



Faculty of Computer Science and Information Technology

***UNIMAS EVENT MANAGEMENT SYSTEM***

**Teoh Cerng Herd**

Bachelor of Computer Science with Honors  
(Multimedia Computing)  
2020

UNIVERSITI MALAYSIA SARAWAK

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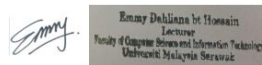
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# **UNIMAS EVENT MANAGEMENT SYSTEM**

**TEOH CERNG HERD**

This project is submitted in partial fulfilment of the  
requirement for the degree of  
Bachelor of Computer Science with Honours  
(Multimedia Computing)

Faculty Computer Science and Information Technology  
UNIVERSITY MALAYSIA SARAWAK

2020

# **SISTEM PENGURUSAN ACARA DI UNIMAS**

**TEOH CERNG HERD**

Projek ini merupakan salah satu keperluan untuk Ijazah  
Sarjana Muda Sains Komputer  
(Pengkomputeran Multimedia)

Fakulti Sains Komputer dan Teknologi Maklumat  
UNIVERESITI MALAYSIA SARAWAK  
2020

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I hereby declare that the thesis entitle with “UNIMAS EVENT MANAGEMENT SYSTEM” is based on my original work except for quotations and citations which have been duly acknowledge. I also declare that no portion of the work referred to in this report has been submitted in support of an application for another degree at University Malaysia Sarawak (UNIMAS) or qualification of this or any other university or institution of higher learning.

Signed,



---

TEOH CERNGHERD (58134)  
Faculty of Computer Science and  
Information Technology University Malaysia Sarawak

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Thank you,

TEOH CERNG HERD

## ABSTRACT

Event management involves in creating and developing large scale events which might include conferences, conventions, concerts, trade show, or festival. The process of management are include for identifying the target audience, formulating the event concept, planning the overall logistic of event and conducting project management of the event as a whole. Traditionally, event mangement are facing a lot of trouble and problem during the progress of planning. The problem of lack of related system, wasting out a lot of time on some task and require a huge of manual effort on every step of planning In recent years, a new generation of information technology are emerged, every industry are been move forward to the assist of computer and system. Event management should also follow by the step of currents trend. An event mangement system are neccessary to improve the efficiency of event management. Hence, this Final Year Project 1 is going to discover the user requirement and documented in order to develop the project called UNIMAS Event Management System. A simple survey was been carried out on students' opinions regarding with the title of the project to determine the significance of this system development. Throughout the survey, we can conclude that the processes of planning an event by UNIMAS student are getting more difficulties and complicated. The purpose of developing UNIMAS Event Management System is to provide a digital platform for UNIMAS organisation or relative club who are decide to organize an event. Throughout this system, they will be easily to manage and planning for an event. There are several different features that are cater the problem face by current UNIMAS student on managing an event. Beside, this system will have a feature to gather the supplier or sponsor company, users can go through this system to find their desire sponsorship. The developed system is also significant for users and admin to use or manage the system through the internet, 24 hours per day. The functions of the system are adding, deleting, editing and retrieving the data and allow users to search event information from the database. The design of this system included system interface design and database design. Context diagram, database flow diagram level 0 and level 1 are used for representing flowing process will occur when the user interacts with the system.

