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Event Management System

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ABSTRACT: This paper deals with the Event-management system that is implemented in a website The purpose of the Event Management portal is to upgrade the existing manual system to fully-fledged computer software. This portal will help the information to be stored for a long time and the admin can easily access and manipulate the information. This project will provide access to the admin to see participants and the guest list. The admin can keep track of attendance and feedback as well from anywhere at any time. The user can view the created event and can register for the same. This will provide an untroubled way of managing the events as it will minimize manpower and office work. One can track every event. The organizer can supervise the event without any problems to run the event. The user who is interested in the particular event can enter the required information and register for the event.

The records can be sent to the administrator who can further notify the participants.

KEYWORDS: user, Event Management, Events, Admin

I. INTRODUCTION

A public gathering like a lecture, seminar, party or reunion might be referred to be as an event. In any case, a lot of service providers are active at once, and managing them is very challenging. It is crucial for an event organizer to have all of these service providers' contact information so they may get in touch with them about the event. Organizing the participants of all these service providers' guests is a laborious undertaking. Planning an event is called Event Management. Any kind of event falls under this, whether it is hybrid, virtual, or both.

In order to manage a specific event, a paper work might cause lot of trouble and it is difficult to keep track the entire task, duties related to an event. In order to overcome these problems, we are going to develop a web application which might reduce the paper work. The web application named "MITE Events" it is a website that related to an organization which integrates with all the events related to that particularunit. It also includes upcoming and already finished event details.

This website includes an affinity groups and student branches of that particular organization. This includes a Master Admin who has an access to each and every content of this website. He can create the Sub-Admins for each branch. And the Sub-Admin has a access to create an event in a particular branch and keep track of all the necessary things related to it. He can also keep track of the participant attendance list and also feedback given by the participants. Master Admin can also retrieve these results.

The Main objective of our Project is that to create In-House Application which can keep track of all the records related to an event. This website gives the access to remotely creating data in each events. The organizer of the particular event has a complete authority to look over the individuals and also some important Guest list. The user has an access to register to the particular events. His attendance also gets tracked based on his presence in the event. At the end of an event, the feedback form get triggered to the user. His/her valuable feedback help the organizer to know about how user felt by getting into a registered event and help to do better next time.

The purpose of "Event Management System" is to digitalize the process involved in managing an event and make easy and comfortable for the user's. It should meet the user as well as organizer's expectation in making an event success.

II. LITERATURE SURVEY

IEEE vTools provides information on a wide range of gear advanced by IEEE contributors and IEEE volunteers. IEEE vTools is a collection of "toolboxes" evolved by IEEE volunteers and now maintained by IEEE staff. The toolbox simplifies organizational efforts and administration by providing net-primarily based software programs to reduce time spent on localactivities of events and registrations isalso difficult. If there is even a slight mishap in managing this information, it may result in bigger problems.

Proposed system
Organizing an event involves a lot of penand paper work and requires much human intervention. Keeping track of events or organizing an event in an organization is not easy, as it requires one to stay updated, and allow feedback, and handling reports of an individual event is quite a hassle. Hence, Event Manager is an in-house web application that helps to digitalize this process and allows us to manage all these tasks in one web portal.

This Event Management application is a web application, which offers various features such as adding, removing, and modifying events, feedback retrieval, event registration, and unregistering and provides various information about the event to the users. This application provides access to all the important people related to a particular event. Organizers of the event have access to look at the guest list. The admin can create an event as well as delete it.

The end user can view the event details and register for the same. One can collect feedback and improve accordingly. This eases the organizer to write a report after the completion of the event.

III. SCOPE AND METHADOLOGY

Aim of the project

The purpose of "Event Management System" is to digitalize the process involved in managing an event and make easy and comfortable for the user's. It should meet the user as well as organizer's expectation in making an event success.

