Website for ICSM Creatives with Event Booking and Management System

A Research Proposal
Submitted to the Faculty of the
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2.0 Methodology of the Study

This chapter will present the researchers' methods and technique in conducting the study, the system development process and the results and discussion.

The researchers will use the Agile Model in SDLC for developing Website for ICSM Creatives with Event Booking and Management System and will be using different analytical tools to justify the study. Conducting a data gathering, the researchers will identify the problems encountered by the client and staff of the ICSM Creatives in the business particularly in the visualization on the design offer of the company. The gathered data will be generated on these analytical tools; Interview, observation, survey, and brainstorming will be the data. The gathered information will be studied to become the base in developing the “Website for ICSM Creatives with Event Booking and Management System”.

On system developing, the researchers use the agile model that will be divided into six (6) parts: Requirements, Design, Development, Testing, Deployment, and Maintenance.

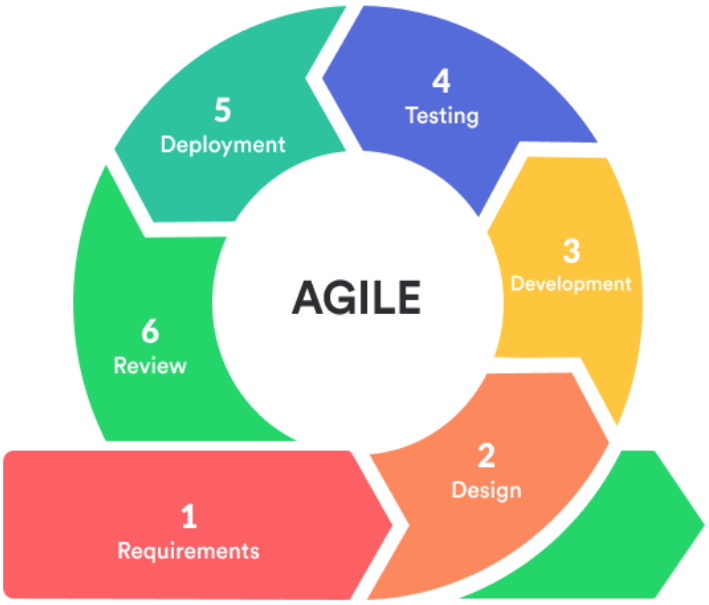


Figure 2. Agile Model

The agile model will have various iterations where the development work will be broken down into smaller parts which will help the researchers to focus more on the important parts.

- **Requirements**

The Requirements part is the planning phase where the project team would work with ICSM Creatives team and other stakeholders to talk about the parts of the system to be developed in the current iteration. This will determine the requirements of the developing project include identifying the features and funtionality needed also the time and resources required for the system as well as assess possible risks.

- **Design**

The Design phase is the creation of the outlined requirements in the first phase. The developers can create prototypes of how the expected user interface and system will work. They can also meet up with the client to show them the plan outline as well as the various functions of the system.

- **Development**

The Development and Coding phase is where the developers will start the development and creation of the system itself. This stage will allow the system to be delivered in iterations, each iteration designed to be the improvement of the current system until it is completed.

- **Testing**

The Testing phase is where the team will conduct a series of tests to ensure the system's functionality. This is the stage where they will take consumer feedback for possible bugs and flaws so they can resolve and fix them immediately.

- **Deployment**

The Deployment and Implementation phase is the maintenance phase. The system should be now available for the client and the team will provide support in case the system encounters an error and make sure the system is running smoothly.

- **Review**

The Review phase is the last stage of agile methodology. After completing the previous steps of development, the team will now present the results achieved in meeting the requirements.

