End to End Event Management System

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***Abstract*— Any event must be carefully managed and coordinated between numerous organizers in order to be successful. In written manual records, a major issue is a lack of communication and the lack of updated participant records. Managing many events at the same time will simply add to the difficulty. Our project intends to simplify this by incorporating cutting-edge computer science technology.**

The interface of our website will provide options for a relatively easy data input text-boxes that will be properly labeled. It will also have a user-friendly view of the whole system with simple and easy undertaking of action-driven processes as command buttons are functionally labeled. With all these, target users of this website will relatively won't find it difficult to use it.

The "Event Management System" has been developed to override the problems prevailing in the practicing manual system. This software is supported to eliminate and, in some cases, reduce the hardships faced by this existing system. Moreover, this system is designed for the particular need of the organizations to carry out operations in a smooth and effective manner.

I. Introduction

End-to-End event management system is the management of events which consists of the creation, development and updating of small and/or large-scale personal or corporate events. Our project explains how to use a web-based interface to manage an event. The primary goal of creating an event management interface is to provide the institution with a single application that will aid in the organization and management of all events. This also provides an automatic certificate of participation and winner certificates in one single app. The interface in turn helps in generating and mailing of certificates too. The outcome of this project is a simple and unified interface for managing and monitoring event progress on the move, to smoothly perform the entire event, and to keep all events digitized.

Our application makes it simple to organize an event and manage it, as well as track progress on the go, a completely seamless event on the go. Data from participants and events are better visualized on the dashboard. All Integrated judgement within the web app has an automated certificate. Overall, this application minimizes the amount of extra work that event organizers have to do when administering a large-scale event. Few events which can be conducted through mobile can be integrated into this application. Adding map location of each event can make it easy for participants to reach the event spot.[1]

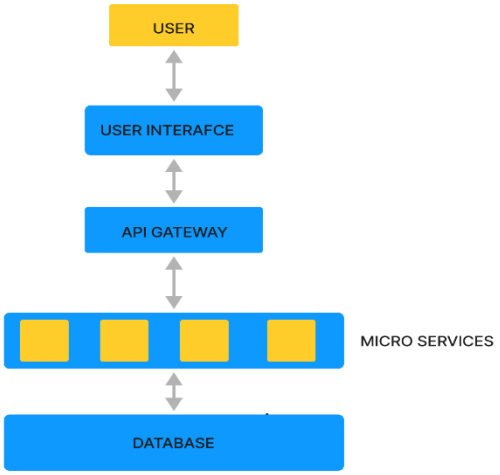
II. Methodology

Organizer adds all the events and assigns one or more Co-Organizers to each event to handle them. Co-Organizer will be managing a particular event and will have access to only that event. He will be responsible for the event he is conducting and will be able to publish results of the same. Students will basically be able to register for an event and view the details of that event. He/she will also be even given an option to cancel the event if necessary. Judge will judge the particular event or game and allot the scores that will be used to declare the winner.

III. System Design

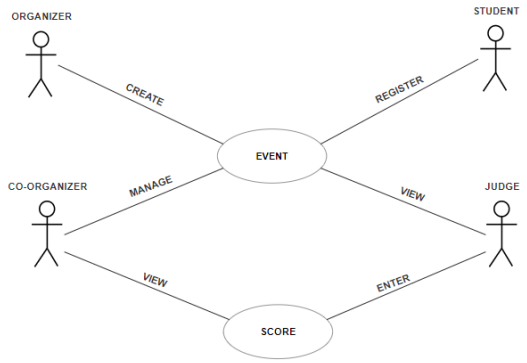
A. *Abstract Design*

1. *Architecture Design*



An architecture diagram is a graphical representation of a set of concepts, that are part of an architecture, including their principles, elements and components. The diagram explains about the system software in perception of overview of the system. [2]

2. Use Case Diagram



Detailed Description of the Use cases:

Use Case: Create Event
Summary: The interface allows the organizer to create multiple events.
Actor: Organizer
Description: The organizer can create events involved in the program that can be participated by the participants and managed by the co-organizers.

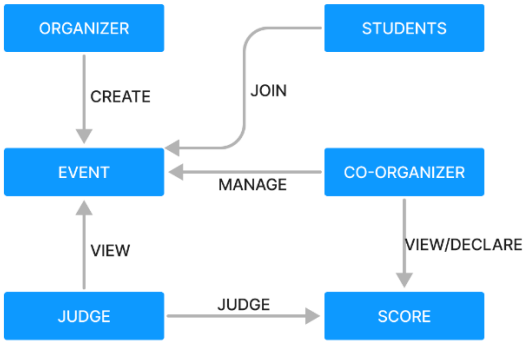
Use Case: Register Event
Summary: The interface allows the participants to register and participate in the event.
Actor: Student
Description: The participants can register for the events of their interest. The number of events in which they can participate can be limited based on the restrictions.

Use Case: Manage event and view scores
Summary: The interface allows the co-organizer to manage event and view the scores submitted by the judges.
Actor: Co-Organizer
Description: The co-organizer manages the event he is assigned to and can also view scores that are submitted by the judges on basis of the performance of the participants in that particular event.

