What's The Plan: Application for an event Management

Mamta Jadhav[1], Swati Surujase[2], Ajitkumar Khachane[3]

[1,2]Student, Department of Information Technology, Vidyalankar Institute of Technology, Mumbai, India
[3]Professor & HoD, Department of Information Technology, Vidyalankar Institute of Technology, Mumbai, India

Abstract: Now a day's, the events such as parties and meetings etc. have become a core part of life which has resulted in event planning and Management Company to rise. With the customers and events increasing at larger rate, it is difficult to manage using traditional system using spreadsheets, traditional database and more. In order to overcome the drawbacks of traditional event, a new smart event android app has been introduced which uses the modern technology of java for managing various tasks and planning for employees, customer, location, transport and more. With the help of this technology, the distance between customer and management team has reduced with the Smart Web access.

What's the plan? is used for booking tables in clubs, events, café. The android app helps you to know the activities and events going around you such as any meetings, events, parties, or conferences. In addition to that you can book ticket for such events and conferences. This app also informs you about the parties going to held around your or particular location including the details of the club such as menu, entry fees, any special day, etc. This app also take orders for party events and management.

Keywords: event management

1. Introduction

The remarkable development of social networking environment and communication technologies has taken our society one step closer to ubiquitous communication whereby numerous devices can be connected to the internet anytime Mobile Internet of Things is expected to reinforce the development and use of target social applications. For event-based activities there are recently developed online event-based applications such as Eventbrite, Meetup, Plancast and so on. Using these applications, users may recommend social events, such as casual gathering (e.g. bowling, movie, bike ride, and dinner party) and official activities (e.g. conferences, courses and meetings). On top of supporting representative online social networking features (e.g. posting and sharing comments, videos and photos), these event based applications also promote offline face-to-face social communications. The origin of social networks lies in the early 1990s when they were simple means of communication between people over the internet, such as forums, discussion groups, professional associations or other places where people could exchange ideas. The tremendously increased interest in social networking and smartphones results in the emergence of Mobile Social Networks. Mobile Social Networks combines techniques in social science and wireless communications for mobile networking. With the smartphones comes many opportunities for android developer to build their own app. What's the Plan? can be considered as variety of services such as data management exploiting the social relationship among mobile users.

A. Need

Social events such as meetings, conferences, tradeshows, festivals, entertainment, and so on have been organized and planned using paper based program guides. We believe that it has not been more than five years since event planners and organizers started to use mobile devices as a replacement for the paper-based program guide. The rapid innovation and user adoption of sophisticated smart phone technology has certainly played a hand in the change. Yet, despite the emergence of mobile technology, the majority of events still use paper-based event guides and programs - this is about to change. From these social events, large academic conferences/workshops attract researchers from academia and industry from all over the world Many such conferences/workshops have several tracks and sessions that runs parallel, or a number of poster papers presented at the same time. Therefore, it's essential that participants or attendees are able to communicate with each other to enable instantaneous information exchange by using event-based applications running on mobile phones. Event-based social application continues to progress with technology products becoming cheaper, better, and easier to use. Innovation is sparkling with new options and features. Taking the high adoption into account, yet relatively few have used mobile applications for their own meetings. Nowadays, we are seeing a very fast adoption of mobile applications for event-based social activities especially for meetings and conferences. What's the plan? will bring many tangible benefits to event planners, organizers, exhibitors and attendees, i.e., real-time distribution and access to all conference information, improved way-finding through interactive maps, floor plans and location-based services, alerts/conference messaging/updates, better analytics, enhanced attendee and exhibitor experiences and many more.

B. Aim and objectives

1) Keep track of visitors

What's the plan? will keep track of visitors to different events

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and parties. It will easy to find who visited when and where. It will store the "been to places" history. And also send notification to them all the offers.

2) Modification of data

User can modify the database according to his need. User can change or insert data into known person's table. While inserting into that table he can add some new fields too.

3) Notifying the customers

After any customer login there will be lot of option for him to search. After his search lot of offers will be send to him through notification to visit the events. And also stores in history.

