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Event Management an Android Application

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ABSTRACT:Event management is the application of project management to the creation and development of large or small scale events such as festivals, conferences, ceremonies, formal parties, concerts, or conventions. The last few years have seen a rapid growth in the event management industry. In this paper we present an android mobile phone application to make it easier for a layman to plan an event in a hassle-free manner. This application will assist him/her in planning a successful and fun event.

KEYWORDS: android,event,management,plan.

I. INTRODUCTION

Event management involves studying the brand, identifying the target audience, devising the event concept, planning the logistics and coordinating 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, scheduling, site selection, acquiring necessary permits, coordinating transportation and parking, arranging for speakers or entertainers, arranging decor, event security, catering and emergency plans.

As the number of events increase, there is a growing realization about the continuing need to develop event management professionals who are able to create, organise and manage events.^[1]

The application 'EVENT MANAGEMENT' is designed keeping in mind the difficulties faced in planning a successful event. This is an all-in-one application wherein there are many categories for planning an event as mentioned above. 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. This application makes event planning and managing easy.

II. NEED OF PROJECT

Events play an important role in our society. Any happening or an activity can be referred as an event. Individuals often find they lack the expertise and time to plan events themselves. Independent planners are needed to step in and give these special events the attention they deserve.

In the current scenario, planning an event requires a lot of patience and hustle bustle right from deciding the theme to deciding venue and events. Lots of factors need to be considered while making each decision. Also once the party is planned lot of on the day issues such as maintaining low noise levels after a particular time, or neighbors complaining about the noise levels etc takes the fun out of the party/event. In order to manage such issues we require an easy to use app that will help in effectively tackling such problems.

III. LITERATURE SURVEY

We have referred the following papers for our project:

1. Glenn A J Bowdin and Dr Gayle McPherson have provided a snapshot of the events industry, the issues affecting it and as a result, a number of research requirements have been identified.^[2]

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- Charles Arcodia and Sacha Reid reviewed the literature on professional associations and explored the strategic direction of event management associations.^[3]
- FakultätElektrotechnik proposed a uni-form approach for specifying events based on a predicate that defines the occurrence of events in the exact case, together with a threshold probability that defines the minimum probability with which the event is considered to have occurred, so that an event notification is sent.^[4]

IV. METHODOLOGY

A. MODULES:

- Logging In & Authentication: The host will have a login ID and password and will be provided with different functionalities used to plan the event once logged in. All the logins would be authenticated at the server side.
- Database: The database used for the implementation is the SQLite database which is an open source SQL database that stores data to a text file on a device. Android comes with built-in SQLite database implementation. SQLite supports all the relational database features. In order to access this database, you don't need to establish any kind of connections for it like JDBC, ODBC etc.

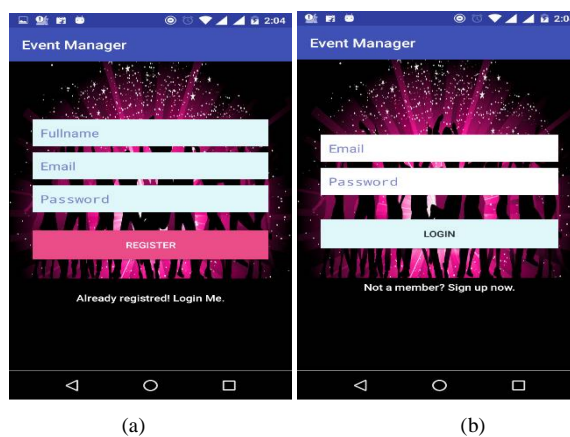


Fig. 1. Registration and Login screen (a) Registration page : The user will have to register with his details to log into the system and the details will be stored in the database. (b) Login page: The login page allows the user to enter the login credentials and get authenticated to the system. This will be done on the server side of the owner.

- Creating an Event: The host may create an event by choosing appropriate category and all the requirements of the event taken as input will be stored in the database.

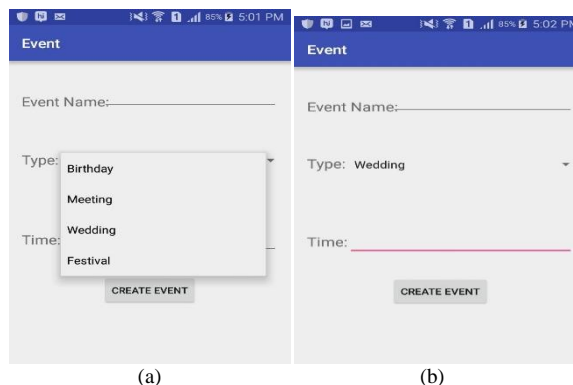


Fig. 2. Create Event screen (a) Select Event (b) Event Selected: This page allows the user to select a category or type of the party and the user is asked to enter the event name and time of the event. This information will be stored in the database and will be used for reference in further stages of event planning.