Existing system

The existing system includes information about students and the organization manually using papers. The existing system contains numerous pieces of paperwork and needs many members to handle the system which may be hard to manage. The existing system cannot be handled from anywhere at any time needed. Keeping track of the events and registrations isalso difficult in the existing system if any mistake is done then it may lead to a bigger problem.

IV. DESIGN AND IMPLEMENTATION

It is important to understand how the Design phase forms an essential stage within the procedure of software development. That is an innovative method where in system organization is hooked up that satisfies both functional and non-functional system requirements. Big systems are decomposed into sub-systems and those sub-systems offer a related set of services. The output of this design process is a description of the software structure.

Software architecture-Three-tier architecture
Making crucial, structural decisions that may be expensive to reverse, once implemented is what software architecture is all about. It refers to the basic building blocks of a computer program system and the process of creating structures and systems. Each of these structures is made up of software parts, their individual features, and the relationships between them.

The three-tier structure divides applications into three logical and physical computing tiers: the presentation tier, the application tier, and the data tier.

Presentation-tier

The presentation layer is the communication layer between the application and the end user. Its main purpose is to display information and send readable information from one application layer of a system to another. The information is passed in the form of HTML,JavaScript, CSS,etc. This also supports frameworks like angular,react, ember, etc.

Application tier

The application Tier is also known as the middle tier or logic layer. Here, the information from the presentation layeris processed using business logic and rules. This layer can also add, delete, or modify data in the datatier. This layer uses an application server and processes the business logic for the application. The application layer can be developed using Java, C++,Python, C#, etc, and communicates with the data tier via API calls.

Data-tier

The Data tier also called the database layer or data-access tier, is where the data processed by the application tier is stored and managed. This can be an RDBMS such as MySQL, PostgreSQL, MariaDB, Oracle,or Microsoft SQL server or in NoSQL such as Cassandra, CouchDB, or MongoDB.

The presentation tier - here one can interact with the software program, accumulate records from the clients, confirm them if needed, and then ship them to the utility tier thru an HTTP request. Here we're using Bootstrap.
The application tier receives the (confirmed) records from the presentation tier and then methods it by applying relevant business logic and good judgment based totally on the presentation requested. In the meantime, the application tier may get admission to the information tier to query data, to retrieve adjust keep information if essential.
 The data tier gets instructions from the software tier and executes them after which it sends a response back to the software tier. The software tier gets the completed result and approaches it. As soon as the system is completed, the application tier sends the processed data back to the presentation tier. The presentation tier receives the processed information from the application tier and then offers it to the user.
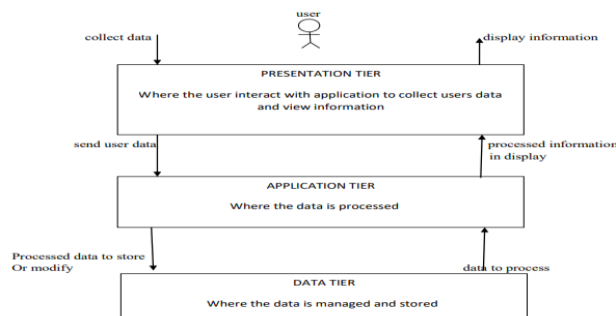

Figure 1. Architecture Diagram

Non-functional Requirements explains the system attributes such as performance , reliability ,security , maintainability, usability and scalability.While system can still work if the non- functional requirements are not met, but failing to meet non- functional requirements can result in systems that fail to satisfy user needs.

The performance is calculated in according to the end system obtained from the application. We consider the output and decide the performance of the application. The performance will depend on both functional and non-functional requirements. We are able to design a system properly if the requirement specification is accurate. As the requirements are decided in the preliminary stage, it is very hard to change the system once it is designed and however designing a system which does not match user requirements are waste to the user. Here are the basic requirements a system should have.