4) Easy user-interface

What's the plan? is the android app with easy graphics will make the process of managing all the tasks an easy job by providing an easy to understand user-interface.

2. Literature survey

Due to the emergence of studies on mobile social activities, the capacity to build systems that adapt the delivered information and knowledge to meet the requirements of users in smart environments has attracted quite a bit of attention. The primary objective is to develop the technology and improve the interaction of user-system quality in such smart environments. For event-based social activity planners and organizers that encompassed the generation of android app mobile applications, the experiences were a major step forward for the industry in terms of replacing paper, increasing efficiencies, and reducing costs and the impact on the environment. The user experience, however, was limited to standard, template-style formats with basic, featureless presentation of content. While the applications helped to replace the paper-based guide, they were not designed to encounter the primary objectives of today's event-based activity planners and organizers. Managing an event for a smart community can be a frustrating matter for all planners, organizers and attendees. However, technological advances in wireless networks and the advent of new mobile devices have made possible the development of mobile applications that can successfully support all parties; mobile applications are easily accessible through a smart device and the user can effortlessly upload or retrieve any relevant information. Former event-based mobile applications typically provide few opportunities for event branding. Because of their basic template style, branding may be limited to a simple splash page when the application launches or a banner at the top of the menu page. The other pages in the application typically include colorless, featureless lists of speakers, attendees and schedules. The experience is unappealing and implies that the attendee is only interested in the value of the application and only basic, essential information. The current and new event-based mobile applications are fully influencing the power that exists in the palms of virtually every business person in the world. Like the evolution of the Web, to increase engagement, event-based mobile applications must also progress.

The smart phone has become a crucial tool in the hands of the event attendee. Related technology and service motivating these devices has also improved, making it possible to develop customized applications. The focus of event-based mobile service is about creating a more memorable involvement and increasing engagement in the event. what is critical to event based app mobile applications is a human centered interface that is branded, easy to use, surrounded by the main features and customizable. Modern mobile technology allows for high color resolution and graphics and enhanced user interactivity. In addition, from the architecture figure, back-end metrics can help meeting planners to understand how the application is being used and what features are popular amongst attendee.

3. Proposed system

The proposed system is computerized and has been developed using advance language therefore it gives more facilities than present system. It provides quick access to any data. In this system user have to enter the data only once and then it gets linked with all files. This reduces the workload of user and it is also a time saving process. The information about any event can be easily retrieved. The system maintains all records easy. The proposed system consists of packages such as Silver, Golden and Platinum, e-card distribution, DJ service etc and updating the records at regular interval.
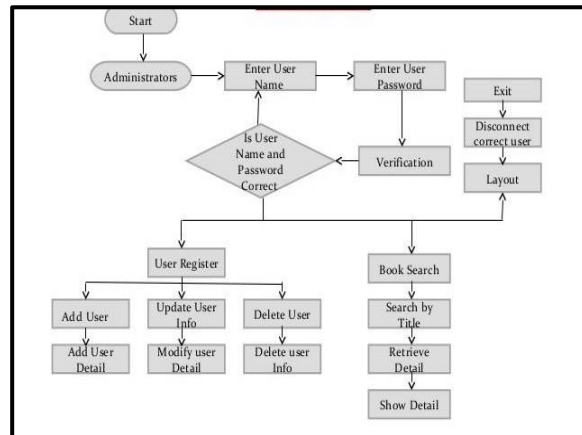

Fig. 1. Flowchart of proposed system

A. Features

Today, there are a number of companies hosting and organizing events on a regular basis. These range from the small time private events to the large-scale international events. A good number of young people are entering in this field because they realize the potential of the market and the demand and supply situation. In fact, the most profitable aspect of this field is the need for creativity. And that is how and where one earns.

It may help collecting perfect management in details. In a very short time, the collection will be obvious, simple, and sensible. It will help a person to know the management of past duration perfectly and vividly. It also helps in current all works relative to event. It will be also reduce the cost of collecting the

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management and collection procedure will go on smoothly.

