iJRASET
International Journal For Research in Applied Science and Engineering Technology

INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 11 **Issue:** V **Month of publication:** May 2023

DOI: https://doi.org/10.22214/ijraset.2023.51342

www.ijraset.com

Call: 08813907089 | E-mail ID: ijraset@gmail.com

International Journal for Research in Applied Science & Engineering Technology (IJRASET)
ISSN: 2321-9653; IC Value: 45.98; SJ Impact Factor: 7.538
Volume 11 Issue V May 2023- Available at www.ijraset.com

College Event Management Android App

Rishikesh Shekhar Arote[1], Pritesh Sugriv Mallha[2], Prathm Dinesh Kothmire[3],
Student, Information Technology, Matoshri asarabai poletechnic, Nashik, Maharashtra, India

Abstract: ***This project gols to develop an Android app for college event management. The app will allow the event management team to upload event details, including dates, times, locations, or descriptions, and make them visible to students through a dashboard. Additionally, the management team can upload certificates and photos of events, which can be viewed by students.***
The app is designed to make event management more efficient and effective for both the management team and students. By providing a centralized platform for event information, it will help to reduce miscommunications or misunderstandings. It will also help to promote student participation in college events.
The app developed using Android Studio and Firebase for the backend. The user interface was designed with simplicity and ease of use mind, to ensure that students can easily navigate the app and find the information they need.
Overall, this project represents an innovative and practical solution in the challenges of college event management. It has the potential to significantly enhance the student experience and strengthen in sense of community on campus.
Keywords: Android app, event management, college events, certificates, figures

I. INTRODUCTION

The management of college events can be complex and challenging task, involving numerous stakeholders and a wide range of logistical considerations. To address these challenges, we have developed an Android app for college event management that provides centralized platform for event information and communication. The app allows to the event management team to upload event details, including dates, times, locations, and descriptions, and make them visible to students through a dashboard. Additionally, the management team is can upload certificates and photos of events, which can be viewed by the students. The app is designed to make event management more efficient or effective for both the management team and the students. By providing a single platform for event information, it helps to reduce the miscommunications and, misunderstandings. It also promotes the student engagement and participation in college events, which can help to strengthen the sense of community on campus. This report is provide a detailed overview of the development process for the College Event Management Android App, including the methodology used, the design and development process, and the final product. The report is also includes a description of the app's features and functionality, as well as an evaluation of its effectiveness and potential for future development.

II. METHODOLOGY

The development of a college event management app involves a systematic and well-structured methodology that enables the successful execution of that project. The following are an overview of the typical methodology used in the development of a college event management app:

1) *Requirements Gathering:* The first step in developing the college event management app is gather requirements from various individuals involved in organizing college events. This involves conducting interviews, surveys, workshops with faculty members, students, event organizers, and other stakeholders to identify their needs and expectations for the app.
2) *Design:* Once the requirements have been gathered, the next step is design the app. This involves creating wireframes and prototypes to visualize the layout and functionality of the management app. The design phase is iterative, with multiple rounds of feedback , and refinement from the stakeholders.
3) *Development:* After the design has been finalized the development phase begins. This involves coding the app and integrating the various features or functionalities. The development team is works closely with the stakeholders to ensure that the app meets their needs and expectations.
4) *Testing:* Once the app has been developed, it undergoes rigorous testing to identify and resolve any bugs and issues. The testing phase involves both automated and manual testing to ensure that the app is reliable, secure, and user-friendly to use.
5) *Deployment:* Once the app has been tested and approved, so it is deployed to the app store and college servers. The deployment phase involves setting up the necessary infrastructure, configuring the app, and training stakeholders on how to use that app effectively.

6) Maintenance: After the app has been deployed, it requires ongoing maintenance to ensure that it is remains secure and up-to-date. This involves monitoring the app for bugs and issues, updating software and security patches, and providing support to the stakeholders as needed.

Throughout the development process is agile methodologies are often used to facilitate collaboration and flexibility. This is allows stakeholders to provide feedback and make changes throughout the development process, ensuring that the final product meets their needs and expectations.