## ABSTRAK

Pengurusan acara melibatkan dalam mewujudkan dan membangunkan peristiwa skala besar yang mungkin termasuk persidangan, konvensyen, konsert, pertunjukan perdagangan, atau perayaan. Proses pengurusan termasuk untuk mengenal pasti penonton sasaran, merumuskan konsep acara, merancang logistik keseluruhan acara dan menjalankan pengurusan projek acara secara keseluruhan. Secara tradisinya, persembahan acara menghadapi banyak masalah dan masalah semasa kemajuan perancangan. Masalah kekurangan sistem yang berkaitan, membuang banyak masa dalam beberapa tugas dan memerlukan usaha manual yang besar pada setiap langkah perancangan. Dalam beberapa tahun kebelakangan ini, teknologi maklumat generasi baru muncul, setiap industri telah bergerak maju ke membantu komputer dan sistem. Pengurusan acara juga perlu mengikuti trend aliran arus. Sistem pengurusan acara adalah sangat baik untuk meningkatkan kecekapan pengurusan acara. Oleh itu. Projek Tahun Akhir 1 ini adalah untuk mengetahui keperluan pengguna dan mendokumentasikan untuk membangunkan projek yang dipanggil Sistem Pengurusan Acara UNIMAS. Kajian ringkas dilakukan terhadap pendapat para pelajar mengenai tajuk projek untuk menentukan kepentingan pembangunan sistem ini. Sepanjang tinjauan, kita dapat menyimpulkan bahawa proses perancangan sesuatu acara oleh pelajar UNIMAS semakin kesulitan dan rumit. Oleh itu, tujuan untuk membangunkan Sistem Pengurusan Acara UNIMAS adalah menyediakan satu platform digital untuk organisasi UNIMAS atau kelab-kelab dikaitkan yang memutuskan untuk menganjurkan sesuatu acara. Sepanjang sistem ini, mereka akan mudah untuk mengurus dan merancang sesuatu acara UNIMAS ketika menguruskan acara. Selain itu, sistem ini akan mempunyai ciri untuk mengumpul syarikat pembekal atau penaja, pengguna boleh melalui sistem ini untuk mencari tajaan keinginan mereka. Sistem yang dibangunkan juga penting bagi pengguna dan pentadbir untuk menggunakan atau menguruskan sistem melalui internet, 24 jam sehari. Fungsi sistem seperti menambah, memadam, mengedit dan mengambil semula data dan membolehkan pengguna mencari maklumat peristiwa dari pangkalan data. Reka bentuk sistem ini termasuk reka bentuk antara muka sistem dan reka bentuk pangkalan data. Gambarajah konteks, gambarajah aliran pangkalan data tahap 0 dan tahap 1 yang digunakan untuk mewakili proses yang mengalir akan berlaku apabila pengguna berinteraksi dengansistem.



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## CHAPTER 1 : INTRODUCTION

### 1.0 Background

UNIMAS is one of the most famous and popular university in East Malaysia. There are several organisations and club in UNIMAS have been organize event for more than 10 years with an expert experience. Therefore, every event organized by UNIMAS was very attractive and successfully. However, the process of organize was messy and will bring a huge process to the organisation team. Effective planning and preparation are crucial to the success of an event. There are numerous elements involved in the process of planning and preparation. Hence, by using current method of planning will be stressful process and often leave UNIMAS organisation feeling overwhelmed.

After doing some research from the organisation in UNIMAS, most of them was pointed out the main issue of event is to find the sponsorship, supplier, and event partner. On the current situation, most of them require manual effort to find they require item through email, fax, phone call and face to face discuss with the vendor. It will take a lot of process to deal with and ultimately delay the progress of the event.

On behalf of that, I proposed an Event Management System for UNIMAS organisation. This system is going to bring the organisation and suppliers together in a platform with the comprehensive features cater to the entire event requirement. This digital system platform will combine's event management with social integration for the speed and result looking for. Organisation will easily find their requirement of event through the system.

Generally, this system is deploy to improve the efficiency and effectively of planning event in order to make sure the process of event was smoothly and successfully.

## **1.1 Aim and Objective**

This project is to help the both party such as event organizers and suppliers to simplify, planning and integrate complexity into meaningful information to reduce time, cost and labour incurred during day-to-day operation. Three main objectives have been figured out which is:

- To design a suitable platform for user to plan their event in efficiency way.
- To develop a web system for student to easily organize their event.
- To evaluate the usability the event management system.

The purpose of this system is deploy a digital platform to improve the efficiency and effectively works on manage an event to ensure the process of event was run in smoothly and successfully.

## **1.2 Problem Statement**

Currently, the new organisation in UNIMAS who are lack of experience in event management will take up a long time for wasted on the manual reference on physical document and most importantly the lack of time during the tendering process. This situation is actually indirectly affecting the study result of student who is still need to handle their exam. Besides, the running out of time will also cause the quality of event and the event committee have to handle out more problems.

Furthermore, Organisation in UNIMAS have to use the popular communication tools such as Whatsapp, Facebook, Mailing system, and also Instagram to contact with the partners or supplier in order to get more information for dealing with their business. As we all know, the main function of such communication tools are for sharing and sending the messages to huge amount of people or audience. It is a set of tools used to interaction, discussion and community, allowing people to build relationships and sharing the important information. Hence, the communication tool was not suitable to use as events planning platform because some of the main feature on event management are not available in those tools. Beside, the time period for waiting the replying message and clarifying information are waste out a lot of time, some of them can be goes to more than one month. Thus, a system platform for event management is necessary that enables the exchange of value between a organization and vendors.