- The developed system must be accurate.
- If there is any existing system, the developed system must exceed this existing system.
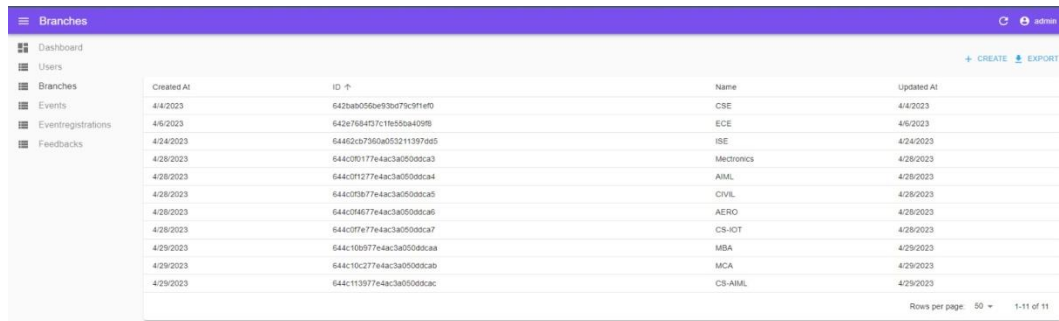- The system should be consumer friendly.

The functional requirements are nothing but how a system must behave. It tells us what the system must do, so that it meets the user needs and expectations. The functional requirements need to be clear, simple and unambiguous. It is important to make functional requirements clear both for the developer team and end users.

Event Management System Module

Our project is based on MERN stack technology where we use react and next js for frontend express and nest js for backend and mongo db for database. It has threemodules.
1. Super admin module
2. Event manager module
3. User (student) module

1. Super admin module

Figure 2. Super Admin Page

The Super admin module consists of a dashboard which gives a gesture of welcoming foe the   super admin. This module mainly deals with the users, Branches, Events, Event Registrations as well as Feedback given by the end user or the students. Super admin has the access to create a new branch and also assign the event manager to it. Also he can retrieve the list of users who are registered for an event.
 i. Users – gives the list of users who are registered as the user as well as the event manager.
ii. Branches- give the list of the entire branch present in our college. Also super can create a new branch.
iii. Events- Gives the description of the event which are happened/ happening in our college.
iv. Event Registrations- Gives the list of all the users who are registered for a particular event.
v. Feedback-   Gives the list feedback given by the end user who attended the event .
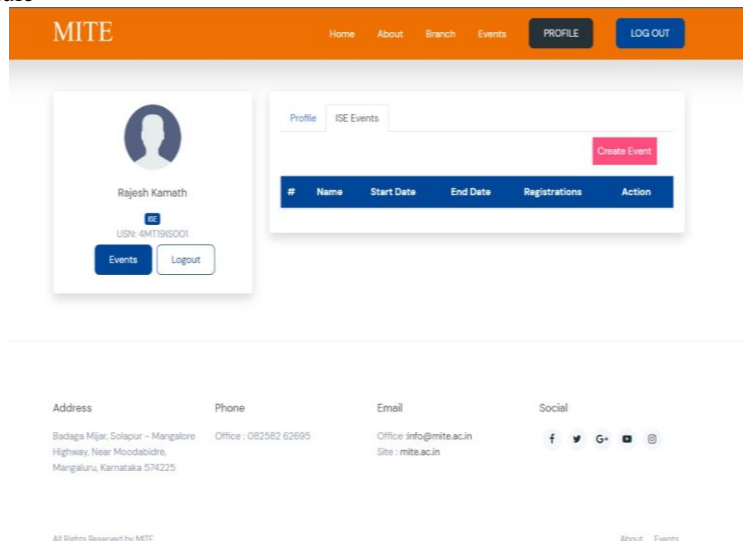
2. Event manager module

Figure 3: Event Manager

The Event manager module consist of same UI as the user is able to view the site, but only difference is that event manager can create a new event, give the title of the specified event, upload an image related to an event such as brochure or poster, start date, start time, end time and also give a brief description of an event.