III. MODELING AND ANALYSIS

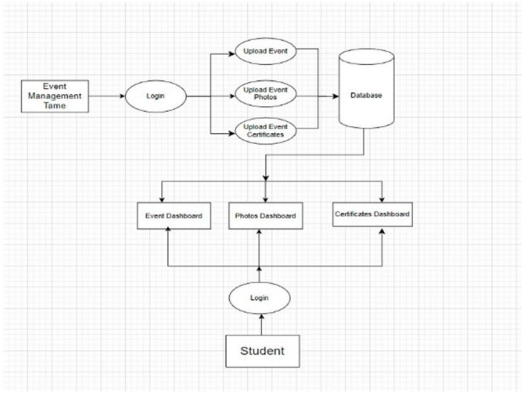


Figure 1: System Flow Diagram

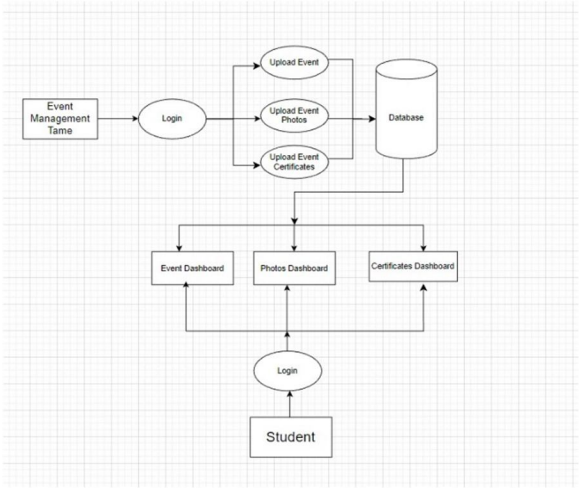


Figure 2: System Flow Diagram

Analysis and modeling are important aspects of any software development project, including the college event management application. The analysis and modeling phase it is involves a detailed examination of the requirements and specifications of the app, a well as the design and implementation of the app's features and functionalities.

The analysis phase involves identifying the various requirements of the application and understanding the needs of the users. This includes identifying the various functionalities and features that the app should have, as well as understanding a user interface and user experience requirements. During this phase, feedback is collected from various stakeholders or users to ensure that the app meets their expectations.

The modeling phase involves designing the app and creating visual representations of the app's architecture and functionality, and user interface. This includes creating wireframes and prototypes that allow stakeholders to visualize the app and provide feedback on design. The modeling phase also includes creating data flow diagrams, use cases, and other design documentation is that provide a comprehensive view of the app's functionality.

The analysis and modeling phase it is critical to the success of the college event management app project. It ensures that the app is a designed and developed to meet the needs and expectations of its users, while also ensuring that the app is scalable, maintainable, and efficient. Through the use of agile methodologies, the analysis and modeling phase that can be performed iteratively, allowing stakeholders to provide feedback and make changes throughout the development process.

In summary, the analysis and modeling phase of the college event management app project involves the detailed examination of the requirements and specifications of the app, as well as the design and implementation of the app's features and functionalities. This phase is critical to the success of the project, it ensures that the app is designed and developed to meet the needs and expectations of its users.

IV. CONCLUSION

In conclusion, the college event management application developed for this project is a user-friendly, efficient, and reliable solution for managing events at the college level. The app's features, such as event creation, registration, and management, as well as communication tools and real-time updates, provide a comprehensive platform for organizing and promoting college events. The app's implementation will not only streamline the event management process but also help to enhance the overall college experience for the students, staff, and faculty members. The development process followed a methodology that included a requirements gathering, design, development, testing, deployment, and maintenance, with the use of agile methodologies to facilitate collaboration and flexibility. Future scope for this project includes integrating additional features such as payment processing and analytics, as well as scaling up for use a larger level. Overall, the college event management app has the potential to transform the way of college events are organized and executed, making it a valuable tool for colleges and universities.