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4. Location Tracking & Tracking of coordinators using GPS: The GLOBAL POSITIONING SYSTEM (GPS) is a space-based navigation system that provides location and time information in all weather conditions, anywhere on or near the Earth where there is an unobstructed line of sight to four or more GPS satellites. Location tracking & GPS tracking of coordinators uses GPS. be enabled in all the devices such that the people involved in a particular event will be tracked and location will be displayed accordingly^[5]. Also Based on the data in the database(requirements) the nearby retail shops will be tracked and the tracking results will be provided to the user^[6]

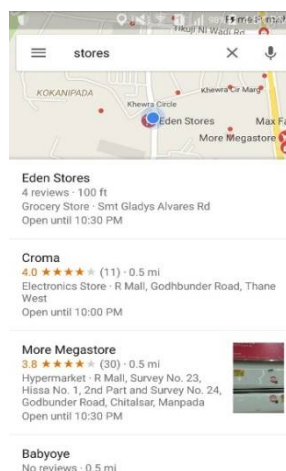


Fig. 3 Retail tracking page: This feature allows the user to track the nearby shops from which he will be able to select an appropriate place to get the required materials for the event.

5. Budget Estimation: Based on the initial budget value entered by the host and the approximate price of the items entered by user an automated budget estimator will calculate the end budget. There will be an alert message on exceeding the calculated budget.

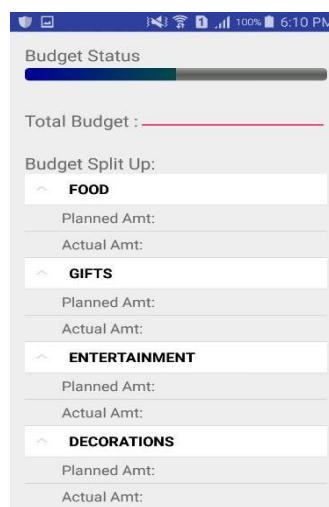


Fig. 3 Budget page: This page allows the user to enter the planned budget for the event. There is a field for entering the actual amount spent. The progress bar will show the status of the budget. An alert message will be given if the actual amount exceeds the planned amount so that the user will be able to plan things accordingly.

6. Synchronized music:Wi-Fi-hotspot can be used to sync many devices together in a way to play the music synchronously using Wi-Fi peer-to-peer.

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Wi-Fi Peer-to-Peer: Wi-Fi peer-to-peer (P2P) allows Android 4.0 (API level 14) or later devices with the appropriate hardware to connect directly to each other via Wi-Fi without an intermediate access point (Android's Wi-Fi P2P framework complies with the Wi-Fi Alliance's Wi-Fi Direct™ certification program). Using these APIs, you can discover and connect to other devices when each device supports Wi-Fi P2P, then communicate over a speedy connection across distances much longer than a Bluetooth connection. This is useful for applications that share data among users, such as a multiplayer game or a photo sharing application.^[7]

The Wi-Fi P2P APIs consist of the following main parts:

- i. Methods that allow you to discover, request, and connect to peers are defined in the `WifiP2pManager` class.
- ii. Listeners that allow you to be notified of the success or failure of `WifiP2pManager` method calls. When calling `WifiP2pManager` methods, each method can receive a specific listener passed in as a parameter.
- iii. Intents that notify you of specific events detected by the Wi-Fi P2P framework, such as a dropped connection or a newly discovered peer.
- iv. You often use these three main components of the APIs together. For example, you can provide a `WifiP2pManager.ActionListener` to a call to `discoverPeers()`, so that you can be notified with the `ActionListener.onSuccess()` and `ActionListener.onFailure()` methods. `AWIFI_P2P_PEERS_CHANGED_ACTION` intent is also broadcast if the `discoverPeers()` method discovers that the peers list has changed.



Fig. 4 Music Player Page: This page allows the user to play music from the playlist. It also allows the user to synchronize the music with other users by connecting the devices. This will eliminate the need of speakers in an event.

7. Collect Feedback: There will be an interface to collect reviews from the users. This will be saved in the database and can be used for future reference. [7]

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