

Event Hub

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Abstract - In the modern-day characterized by rapid technological advancements, there is a growing inclination among individuals to seek and prioritize a strategy that is both efficient and effective, offering significant ease. Mobile phones are an efficient and effective technology that may provide more convenience to individuals. Nowadays, many events and extracurricular activities take place in college, which helps the overall development of students. Events provide a platform for students to explore their talents and provide rigorous. Various student bodies of the college usually carry out these events and activities. Although technology has increased tremendously, the old traditional method of event booking is time-consuming and creates a superfluous workload. The proposed system brings students, faculty, and organizing committees to one place and operates and manages events and activities that take place in the college. Student committees are also obligated to enhance the college's brand.

1. INTRODUCTION

College is not just about studies and academics. Different student-teacher bodies and committees help students grow in every aspect. Events are an essential part of colleges and are carried out frequently. Events help students build various skills and interact with other students. It also helps them to find what they are good at and helps them grow in every aspect. Organizing events requires effective management and aims to have good student participation. To gain maximum participation in the event, information should be communicated effectively. The Proposed System, "MPSTME Event Hub", is a web-based application that manages college events and activities. It is a platform that brings students and committee members together. The conventional method is very inefficient and time-consuming. Event information should be easily accessible to the event coordinators, staff, and participants. Events help in the overall development of students. Students are also unaware of the events organized in the college due to the non-availability of information about the events. MPSTME Event Hub provides an interface from where the candidate can easily participate in an event.

2. LITERATURE SURVEY

An Event management system ensures that students and committee members have hassle-free access to the events. It will not only save time but also the details will be used for future use. We studied several papers and articles based on

event management and ticket booking systems. We carried out a literature survey to find the problems faced by students while registering for any event. In this paper, "The Design and Implementation of a Movie" Reservation System which John Bosco, Caleb Chibuikem Victore, Ayangbekun, Ntiaya Epse Tuma proposed". The researchers have studied how the traditional ticket booking method has changed. Here, they have used an object-oriented approach for implementation and planning. Methods used for data collection are interviews and observation, and for analysis, the researchers studied the traditional system. There are four primary modules of authentication: administrator, members, and staff. This system is limited to the movie theatres in Nigeria.

In this paper, "A Comprehensive Review of the Bookmyshow Website and System". Proposed by Tamizharsi T, Pulkit Suhasaria, Ashwani Agarwal, Harshit Manchanda, Himanshu Jain." the researchers have studied the Bookmyshow application and website in detail. How this web application evolved itself. Here, the researcher mentioned vital points, such as authentication and security, user-friendliness, and industry partnership, which helped this platform grow worldwide.

The third Paper is E-Events, Proposed by Mehul Goyal, Himanshu Kushwaha, Harshit Gupta, and Om Prakash Dwivedi. Technologies used to develop the website are Angular, TypeScript, and Firebase. This paper develops the proposed system for college students and their staff. They have developed a web application for managing college events. Here are three primary users of the system: the staff coordinator, the student coordinator, and the participants. From the papers mentioned above, we got a proper understanding of the technologies and the modules we will have to create to manage the system's database. As for data collection and analysis, we carried out a market survey through which we understood the problems and issues we would have to target to make the system efficient. We will use the technologies to develop our system: HTML/CSS, JavaScript, Python3, Django 3.0, SQL Lite 3, and REACT.

The important points we must keep in mind during the development are the integrity and security of the system. We must make it user-friendly by making the user interface easy. Our system will have three significant users: super admin, admin and the students. There will be access rights to maintain the integrity and security of the system, and only the super admin will have all the rights to the system. Admins can create and modify the events and their details. Students

will be using the email ID provided by the college for the registration. The aim of the systems we studied and the system we are developing is to reduce manual work and make things available for people in one touch.

3. MARKET SURVEY

We conducted the market survey for data collection and for a better understanding of the actual problems faced by the students while registering for any event. While working on our proposed system, we kept all the key points and problems faced by the students in mind so that we could eliminate the problems and ease the loads of students as well as organising committees.

4. SURVEY CHARTS

Figures illustrate the pie chart of the responses to each survey question.