Use Case: View event and submit scores.
Summary: The interface allows the judges to view the events and submit scores on basis of the performance of the participants.
Actor: Judge
Description: The judge can view the details of the event he is assigned to judge and also can submit the scores after judging the performance of the participants.

B. Functional Design

1. Data Flow Diagram



The dataflow diagram of this project consists of all the various aspects a normal flow diagram requires. This dataflow diagram shows how organizer adds events and assigns co-organizers to manage them, how students join the events of their interest and how judges judge the performance of each participant in various events and assign scores as per their performance that helps in issuing certificates to the participants. [3]

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IV. Results and Discussion

The proposed Event Management System is to automate the existing manual system by the help of computerized equipment and full-fledged computer software fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. The required software and hardware are easily available and easy to work with.

The purpose of the project is to build an application program to reduce the manual work for managing the Event, Activity, Payment, Organizers. It tracks all the details about the Organizers, Attendees, Conductors. This also provides an automatic certificate of participation and winner certificates in one single app. The interface in turn helps in generating and mailing of certificates too.

Our application makes it simple to organize an event and manage it, as well as track progress on the go, a completely seamless event on the go. Data from participants and events are better visualized on the dashboard. All Integrated judgement within the web app has an automated certificate. Overall, this application minimizes the amount of extra work that event organizers have to do when administering a large-scale event.[4]

V. Testing

A. Testing Objectives

Software testing is the process of investigating, verifying and validating software or applications to ensure that they are bug free and providing the stakeholders with information related to the quality of the software or service being tested. It gives the business a wider perspective to appreciate and understand the risks involved in software implementation.

Two steps are involved in software testing, primarily the verification and validation of properties. These

characteristics typically reveal the extent to which the system being tested satisfies the criteria that guided its design and development, whether the system responds accurately to vivid inputs, completes its tasks within a reasonable amount of time, is simple to use, can be installed and run in intended environments, and overall, whether it produces the desired outcome for its stakeholders.

In order to detect software faults and enhance accuracy and efficiency, software testing often involves running a program or application. Testing is a procedure that is carried out through iterations since when one bug is fixed, it could reveal another.

B. Types of Testing Conducted

1. Unit Testing

In Unit testing, individual units of software are tested. Unit testing is carried out to validate each unit of the software and its performance. This type of testing is usually done by developers on the go, to ensure that each unit is working and functioning as anticipated.

TABLE 1 UNIT TESTING

No.	Test case	Expected Outcome	Observed Outcome
1	Participant register button is clicked	The participant must be redirected to participant dashboard	The participant is redirected to his dashboard
2	Organizer creates a new event	New event must be added to list of all events	A new event is created
3	Co-organizer edits an event description	Description must be changed	Co-organizer can change the description

2. System Testing

System testing is the process of testing the entire integrated system as a whole. This test is carried out to evaluate the system's end-to end compliance with the stated requirements. System testing includes black-box testing, where an individual need not have knowledge of the inner design of the code or logic. Black box testing is well suited for large code segments. System testing is performed after integration testing and unit testing. The purpose of integration testing is to detect any inconsistencies between the software units that are integrated together (called assemblages) or between any of the defects both within the "inter-assemblages" and also within the system as a whole.[5]

TABLE 2 SYSTEM TESTING

No.	Test Case Description	Expected Outcome	Observed Outcome
1	Organizer can create event	New event should be created and and assign co-organizer	Co-organizer was notified through mail co-organizer will should be notified
2	Participant register for event and it will be displayed to co-organizer	Co-organizer should have the list of all participants	Co-organizer was able to view the list of participants
3	Email notification for guests	Guests can be notified through email with single click	Guests receives notification through mail
4	Email notification for judge	When a judge is assigned to event, we should be notified through mail	Judge receives a notification when he is assigned any event
5	Providing participation certificate in bulk	When co-organizer uploads csv, certificated should be distributed to all	Certificated was distributed to everyone with the upload of csv provided in app

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ACKNOWLEDGMENT

The satisfaction and euphoria that accompanies the successful completion of any task would be incomplete without mentioning the people who made it possible, whose constant guidance and encouragement crowned our efforts with success. We take this opportunity to thank those who have helped and motivated us throughout the completion of this project. We would like to express our deep and sincere gratitude to our project guide, Ms. Renuka Tantry, Assistant Professor, Department of Computer Science and Engineering, for her constant guidance and support, without which this project wouldn't have been completed successfully. We would like to express our heartfelt thanks to our project coordinators Dr. Harivinod N, Associate Professor, Department of Computer Science and Engineering, and Ms. Sunitha Guruprasad, Assistant Professor, Department of Computer Science and Engineering who has always extended their wholehearted support, guidance and assistance. We owe our great debt to Dr. Sridevi Saralaya, Head of the Department of Computer Science and Engineering, for her support and encouragement during the course of the development of this project. We are immensely grateful to our Principal, Dr. Rio D'Souza, our Director, Rev. Fr Wilfred P. D'Souza, and Assistant Director, Rev. Fr Alwyn Richard Dsouza for their support and encouragement. We extend our gratitude to the entire faculty and the staff of the Department of Computer Science and Engineering, SJEC, for their advice, kind cooperation and assistance throughout the academic year. Lastly, we would like to express our heartfelt appreciation to our classmates and seniors for their guidance and suggestions.

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