**CHAPTER ONE**

**INTRODUCTION**

**1.1 Background of the Study**

In recent years, Spider Radio, a prominent radio station within our institution, has garnered significant popularity among students from diverse departments. The increasing demand for Spider Radio's broadcasts highlights the necessity for a contemporary approach to news dissemination. While traditional broadcasting methods have been the standard, the digital age has ushered in new expectations, with students favoring web-based news delivery for its accessibility and convenience. As the hunger for instantaneous access to news continues to grow, our institution recognizes the urgency of adapting to web-based platforms for optimized news distribution. This transition to a digital-first strategy aligns with the evolving media landscape and presents an opportunity to create a more engaging and user-friendly platform, ensuring that students can easily stay informed about current affairs. The News Feed Application System, the focus of this project, aims to bridge the divide between Spider Radio's traditional broadcasting and the dynamic expectations of students in this digital era. Chhabria et al. (2022).

In today's rapidly changing world, the consumption of news has been significantly reshaped, with digital platforms serving as central conduits for accessing and disseminating information. This transformation is particularly evident within our institution, where students have embraced Spider Radio as a valuable source of on-air broadcasts. Nevertheless, in the era of smartphones and instant connectivity, there is a growing need to modernize the delivery of news content to accommodate the preferences and expectations of our student body. The News Feed Application System, the core of this project, represents a contemporary and adaptable solution designed to bring Spider Radio's news broadcasts closer to students. It is structured to provide a user-friendly, hassle-free means for students to access news through images and headlines, recognizing the busy lives they lead and their desire for prompt access to current affairs. By embracing this digital transition, we aim to enrich the student experience by making news more accessible, interactive, and engaging. Rugveda et al. (2018)

This project is a journey into the development of a web-based news feed application, ensuring that Spider Radio's news remains at the forefront of information dissemination within the institution. As students navigate their daily routines, this application empowers them to stay updated with the latest news developments with just a simple click. Through this endeavor, we aim to bridge the gap between traditional radio broadcasting and the ever-evolving expectations of our student community, ultimately enriching the educational experience and fostering a more informed student body. Rugveda et al. (2018)

**1.2 Statement of the Problem**

In the realm of event planning and RSVP, a series of challenges and inefficiencies persist, necessitating innovative solutions to address them. Event organizers encounter issues ranging from time-consuming administrative tasks to inefficient RSVP tracking, which impact the overall success and experience of events (Mohana et al., 2022). These challenges underscore the need for a dedicated system that streamlines event organization, enhances invitation management, and simplifies RSVP tracking. Additionally, the evolving digital landscape requires adaptable solutions to meet the demands of both event organizers and attendees. Addressing these issues is pivotal for creating more efficient, enjoyable, and memorable events in a modern context.

**1.3 Aim and Objectives of the Study**

The aim of the study is to develop a mobile-based event planning and RSVP application to simplify the process of organizing events, sending invitations, and managing RSVPs.

The objectives of this research work are as follows:

1. Data set used on the application will be generated upon registration on the mobile app
2. Unit and integration testing will be performed to validate the design's effectiveness and efficiency, as well as to guarantee that the functionalities are error-free.
3. Flutter will be employed in building the user interface and ensuring user experience, the backend logic will be written in pure Dart, not forgetting the cloud-hosted NoSQL database; Firebase will be employed as the database technology.

**1.4 Scope of the Study**

The scope of this study encompasses the development of a mobile-based event planning and RSVP system aimed at simplifying the organization of various types of events. It focuses on the creation of a versatile platform that streamlines event management processes, such as organizing events, sending invitations, and managing RSVPs. This study wouldn’t go beyond this.

**1.5 Limitations of the Study**

This study's scope has been constrained by several issues, including:

**Time** - The researcher's busy academic pursuits severely limited the time allotted for research for this study.

**Finance** - The need for a standard working personal computer unit to execute and debug the application software, hindered the quick and simple progress of the task.

**1.6 Significance of Study**

Ultimately, this study holds the potential to revolutionize how events are organized, making them more efficient, enjoyable, and memorable in the modern context. Additionally, it empowers event organizers to deliver memorable experiences and meets the evolving demands of the digital landscape, ultimately revolutionizing event organization in the modern context.

**1.7 Project Organization**

The project is divided into three chapters. The outlines are presented below:

**Chapter One: Introduction**

Chapter one introduces this project work, the background of the study, the statement of the problem, the aim and objectives, the scope of the study, limitations of the study, the significance of the study, project organization, and the definition of terms.

**Chapter Two: Literature review**

This chapter focuses on the literature review, and the contributions of other scholars on the subject matter being discussed.

**Chapter Three: Methodology and Design**

This chapter is concerned with the presentation of the results of system analysis and design. It presents the research methodology used in the development of the system to facilitate an understanding and effective future implementation of the system.

**1.8 Definition of Terms**

1. **Event Planning:** The meticulous process of organizing and coordinating various types of events, such as weddings, business conferences, and cultural festivities, with a focus on precision and efficiency
2. **Mobile-based:** Refers to a system that is accessed via a mobile device, such as a smartphone or tablet**.**
3. **RSVP (Répondez s'il vous plaît):** Derived from the French phrase "Répondez s'il vous plaît," it translates to "please respond" and represents the act of confirming attendance to an event.
4. **User interface (UI):** The part of a software application that the user interacts with, including the layout, buttons, and other elements**.**
5. **User experience (UX):** The overall experience of a user interacting with a product or service, including their emotions, perceptions, and behaviours**.**