The event manager has the access to view all the event registrations done by the user, also delete an event if it is not required to organize an event.
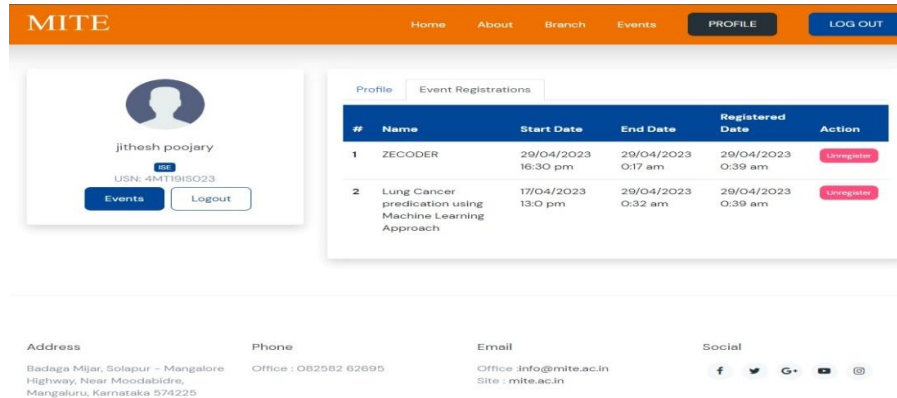
3. User (student) module

Figure 4 User page

The user module consists of same feature what the event manager has but only difference is that he cannot create an event. He is able to register an event which are present and unregister if he/she is not interested to attend.

The user is able to see-

- Name of the event which he/she registered.
- Start date of an event.
- End date of an event.
- Registered date and
- Action.

V. EXPERIMENTAL RESULTS

This section gives the experimental results that were obtained by using this website. This system which is proposed to configure the real world practical implementation. This EMS Application is mainly designed for a particular educational institution. These results are able to understand the user experience to gain the particular information. The main purpose is to reduce the pen and paper work and digitalize the process.

Home page

This page is able to display the latest events that are about to happen. Also it gives the brief description of the event. Also if any query he/she can able to contact particular event manager to clarify the doubts regarding the event.
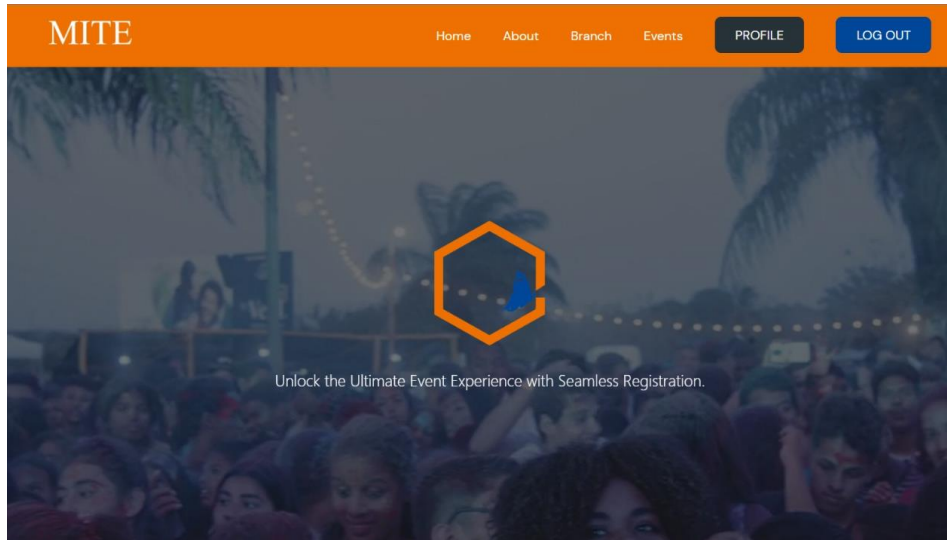
Figure 5 Home Page

