, the platform will support community-building features like forums and messaging.

## **Implementation Module:**

Frontend: Developed using HTML, CSS, JavaScript (with a framework like React/Angular).

Backend: Server-side functionality powered by Node.js or Java (Spring) with a RESTful API.

Database: MySQL or MongoDB to store user data, activity information, and schedules.

Deployment: Hosting on cloud infrastructure like AWS or Azure, with regular backups.

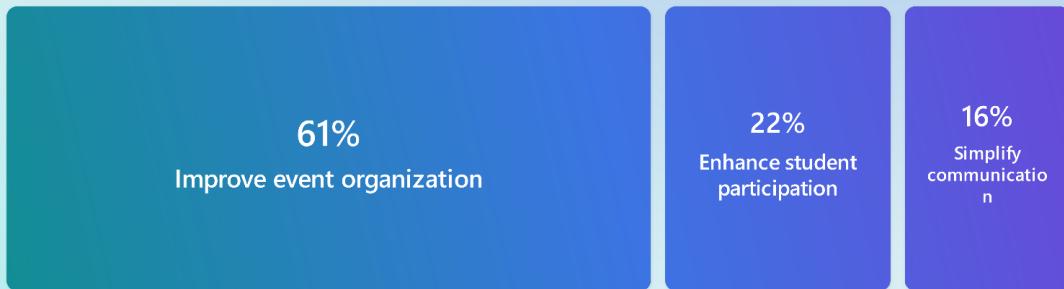
**Limitations:**

The platform's success depends on high user engagement and adoption.

Potential challenges include maintaining data privacy, especially for minors.

Scalability issues may arise with increased user load or the addition of new features.

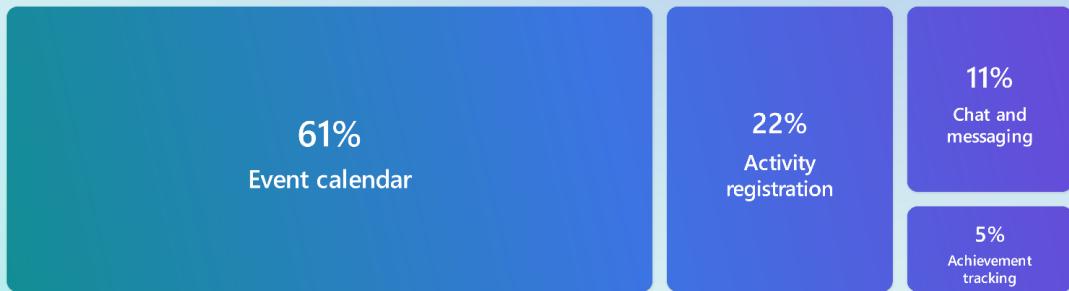
## What is the primary goal of the platform?



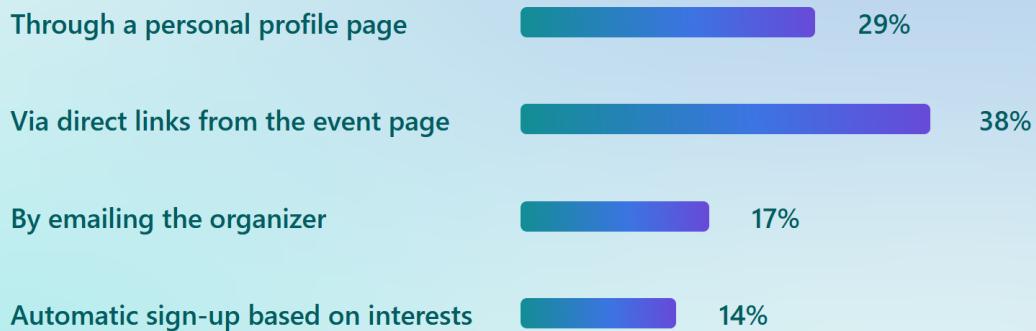
## What type of activities should the platform primarily focus on?



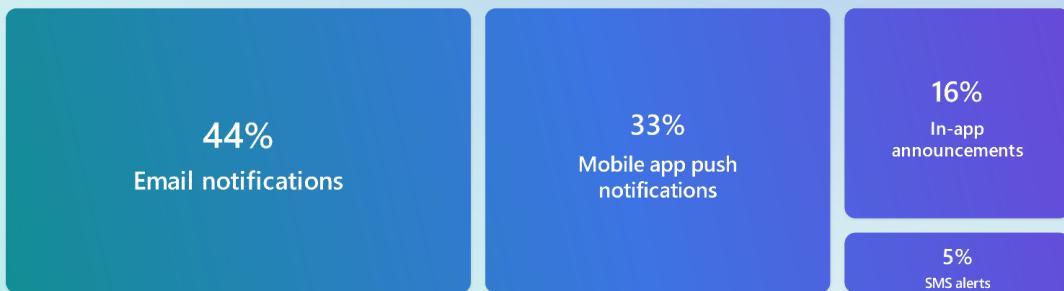
## Which feature would be most beneficial for students?



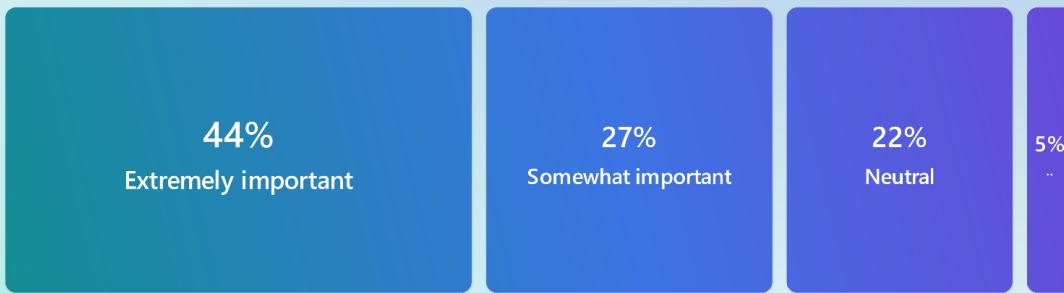
## How should students be able to sign up for activities?



## What is the preferred method for receiving updates on upcoming activities?



## How important is it to include a reward system for students' participation?



## What kind of user interface do you prefer for the platform?







## Conclusion:

This platform represents a significant step towards modernizing the management of extracurricular activities in educational institutions. By streamlining communication, improving accessibility, and enhancing coordination, the platform aims to boost student participation and foster a more organized approach to extracurricular engagement.