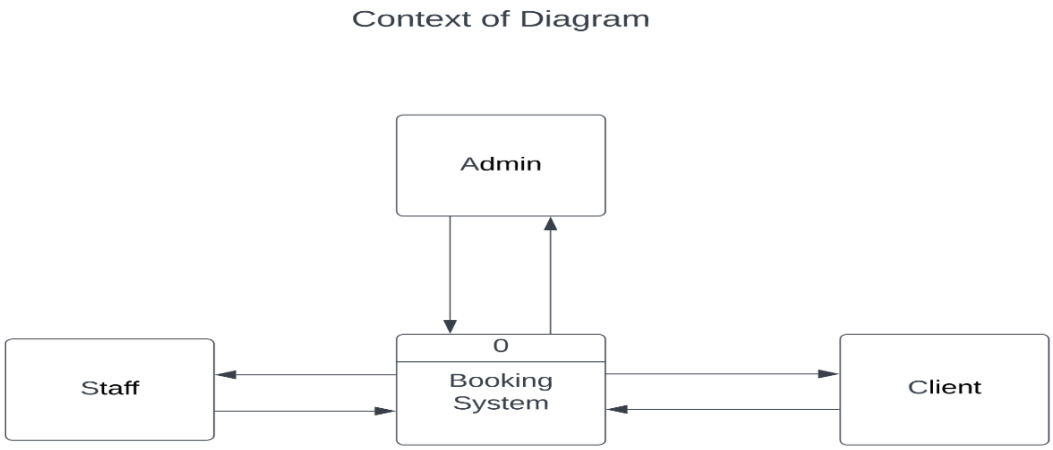
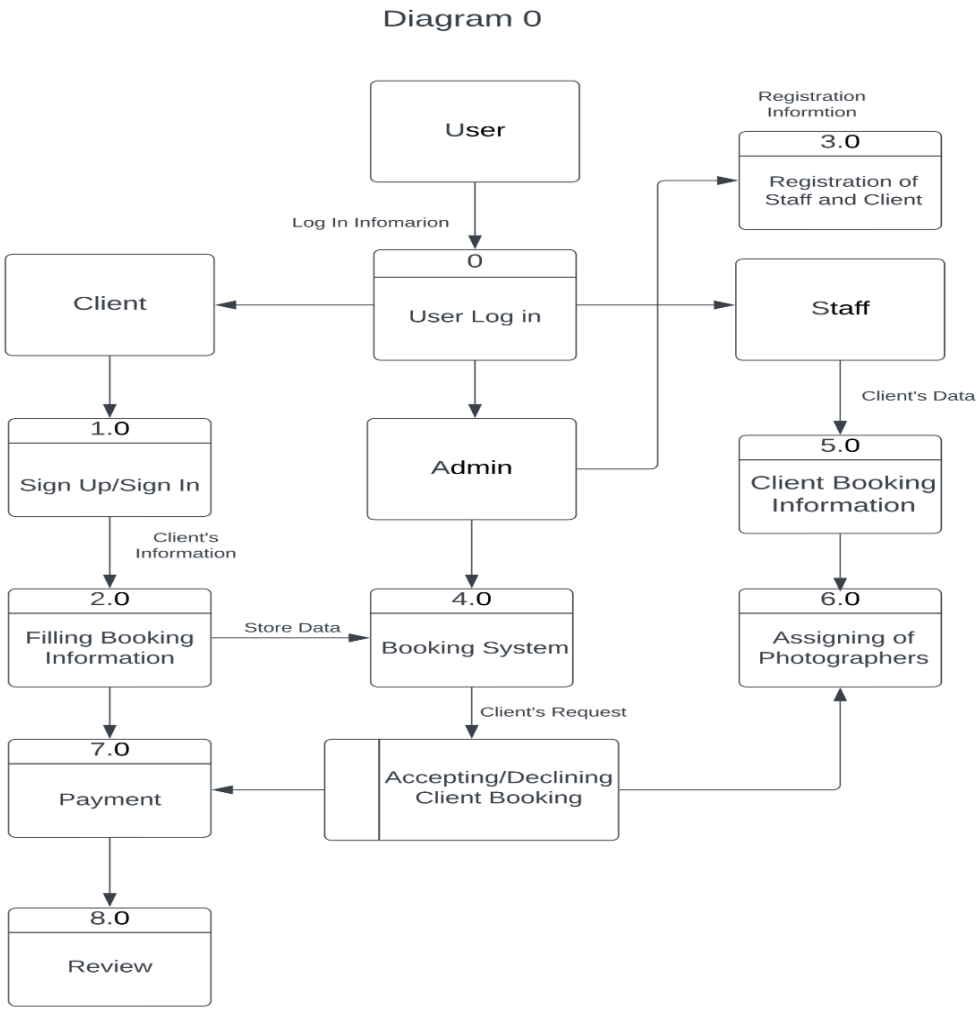
Data Gathering Procedures and Output

The proponents intend to develop a Website for ICSM Creatives with Event The proponents have the objective of creating a user-friendly interface, showcases the provider's inventiveness by showing a variety of photographic and video packages in a broad portfolio. To achieve these goals, the proponents must first gather relevant information to

develop the system.

The techniques can be use in the data gathering procedures. One of the most common techniques is interviews as the techniques to gather information. The proponents chose this technique though it takes a lot of time but it assures accurate details from the respondents. With this technique, the proponents got able to gather information and gain valuable information and ideas on how they are going to build the system.

In order to gather the required information to build the system, the proponents used the following methodology. The proponents took interviews to gather information that will be useful in building the system. This includes information including the booking process, enables efficient scheduling, facilitates client communication, and provides valuable insights for photographers to improve their services. Furthermore, the proponents used the method internet research for searching programming syntax.

Entity Relationship Diagram

Data Flow Diagram