Login/signup page

This page makes the user of this website in three different ways

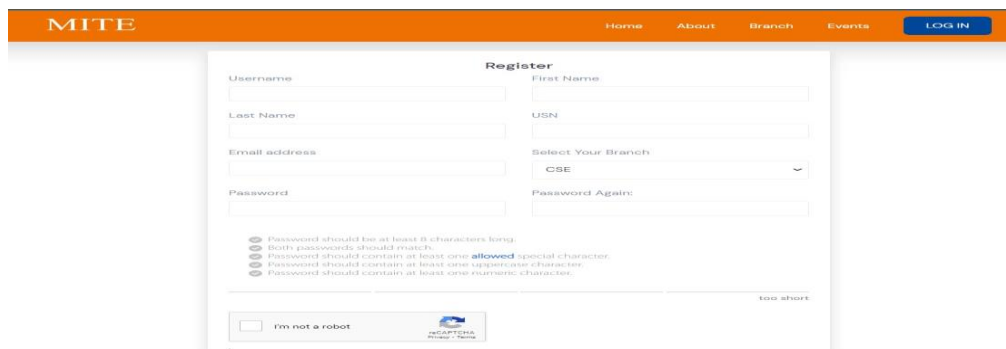1. Super Admin
2. Event Manager
3. End user (student)

Figure 6: Registration Page

Events

This page gives the list of events created by the admin and as well as user can register for an event. Also user can unregister that particular event which he is registered. Each particular branch events are displayed separately. This makes it easier to categorize the events based on the department. Event manager can create a new event and only logged in user can register that event.
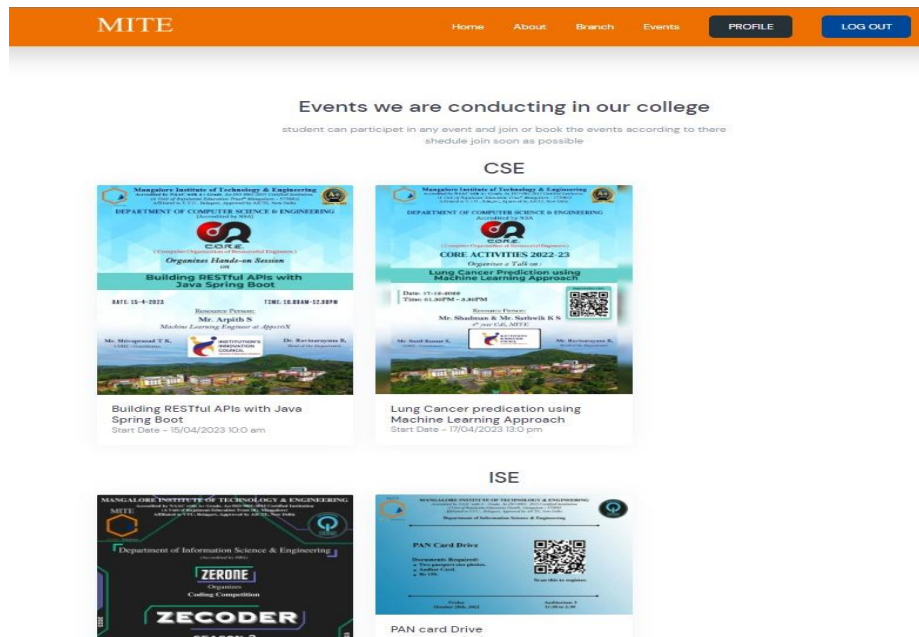
Figure7 List of Events happening

VI. CONCLUSION

In this "Event Management System" project, the idea behind this is to reduce the pen and paper work. And digitalize the process of an event. We tried to implement a concept called In-house application, which means it is related to one particular institution only. We tried to implement this system as described in our proposed system earlier. And we created this application using MERN stack technology where we used React and next js for front end. And Express and nest js for backend and mongo db for database. This application has covered the main feature of the customer or end user satisfaction. The project which we developed is able to retrieve, create, update and also delete one particular feature based on the particular request. This project can also implemented further using some latest technology.

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