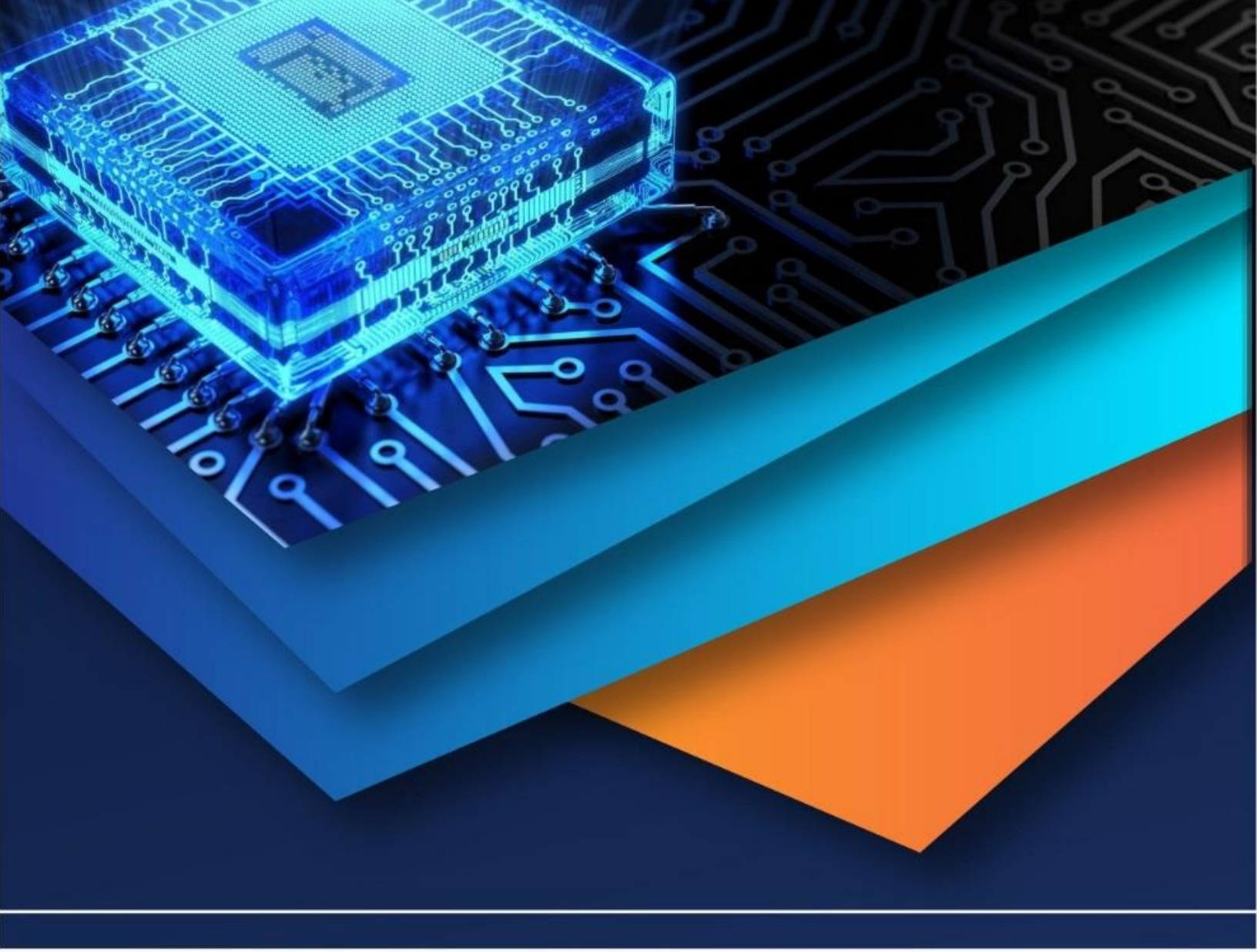
REFERENCES

[1] P. N. Pimple and S. K. Gupta, "Design and Development of Mobile Based College Event Management System" 2016 International Conference on Computing, Analytics and Security Trends (CAST), Pune, 2016, pp. 165-168. doi: 10.1109/CAST.2016.90

[2] S. Sharma "Design and Implementation of Event Management System," 2016 International Conference on Advances in Computing, Communications and Informatics (ICACCI), Jaipur, 2016, pp.1437-1441.doi: 10.1109/ICACCI.2016.7732453

[3] S. N. Nema, N. Gupta a, "Development of Web Based Event Management System," 2014 International Conference on Computational Intelligence and Communication Networks (CICN), Mathura, 2014, pp. 773- 777. doi: 10.1109/CICN.2014.168

[4] S. A. Malani and S. P. Sonar, "Implementation of College Event Management System using Web Services and Mobile Application," 2017 International Conference on Innovative Mechanisms for Industry Applications (ICIMIA), Mumbai, 2017, pp.1-6.doi: 10.1109/ICIMIA.2017.8074149



10.22214/IJRASET

45.98

IMPACT FACTOR: 7.129

IMPACT FACTOR: 7.429

INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY