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Event Organization System

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Abstract: When it comes to organization of an event or an occasion, people often find difficulties in gathering the information about the different event organizers, where they need to collect details of different authorities required to organize an event successfully. Upon collecting details, meeting them personally and booking them for organizing the event is time consuming. Our project Event Organization System overcomes these issues. Event organization system is a software project that serves the functionality of an event organizer. Basically this project is divided into three main modules. They are Admin, Event Organizer, and User. The application built under this project provides easy registration to the users. The application provides most of the basic functionality required for organizing an event. The registered users are provided with four modules. They are Venue, Catering, Decoration, and Photography.

Keywords: Android, Event, Organization, Plan.

I. INTRODUCTION

The Event organization involves identifying the target audience, planning and organizing the technical aspects before actually launching the event. The process of planning and coordinating the event is usually referred to as event planning and can include budgeting, entertainers, arranging décor, photography and some emergency plans. As the number of events increase, there is a growing realization about the continuing need to develop event organization professionals who are able to create, organize and manage events. The application 'EVENT ORGANIZATION' is designed keeping in mind the difficulties faced in planning a successful event. This is an application where there are sub categories for planning an event. They are Venue, Catering, Decoration, and Photography. These categories help the users to plan an event on a single console and avoids the need of going elsewhere, making it convenient for the users. Users can book for any module according to their convenience and make some advance payment to conform booking. The event organizers receive message containing the booking details from the application, upon booking done by users. The event organizers then provide the required service for the users to make their Event successful. The Admin maintains this application and addresses the users if in case they need any help. The user's details, Event Organizing module details and booking details are logged into the database and the admin has access to the database. This application makes event planning and organizing easy.

II. ANDROID TECHNOLOGY

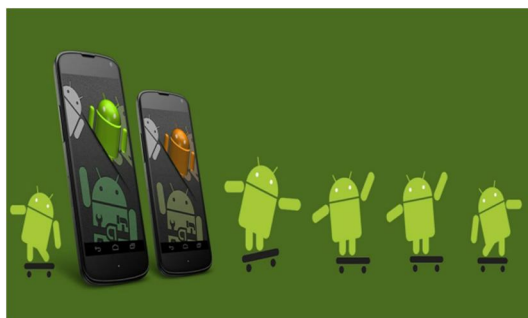


Figure 1: Android Technology

Android is a mobile operating system based on the Linux kernel and currently developed by Google. Android is designed primarily for touch screen mobile devices such as smart phones and tablet computers. Android's source code is released by Google under open source licenses. Android is popular with technology companies which require a ready-made, low-cost and customizable operating system for high-tech devices. Android's open nature has encouraged a large community of developers and enthusiasts to use the open- source code as a foundation for community-driven projects. Some benefits of using android technology are as follows:

- 1) Low investment and high ROI: Android provides freely its software development kit (SDK) to the developer community which minimizes the development and licensing costs. The development costs can be divided into three stages.
 - a) Application development
 - b) Testing
 - c) Hardware cost for testing and deploying the android mobile application.
- 2) Open Source: Get the open source advantage from licensing, royalty free, and the best technology framework offered by the Android community.
- 3) Easy to integrate: You can integrate and tweak the mobile app according to your business need.
- 4) Multiple sales channels: You build it, you publish it. With your choice of promotional strategy, you can reach your end users through multiple channels.
- 5) Easy adoption: Android applications are scripted in Java language with the help of rich set of libraries. Anyone can build Android applications with the help of Java.

III. METHODOLOGY

There are 3 modules in EVENT ORGANIZATION SYSTEM. They are:

- 1) *Admin Module*: Admin module designs the application which contains four services: venue, catering, decoration and photography. In this module the administrator can make the updates regarding the new organizers in the market. Payments done by the users are handled by the administrator. Admin module addresses the issues of the users.
- 2) *User Module*: This module is for the users of the application where they first need to register themselves to this app by providing their details. The user is then displayed with the four services: venue, catering, decoration and photography. User can select the service of their interest and search for the particular organizer they are interested in. The users are even provided with the cost, capacity, rating and reviews given to any particular organizer. The user can proceed for booking and the payment. After advance payment the user's booking is confirmed and a message is sent to the particular service chosen by the user to inform the service providers about the booking details, so that they can do the needful service for the user.
- 3) *Event Organizer Module*: In this module admin collects information about different service providers required to organize an Event and approves them to work for this application. The service providers are sent message regarding the bookings made by the users. They further provide the service demanded by the user on time.



Figure 2: Architecture Design of Event Organization System



IV. CONCLUSION

In this paper we have presented “The system entitled "EVENT ORGANIZATION SYSTEM: AN ANDROID APPLICATION”. It helps the Users who want to organize the event success fully by choosing the required options in the list provided by event organizers, and this application not only provides and satisfies the user needs but also it saves the lot of time for the user by removing manual work for the user. And this project can be enhanced in the future.

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