Why aren't you aware of an events happening in your college?
85 responses

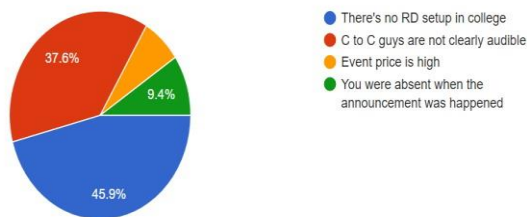


Fig. 1 Shows why students were unaware of any events happening in the college.

This question helped us to understand the problems of students as well as the organizing committee; as we see here, students were not aware of the event because there was no Registration Desk (RD) set for students to get themselves enrolled for the event, as well as they did not get information of events as C-to-C guys were not allowed as many times class gets interrupted. The organizing committee consists of students. Because of classes, it was often difficult for them to set RD and go from Class to Class (C-to-C) for the announcement.

Why don't you register during break or after college?
85 responses

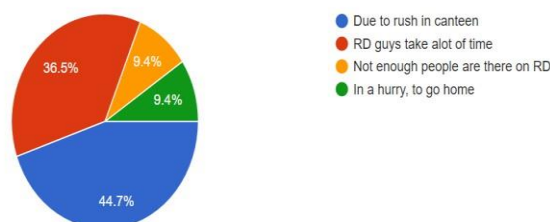


Fig. 2. Students who did not register during break or after college.

Lunch break is of an hour many times while teachers leave the class and the canteen is on the ground floor classes. The labs are on the seventh or eighth floor, and even the lifts are occupied while reaching the canteen, as it used to be overcrowded. Finishing lunch takes more than 45-50 mins, and going back for another class was one of the main issues. Many students live far away and must travel by local and metros, so when college is over, students leave. So, students needed more time to register themselves.

Why don't you register even when you are free?
85 responses

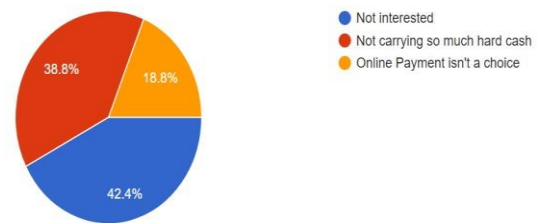


Fig. 3. Students who did not register themselves even when they were free

As everything is getting digitalized, everyone is shifting online and going cashless. Students want everything fast and done with just one touch/click on their mobile, whether booking movie tickets or ordering food or clothes. Many times, the event organizing committee faced problems when it came to money handling.

What makes it difficult to understand an event?
85 responses

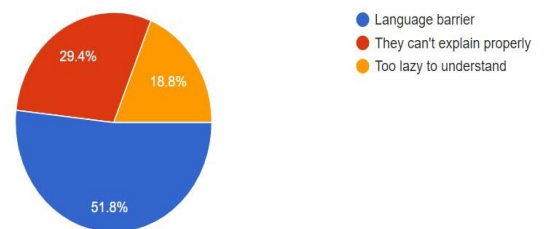


Fig. 4. Shows difficulties faced in understanding an event.

In college, some students come from different regions and states. Each one could be better and more familiar with the local language. Sometimes, students need help communicating with the event organizers; sometimes, the people pitching the events could be more precise.

Why don't you attend an event even when you registered for it?

85 responses

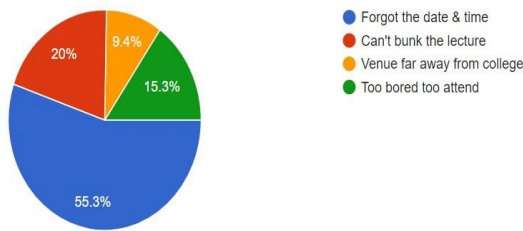


Fig. 5. Students could not attend the event even when they were registered.

Students are busy with studies and often loaded with tons of assignments. While keeping up with assignments and exams, they must remember many things, like an event to attend. The timings of the events often clash with classes, so students cannot attend the events they have registered for.

5. PROPOSED WORK

The proposed system is computerized and has been developed using advanced language, giving more facilities than the present system. It provides quick access to any data. This web-based application is implemented in our college. The system can be used to promote the events and activities that are taking place in the college. The user gets all the resources in a single place instead of wandering and searching for the registration desk. It is also helpful for the organizer as they can promote their event easily. This system is effective and efficient, saving the user time and cost.