Last but not least, most of the organisation in UNIMAS requires manual effort on every step of planning. Each of the steps of planning connotes an organized, step-by-step effort. It's true, but it's also quite messy because it's a change initiative. The messy of the process plan increases the risk that tasks related to the event will fall through the cracks, that the event will have last minute issues, fall short on budget and ultimately miss a major objective. Messy process will lead to messy event experiences. To fix the event experience, the priority solution is to fix the manual effort process

### **1.3 Scope of Project**

Basically, this project is a web-based system that deploys for UNIMAS student especially for the organisation or club that would consider to organize or planning for some event. This system would not be an android or IOS mobile application and also not support on mobile browser.

### **1.4 Brief Methodology**

The methodology use for this project is Royce Improved Waterfall Model (Lakshay, 2016). The water fall model is a sequential design process in which progress is seen as flowing steadily downwards through the phases of Conception, Initiation, Analysis, Design, Construction, Testing, Implementation and Maintenance.

Waterfall model can be defined as a linear and classical model that approach in software development life cycle (SDLC). This model is divided into different phases and the output of one phase is used as the input of the next phase. Waterfall Model is the most widely known, as it was the first chronologically to appear and be described, by Dr.Winston W.Royce(Margaret.R,2019).

#### **1.4.1 Requirement Gathering:**

All the potential requirements of the application are methodically analyzed and written down in a specification document that serves as the basis for all future development (Andrew P, 2016). It involves the understanding what is needed to design, and what is the system function, purpose,etc.

#### **1.4.2 Analysis Read:**

The requirement and based on analysis define the schema, models and business rules. During this second stage, the system is analyzed in order to properly generate the models and business logic that will be used in the application

#### **1.4.3 System Design:**

Based on analysis, design the software architecture. This stage largely covers technical design requirements, such as programming language, data layers, etc (Andre P, 2016). A design specification will typically be created that outlines how exactly the business logic covered in analysis will be technically implemented.

#### **1.4.4 Implementation and Develop Phase:**

The actual source code is finally written in the third phase, implementing all models, logic, and service integration that were specified in the prior phase. The technical construct will be conduct on this phase, such as; coding, database implement, and so on.

#### **1.4.5 Testing Integrating:**

During this stage, beta testers, and all other testers systematically discover and report issues within the application that need to be resolved. The system can be conveyed when the code issues are fixes. The client is engaged with the acceptance testing to evaluate it for utilization.

#### **1.4.6 Operations / maintenance and Deployment:**

Finally, the application is ready for deployment to a live environment. Once the functional and non-functional testing is done, the product is deployed in the customer environment or released into the market but also subsequent support and maintenance that may be required to keep it functional and up-to-date. (Lakshay, 2016)

## 1.5 Significant of Project

Throughout this project, a fully functional system to cater the issue face by current students will be developed. There are several significance and important value that will delivered by this system. From the system view, an event calendar can be used to show the events based on the events dates created. It is an organized way to show the upcoming events based on calendar dates. This features can make it possible to show events existing to let the user know what events would be held on this months. Event Calendar include all the important elements of an event listing such as day, month, date, year, and also the event type on each of the event.

Furthermore, this system are also provide an opportunity for the company to promote their item to the community of students. This business strategies are allow the company to enhance their item selling rate easily to spread company item to the public. Besides, from the view of students, they are also given a chance to know how to contact with the supplier from outside. This system are combine events management tools with social integration to help students to explore the experience and learn the knowledge of an expertise event management procedure.

Another, significance aspect on this system are it was effected on the economy view on current event trends. Generally, currently if students needs to have a contact with supplier, they have to make a phone call, or go out individually to meet with supplier. Obviously, on this situation, it will have some of charging fees on phone call, and also the petrol fees. In contrast, this system will help students to do all the task by just a few click and without cost with any single charge. By the same token, this system platform allow all the different type of company to sell or promote their item to students. Therefore, there are actually have some of the similar item with different company are selling their item here. Hence, this system also provide a business competition to attract students to chose their company. Students can compare the price given by different company and make a decision on the suitable supplier. This system is also reduce the energy effort by current student in manage their event. It would be reducing non-core paperwork and let the organizers focus on others important tasks.

