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Android Application for Event Management System

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Abstract: Mobile technology has introduced a new platform among participants and event coordinators that can be exploited and be used to improve the competition process. These applications help the institute to move forward quickly, fulfill their visions and accomplish their goals. Taking into consideration this promising setting, a study was undertaken to realize the impact of such an environment, made possible by the android platform, on the competition process amongst participants. The proposed system will introduce and improve efficiency and convenience in the competition process. Overall, the event management system application can be utilized as an inexpensive but potent tool that complements the competition process.

I. INTRODUCTION

The proposed system is an application that is designed to manage and handle the events of an organization. Computers are now substituted by compact smart phones that can be fit into pocket and can be carried anywhere. Mobile registration is the next generation of registration that leads attractive way of event details delivery especially used in an organization. It is a powerful integrated platform that connects the various participants and event details of the institution, namely Administration, coordinators, participants and other specialized modules. It is a handy application that can be used by the Administration, coordinators, participants to facilitate communication. The application provides portability as it is used on a mobile device and can be carried anywhere. Since the application is used on android device, it improves connectivity between the participants and the coordinators, thus the institution will be provided with more transparent system altogether. Not only does the connectivity improve, the application also decreases a substantial amount of paperwork that is otherwise needed for the daily tasks in an institution. It is a useful tool that can be used by all the members of the institution, anywhere, anytime on an Android mobile device. Since the mobile device makes all the tasks, there is no paperwork involved and it provides direct access to the participants and coordinators. Direct access, here, means that the participants can clarify their event details with the coordinators irrespective of where they are at a given time. Smart phones are based on operating systems like blackberry, IOS and Android. To design proposed project, smart phones with android operating system are chosen because navigation rate of android OS is 70 percent. It is open source and free ware. The application is consistent with all Android versions ranging from Gingerbread2.3 to Lollipop5.0.1 so that Students who cannot afford to buy high end mobiles and institutes located in remote, rural area can also take the advantage of this application. [4]

II. Development Idea

With the advancement of technology, paperwork is being reduced substantially in every single field. With the introduction of this event application, an institution can operate efficiently without the use of paperwork. Hence, this will prove to be a very useful application for any institution.

Also, as more and more participants and organizers find out about the use of this application, other developers will be encouraged to make this Android application in any other languages, which will improve to explore their talents in different ways. [1][4]

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A. Expanding Participation

The key advantage for most regions was “any person, anytime, anywhere, can make use of this application.

B. Adaptable and Flexible Process

The event app is provided in majority languages which help to introduce this app at any institution irrespective of the language.

C. Motivating Healthy Competitive Environment

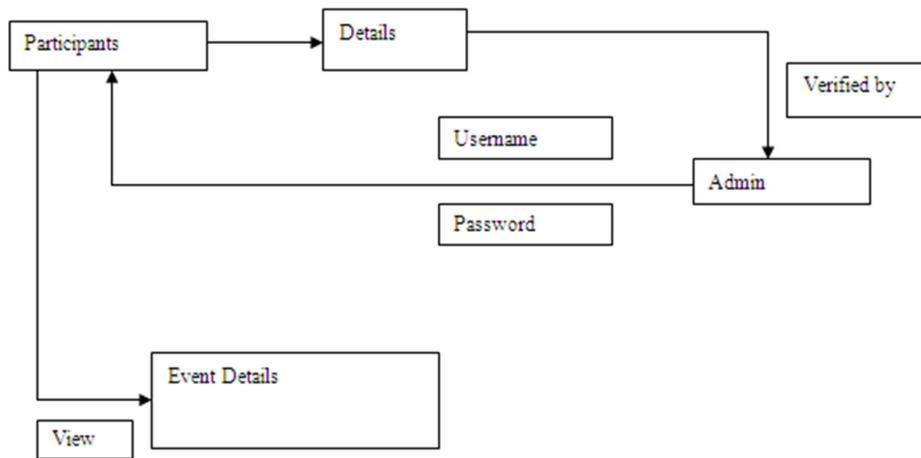
This event app provides all the participants to eagerly participate in the events.

