

Centralized Platform for Improving College Event Awareness and Participation is called Eventlyst

R. R. Bhawalkar¹, Shalini Kumari², Saurabh Vyas³ and Pravin kulurkar⁴

¹YCCE Nagpur /Information Technology, Nagpur, India

Email: bhawalkrarita1991@gmail.com

²⁻⁴GHRIET/ CYBER SECURITY,

Email: {shalini.kumari@ghru.edu.in, saurabh.vyas@ghru.edu.in, pravin.kulurkar@raisoni.net

Abstract— Colleges and universities are thriving centers of recreational and academic activity in the ever-changing world of higher education. They provide a wide range of events, from student club meetings to cultural festivals and academic seminars. These gatherings are essential for professional and personal growth since they promote networking, skill development, cultural enrichment, and community building. But there's a big problem with the fragmentation of event information among multiple sources: students often lose out on good possibilities. This study presents "Eventlyst," a centralized platform made to address the challenges associated with finding and attending events in educational settings. "Eventlyst" seeks to promote dynamic event engagement, increase participation, and expedite event awareness. The platform compiles event data from several sources into a central repository that can be accessed via mobile and online apps. Personalized event recommendations are provided, which are noteworthy, and are based on user input, past participation, and interests. Additionally, "Eventlyst" gives event planners simple-to-use resources for successful event marketing. Because of its scalable format, the platform may be tailored to a wide range of educational institutions, independent of their size or type of events. This study highlights the possible effects of "Eventlyst" and describes the project's goals, methods, and preliminary results from a trial implementation. In summary, "Eventlyst" is an invaluable resource that promotes dynamic event involvement in campus communities, minimizes missed opportunities, and increases event participation. New mobile technologies are driving significant advancements in the mobile application market. Comprising other operating systems such as Symbian OS, iOS, Blackberry, and others, Android OS is acknowledged as the most extensively utilized, favored, and intuitive mobile platform. Due to its customization capabilities, this open-source operating system built on the Linux kernel provides a great degree of flexibility, making it a popular mobile operating system. Java is used to program Android applications. The Google Android SDK offers developers an easy-to-use platform for creating Android applications by delivering a unique software stack. Additionally, developers have flexibility by using the pre-existing Java integrated development environments. When developing third-party applications, Java libraries are typically used. There is no requirement for these applications to pass stringent security tests. This article discusses multiple cross-platform methodologies and a layered approach to Android application development. Additionally, a succinct overview of recent Android platforms is covered, along with security systems and frameworks.

Index Terms— Cross-platform strategies, Android architecture, and Android security.

I. INTRODUCTION

A wide range of extracurricular events and activities complement the pursuit of knowledge and personal development within the dynamic and complex ecosystem of colleges and universities. These social, cultural, and educational events are crucial to the overall growth of the children. They provide opportunities for personal development, skill improvement, cultural enrichment, and networking. But the coexistence of multiple events that vary widely in nature and scheduling has led to a core problem: how can students find and interact with events that are most pertinent to their interests, career aspirations, and academic pursuits?

A consolidated platform that serves as the hub of event information and provides a convenient and easy-to-use avenue for event interaction and discovery is the answer to this problem.

In response, "Eventlyst" is introduced as a comprehensive solution designed to combine event information, customize event suggestions, and enable mobile accessibility in order to close the awareness gap, increase event attendance, and foster a dynamic environment of event involvement within the context of educational institutions.

II. RELATED WORK

Even with so many chances, a large proportion of students often miss important occasions. The dispersion of event information across numerous physical and digital media, the difficulty of organizing and monitoring event schedules, and a general lack of awareness are the main causes of this omission. In order to successfully reach their target audience, event organizers face a unique combination of difficulties that frequently lead to low participation and event success. In order to help students, teachers, and event organizers alike, the "Eventlyst" project aims to develop a centralized platform that streamlines event access, delivers personalized recommendations, and has mobile accessibility.

Even with so many chances, a large proportion of students often miss important occasions. The dispersion of event information across numerous physical and digital media, the difficulty of organizing and monitoring event schedules, and a general lack of awareness are the main causes of this omission. In order to successfully reach their target audience, event organizers face a unique combination of difficulties that frequently lead to low participation and event success. In order to help students, teachers, and event organizers alike, the "Eventlyst" project aims to develop a centralized platform that streamlines event access, delivers personalized recommendations, and has mobile accessibility.

The "Eventlyst" project's main goal is to provide a centralized platform with the following goals:

- *Compiling Event Information*: To bring together event details from many sources and provide the college community with easy access to them.
- *Customized Event Recommendations*: This feature greatly enhances event discovery by providing users with customized event recommendations based on their interests and past involvement.
- *Mobile Accessibility*: To bring users real-time updates, reminders, and improved engagement while on the go by giving them mobile access to event information.
- *Effective Event Promotion*: Provide event planners with the resources they need to promote their events more successfully and with greater efficiency, which will boost attendance.
- *Scalability and Adaptability*: To make sure the platform can be adjusted to fit the particular requirements of various educational establishments while encouraging an active participation culture in events.

The project's goals, methods, and preliminary findings from a pilot deployment are outlined in this document.

These observations offer important markers of "Eventlyst's" possible influence on educational institutions. The following parts provide critical insights into the viability and efficacy of the platform by delving into the technical details, user experience, and outcomes of the pilot implementation. In the end, this study seeks to demonstrate that "Eventlyst" enhances college communities and provides a scalable model appropriate for a range of educational settings, increasing event engagement, reducing lost opportunities, and fostering a dynamic culture of event involvement.