The management of events calls, largely for coordination, from stage one. The first thing required is to get the orders for the event. This process is also known as pitching for an event. Usually, whether it is for small time events such as birthday parties and weddings, or then for the larger ones assigned by companies like exhibitions and trade fairs, or the international concerts; the event manager/company is asked to submit a project report, with the finances involved. On the basis of this, the assignment is given to them.

The present has been developed to meet the aspiration indicated in the modern age. An attempt has been made through this project to do all work ease and fast. It provides current add, update, move next, move previous, move last, find and delete all facilities to accomplish the desire objectives. The facility included in this project and the suggested activity has been organized to impart knowledge and develop skills and attitude in the event official work.

4. Methodology

The brief-reconfirm your organisation's objectives. Only then will it be clear how the event/s can support the over-arching goals and achieve the best return on investment possible. Then identify your audiences (both internal and external), what you want them to think, feel and do before, during and after the event. Consider any design mandatories, confirm your budget and highlight.

2. Build on the past – use all relevant feedback gleaned from previous events to inform the success of this one. Ensure it is built into the plan so everyone is aware of why you are adopting approach.

3. Plan for the future – determine what you would like to happen during and after the event so you can build those desired outcomes into your planning at the start. It is difficult to backward-engineer results and bolt on objectives/functionality. Having absolute clarity from the outset will stand you in good stead. Incorporate the right platforms, systems and processes into your approach so that you can establish best practice early on. Confirm metrics and determine the best way to measure progress, success and feedback throughout your project, keeping in mind your organization.

4. Timing – put in place a considered project plan with key dependencies noted. Allow plenty of extra time to overcome obstacles. Incorporate three key phases (before, during and after the event) in your timings to ensure a fully integrated and far-reaching approach is adopted. Planning event follow up in advance is just as important as ensuring things run smoothly on the day.

5. People and partners – select the right internal and external team to support your project. Build in sufficient time to source effective suppliers so they also have the time to perform well for you. Brief them fully and ensure there are lots of opportunities for updates and feedback so people and companies feel engaged and progress stays on track. They will

not be able to support you unless they are aware of what you are trying to achieve, why, how, with whom and by when.

6. Messaging and communications – list your key internal and external stakeholder groups as well as brand- and event-specific messages and develop a detailed communications plan to be executed before, during and after the event. Do not leave anything to chance and ensure you have considered and are prepared for any opportunistic/tactical communications that arise.

7. Integrate–work well and positively with other people/teams/organisations. You might not have sole responsibility for the planning and execution of your event so clear communications, consultation and well-defined roles and responsibilities should minimize duplication, prevent things falling through the cracks and maximize success for all stakeholders.

8. Adapt – listen to and incorporate feedback into your plan. Take advantage of unanticipated opportunities. Build in a buffer for your budget and timelines to counteract the unexpected. Take note when something is not working and try a new approach. Interrogate the brief and do not be afraid to make changes where necessary. Remember, fulfilling your organisation's objectives and trying to achieve a positive return on the investment made should be at the very heart of your approach.

5. Analysis

This prototype is developed based on the currently known requirements. Development of the prototype obviously undergoes design, coding, and testing, but each of these phases is not done very formally or thoroughly.

By using this prototype, the client can get an actual feel of the system, because the interactions with the prototype can enable the client to better understand the requirements of the desired system.

Prototyping is an attractive idea for complicated and large systems for which there is no manual process or existing system to help determine the requirements. Risks associated with the projects are being reduced through the use of prototyping. The development of the prototype typically starts when the preliminary version of the requirements specification document has been developed. Provides a working model to the user early in the process, enabling early assessment and increasing user's confidence.

6. Conclusion

It was decided that the proposed project could be created as an android application system that will meet the operating environment of various people for location based reminder. The reasons for this conclusion are Business method adopted is acceptable to all users. The end user has been involved in the planning and development. Manual errors will be reduced. It is a user-friendly interface and any person having moderate knowledge of computers, internet and project handling can

operate it. It is an operationally feasible project considering both the hardware and software factors.

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