D. Quality and Efficiency

A final consideration was this app will improve the efficiency and effectiveness of the participation process.

III. System Design

Event app management system is used to keep the records of an event in an organization like schools, colleges and universities, etc. Our projects aim at designing an event app which could effectively manage the events in an organization. This application contains the database which has the details of the participants, their name, and the events they are willing to participate, their registration id, and event details like day, venue, time, etc. Participants instead of registering in the websites or using paperwork, they can simply use this mobile application to register. After the comparisons done by the administrator they are provided with the unique id. The advantage of application is that the existing system has been taken and made portable by creating an application that can be used on a mobile device, both by participants and organizers. Convenience is not only the key advantage for portability, it also reduces the amount of paperwork by a substantial margin. Hence, the entire project helps the participants and coordinators, along with the admin, to operate and learn in an environment that is more transparent, convenient and direct. [5]



Block diagram of proposed system

There are three modules registration, login and event details.

1) Registration

This module is for enrolling participants details like name, year, department etc. These details are verified by the admin. The unique id is provided.

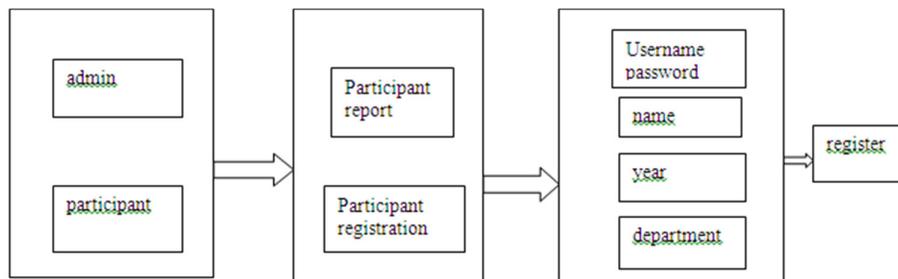


Fig.1 registration module

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The registered participants are provided with their username and password. If the password and username are matched to the database, then the participant can logged in. Once the password and username are matched the event informations get displayed. The participants are also provided with the acknowledgement. [2]

2) Login Page

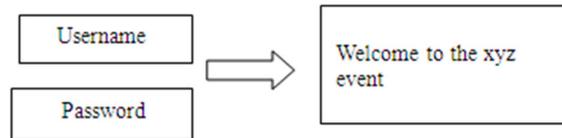


Fig.2 Login page contains the username and the password which is provided by the admin.

3) Event Details

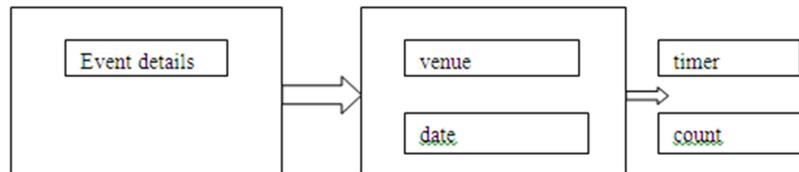


Fig.3 event details

The event details provides the information about the event date, venue, coordinator details, last date for registration, etc.

V. Conclusion

Basically, the main objective of android based event management system is to obtain the advantages on hand-held devices like mobile devices which allow accessing the events at anywhere and anytime by the participants. The application will not only help the participants to obtain notifications from the admin, but it will also help the organizers by providing a convenient system to communicate with the participants and inform them about upcoming submissions and events. Implementations are done on the server and smartphone. Implementation on the server is done using .Net and Visual studio, while the implementation of smartphone is using JavaScript. The application is tested on Android smartphone version Lollipop5.0.1.

VI. Future Scope

By this system participants can register anytime as per their own convenience. Timely updates of the events can be sent to the participants. The registration system becomes easy and less chances of malpractises.

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