## 1.6 Project Schedule

	Name	Duration	Start	Finish	Fri 30 Aug				Sat 31 Aug				Sun 1 Sep				Mon 2 Sep				Tue
					0	6	12	18	0	6	12	18	0	6	12	18	0	6	12	18	0
1	<b>Schedule for my final year project</b>	<b>204 days?</b>	<b>9/2/19 8:00 AM</b>	<b>6/11/20 5:00 PM</b>																	
2	<b>FYP 1</b>	<b>95 days?</b>	<b>9/2/19 8:00 AM</b>	<b>1/10/20 5:00 PM</b>																	
3	<b>Phase 1 Requirement Gathering</b>	<b>8 days?</b>	<b>9/2/19 8:00 AM</b>	<b>9/12/19 8:00 AM</b>																	
4	Understanding What needed	2 days	9/2/19 8:00 AM	9/3/19 5:00 PM																	
5	Decide what to design	3 days	9/4/19 8:00 AM	9/6/19 5:00 PM																	
6	What system function?	1 day	9/7/19 8:00 AM	9/9/19 5:00 PM																	
7	Specified the input and output	2 days	9/10/19 8:00 AM	9/11/19 5:00 PM																	
8	Milestone: [Brief proposal completed]	0 days	9/12/19 8:00 AM	9/12/19 8:00 AM																	
9	Meet with supervisor	1 day?	9/11/19 8:00 AM	9/11/19 5:00 PM																	
10	<b>Phase 2 : Analysis Read</b>	<b>33 days?</b>	<b>9/12/19 8:00 AM</b>	<b>10/28/19 5:00 PM</b>																	
11	Update Title of project	2 days?	9/14/19 8:00 AM	9/17/19 5:00 PM																	
12	Define Problem Statement	3 days?	9/19/19 8:00 AM	9/23/19 5:00 PM																	
13	Identify aim and objective	4 days?	9/24/19 8:00 AM	9/27/19 5:00 PM																	
14	Define project methodology	5 days?	9/30/19 8:00 AM	10/4/19 5:00 PM																	
15	Identify outcome of project	7 days?	10/6/19 8:00 AM	10/15/19 5:00 PM																	
16	Approve and comment by supervisor	3 days?	10/15/19 8:00 AM	10/17/19 5:00 PM																	
17	Modify and Check back information of analysis	1 day?	9/12/19 8:00 AM	9/12/19 5:00 PM																	
18	Milestone : [Full proposal Finished]	28 days?	9/12/19 8:00 AM	10/21/19 5:00 PM																	
19	Milestone: [Chapter one finish]	33 days?	9/12/19 8:00 AM	10/28/19 5:00 PM																	
20	<b>Phase 3: System Design</b>	<b>51 days?</b>	<b>11/1/19 8:00 AM</b>	<b>1/10/20 5:00 PM</b>																	
21	Design framework	5 days?	11/4/19 8:00 AM	11/8/19 5:00 PM																	
22	Decide Programming Language	3 days?	11/9/19 8:00 AM	11/13/19 5:00 PM																	
23	Select Database Server	3 days?	11/9/19 8:00 AM	11/13/19 5:00 PM																	
24	Design a Data Flow Diagram	6 days?	11/17/19 8:00 AM	11/25/19 5:00 PM																	
25	Create draft prototype	6 days?	11/27/19 8:00 AM	12/4/19 5:00 PM																	
26	Get feedback and comment from supervisor	8 days?	11/27/19 8:00 AM	12/6/19 5:00 PM																	
27	Complete Literature Review	26 days?	11/1/19 8:00 AM	12/6/19 5:00 PM																	
28	FYP Symposium	2 days?	12/17/19 8:00 AM	12/18/19 5:00 PM																	
29	Amendment and Modification Period for FYP	14 days?	12/20/19 8:00 AM	1/8/20 5:00 PM																	
30	Milestone: [Chapter two complete]	11 days?	11/1/19 8:00 AM	11/15/19 5:00 PM																	
31	Milestone: [Chapter three complete]	25 days?	11/1/19 8:00 AM	12/5/19 5:00 PM																	
32	Milestone: [Final Report FYP1 complete]	51 days?	11/1/19 8:00 AM	1/10/20 5:00 PM																	

Final Year Project 1 Schedule - page1

Figure 1.1: Schedule plan for my FYP 1

## **1.7 Expected Outcome**

The outcome of this project will be a system platform with a functional website with the comprehensive features caters to the entire event requirement. Throughout this system, it has a few functions such as “add”, “update”, “delete”, “Search” and also “Listing” that would help users to easily plan their event on the system platform. Beside, system would be able to generate the statistic report.