6. ARCHITECTURE

Figure illustrates the architecture diagram of the proposed web application. It shows the flow of the system when the user interacts with it. It represents the components of the user interface as well as the database. The system's front end is developed using HTML, JavaScript, and CSS. The backend is developed using MySQL, Python, and Django; React Native is used for mobile applications.

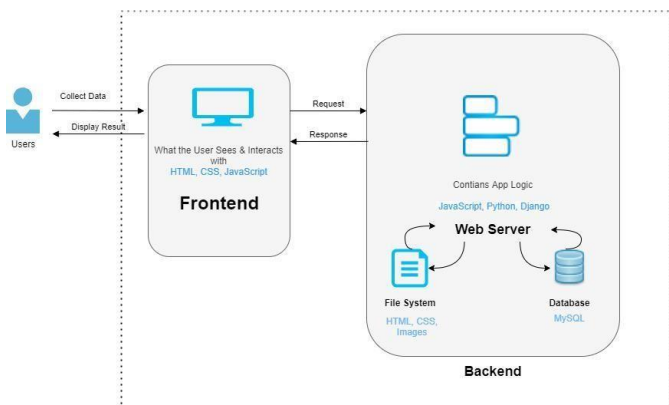


Fig. 6. Architecture

Module Description: The system has three primary users: Super Admin, Admin, and the Students.

Super Admin is the user who has all the access to the system; he/ she has access to the data of students and the admin. He/she can create, update, delete and approve the events created by the admin. As the super admin logs into the system, there is a dashboard where he/she will have an overview of pending events in the form of a graph and a pie chart giving revenue information. My account has a section where they can change the display picture, name and email address. Another section is users and roles. Here, the super admin will access users' roles and permissions. In the Event Organizer section, the super-admin can access all the activities and details about the events; he/she can even search for any event and perform the desired action. If the super admin wants to see the pay-related activities, there is a separate section for Payment Settlement. The report is the section where the super admin gets the details of events. If the super admin cannot access the events and their details, then a Support section gives backdoor access to the events.

Admin is second user of the system he/she can create, update and delete the events he/she can set the maximum number of participants and tickets with their rates. Any event created by the admin must be verified/ approved by the super admin then only it is visible for the students.

Students are the third primary users of the system. Students must use the email ID that the college provides to sign up or log in. Some events are only conducted for college students, and some are available for all, so they can log in or sign up using regular email IDs. The first page the user will see is the home page. Different tabs classify the type of event, such as cultural, sports, technical, and social. There are sign-up, sign-in and help options available for the students. The user will be guided to the respective pages after clicking sign-up, sign-in and help any of these options. Sign-in Page: The user can sign in using his/her email ID and enter a password. If the user forgets the password, they can recover it using forgot password option. To stay signed in, the user can use remember me option. When a user fills out the details, there are some mandatory fields with validation that the user ID should be a proper email address containing numbers and special symbols. The password should be correct.

Other sign-in options are for students not from MPSTME, as they will have access to only public events. Sign-up Page: If the user is new, he/she must register here and fill in the details. If the user belongs to MPSTME, they must register using the email ID provided by the college. Events Page: This page contains upcoming and ongoing events with open registration. When the user clicks the book now button, he/she will be directed to the event details page. As the user clicks the Book Now button, he/she will be directed to the event detail page. Here, the venue and time of the event will be given, along with the details about the event, in the Event Details section. There is an About Us and Terms and

Conditions page, which gives information about the college and the page's terms and conditions, respectively.

7. CONCLUSION

Following the identification of flaws in an existing manual system, we have developed a new system. A user-friendly graphical user interface (GUI) is suggested, allowing Super Admin and admin (Student coordinators) to effortlessly access and manage data. Students who are participating may access and sign up for activities using an online platform. Record maintenance facilitates seamless and efficient communication between the Super Admin and Admin by using existing records.

Students can connect effortlessly and directly with the organizers.

8. FUTURE SCOPE

The proposed system cannot be used only for colleges or institutes but also for big charitable organizations and other companies, where many events are carried out. We can make it multilingual, as everyone is not familiar with English, and add a seat map where the user can select the seat as per their choice for the event. We added a guide that will help users and explain the use of different tabs and how to use them. We can also add other payment options as it supports only PayPal for now.

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