## **1.8 Project Outline**

This paper will focus on the how the UNIMAS Student’s Event Management System will brought a comfort and convenience way for the users especially student to continue their task in planning an event. This will consist of 5 chapter which can be summarized as below:

- Chapter 1: Introduction

This chapter will talk about the overview of the project start from Objective, problem statement, Scope, Brief Methodology, Significance Project, Project Schedule and Expected Outcome.

- Chapter 2: Literature Review

Chapter 2 will review on the current existing similar system and compare it to figure out some of the missing function from the existing system. Besides, this chapter will also discuss on the limitation of existing system and discuss how can be improved by the proposed system.

- Chapter 3: Methodology

The description and explanation of the methodologies and the design of proposed system will be cover on this chapter. This chapter also include in construct the Data Flow Diagrams (DFDs), Entity Relationship Diagram (ERD), Data Dictionary and also prototype of User Interface

## **1.9 Summary**

Throughout this chapter, a proposed system with the title of UNIMAS Event Management System was clearly introduced. The system had been proposed to overcome the issues in the existing traditional manual effort. Hence, it can be ensure that the efficiency and the quality of event planning will be upgraded after implemented of this proposed system.

## **Chapter 2: LITERATURE REVIEW**

### **2.0 Introduction**

A literature review can be an informative, critical, and useful synthesis of a particular topic. It can be identify what is known in the subject area, identify areas of controversy or debate, and help formulate questions that need further research (Amanda, B 2008). Hence, this chapter will be cover on the literature that related to this project area. There will be 3 different existing system or website from the internet for the online event management system are been searched and analyse. This chapter also will compare the existing system in the aspect of technical feature, priority function, and the significance of the system. On another hand, study and analyses about the suitable technique for a developing system in part of method review.

### **2.1 Current scenario analysis**

Basically, majority of UNIMAS student are not an expertise on planning an event some of them are even never have an experience to manage an event. All they can do is just to improve and learn from network research to get more knowledge about event management. All the way they used are not qualify as a proper event management method. There are a few scenario was been investigated in this section of project.

#### **2.1.1 Time planning for management**

Normally, the most challenging and difficulties part on planning the event is to handle the physical document. While, for the unprofessional event planner will definitely feeling frustrated and upset, because they have to take much more time for settle down all of the document. The technical specifications, scope of work, event schedule, documents that describe what is needed, and should be clear enough to avoid confusing to the others which can be a suppliers, participants of event, or audience. The running out of time will also cause the quality of event and have to handle out more problems due to running out of time.

### **2.1.2 Lack of Related System**

Nevertheless, system and processes play a significant role in planning a small or grand event. It allows the organizer to approach their event expectation. Unfortunately, there are lacks of related system for university student especially the UNIMAS student for planning, or managing their event. It was quite inconvenient for them, and will bring a lot of effort for the organizer to work out their task. The scope of technology and related tools used for events is diverse, ranging, from generic project management software to specialised logistics systems (Van der Wagen, Lynn. 2007). The social medial tools and communication tools such as Facebook, Whatsapp, Instagram was the only way that use by UNIMAS student to planning their event. This application is not suitable to use as an event planning platform because it was not the main function on event management. The main technology solution used by the industry include event planning software, venue booking systems, security systems, communication system or audience reservation and registration systems

### **2.1.3 Manually effort on the step of planning**

Manual system put pressure on people to be correct in details of their work at all times, the problem being that people aren't perfect, however much each of us wishes we were (Richard, b. 2015).A successfully planning for any type of project including organizing an event requires a step-by-step processing to ensure the event is successfully. An event committee needs to adhere to the guidelines set out and agreed upon. Taking out few months to approve an item could result in poor event project management. For the era technology century, technology and Artificial Intelligence (AI) was very helpful on every type of project even for event management also should reduce manual effort for planning or managing the event. Manually work would delay the schedule of event. Event management involved disciplined planning and control. Many of the tools are suggested to relief manual effort, such as Grant charts and PERT charts, are utilized in event management