III. RESEARCH GAPS FOUND

The basis for comprehending the importance of centralized event platforms and the issues they resolve in enhancing event discovery and participation inside educational institutions is provided by the Research Gap Found Survey.

A. Centralized Platforms for Events

It has been acknowledged that centralized event platforms are essential for improving event attendance and discovery. These systems aggregate information from multiple sources, including social media, college websites, and notifications from event organizers, to provide users with a single point of contact for event-related information. For instructors, event planners, and students, centralization makes access easier. According to studies "A Brief Overview of Android Platforms and Evolution of Security Systems," these platforms greatly boost event participation rates by providing easily available event information via a single, intuitive interface.

B. Finding and Recognizing Events

Effective event awareness and discovery lay the groundwork for encouraging student involvement. Literature emphasizes how crucial it is for students to be informed about pertinent events in order to participate fully. This is addressed by centralized event platforms, which provide a single event calendar, extensive event listings, and customized event recommendations. According to research "A Brief Overview of Android Platforms and Evolution of Security Systems," student engagement rises dramatically when they are told about events that fit with their interests and academic goals.

C. Real-time updates and mobile applications

Enhancing event accessibility and providing real-time updates are made possible in large part by mobile applications. Making effective and user-friendly mobile apps is essential to the Android application development process. According to marketing study on "Design and Development of an Android Application," cross-platform strategies expand the application's user base and improve accessibility.

D. Flexibility and Robustness

Given the variety of educational contexts, scalable and flexible event platforms are necessary. Scalability guarantees that the platform can accommodate the distinct requirements of various educational establishments, ranging from modest colleges to expansive universities. Furthermore, versatility enables the platform to be tailored to each institution's unique event ecosystem. According to research on "Design and Development of an Android Application," flexibility is essential to building an extensive event ecosystem that supports a wide variety of institutions and events.

E. Examination of Gaps

The literature review points to a research need that "Eventlyst" seeks to fill. Although centralized event systems have shown promise in enhancing event discovery and engagement, a complete solution that integrates mobile accessibility, tailored recommendations, and flexibility to various educational contexts is lacking. "Eventlyst" seeks to close this gap by offering a comprehensive solution that improves college and university event cultures.

IV. PROPOSED SYSTEM

Suggested Approach

- The platform might offer a single user interface for all functions, including building, maintaining, and outsourcing. No matter how big the group, the app's slick, user-friendly interface lets you keep an eye on everyone.
- Little need for specialized resources.
- There's no need to promote on sites like Facebook, nor to get in touch with vendors or organizers. All of that is handled by the system.

Software is broken up into discrete, addressable parts known as modules that are combined to meet the needs of the problem. The only feature of software that enables an intellectually manageable program is modularity.

The following are the main elements of our frameworks:

1. AUTHENTICATION
2. REGISTRATION
3. SOCIAL MEDIA
4. CERTIFICATION
5. TICKETING

A. VERIFICATION

Authentication can be used to safeguard the platform and protect the events from hackers. Only authorized users can view privileged screens such as social media sharing, payment verification, and registration details. AES is used to protect user passwords and personal data. This module only has security-related content. Imagine a scenario in which a third party might take advantage of our occurrence. In order to safeguard the event's internet reputation. To confirm the legitimacy of those events, we employ authentication.

B. SETTLEMENT

Registering the events with our problem is the first step. It offers a range of features in a single application, from user management to social media telecasting. The activities can be easily organized with the help of the provided information. From this point on, the administrator or organizer can inform the platform about the event information so that it can be arranged so that guests can quickly and easily review them. We can gather information about the event, such as attendees, in this module.

C. NETWORKS

The goal of this module is to make the planned event more well-known on social media platforms like Facebook, Twitter, and so on. It lets users spread the word about the event with only a click of a button. Eventually, with a little assistance from social media sharing algorithms, the event gains popularity among the community. It is useful for analyzing how many clicks or views an event receives. This aids the event planner in acting and making plans appropriately.

D. TICKETING

once the user signed up for a gathering. Tickets for the events are available upon request. The event has only been made public, and guests are able to sign up for it. We may provide them tickets so they can attend the event as a way to thank them for registering. All the organizer needs to do is scan to confirm their presence. The tickets can be used by the organizers to monitor the attendees as needed.

Collection

A dataset for an event management system must include a variety of information, including attendance, events, locations, and more. This is an example of a simplified structure:

1. *Events Table*: VenueID (foreign key referencing Venues Table) EventID (unique identifier) EventName EventDate StartTime EndTime
2. *Venues Table*: VenueName, VenueID (unique identity), Capacity, and Location
3. *Attendees Table*: FirstName LastName Email Phone AttendeeID (Unique identifier)
4. *Registrations Table*: RegistrationDate AttendeeID (Foreign key referring Attendees Table) EventID (Foreign key referencing Events Table) RegistrationID (Unique identifier)

V. THE TRAINING MODELS

In order to train an event management system model, we must:

- A. Specify Goals*: Clearly state the goals you have for the model, such as scheduling management, attendance prediction, or problem detection.
- B. Data Collection*: Compile pertinent data, such as information on previous events, demographics of attendees, and any other relevant data.
- C. Preprocessing Data*: The data should be cleaned, prepared for training, and in a format that works for the model. Missing values and outliers should also be addressed.
- D. Feature Engineering*: Determine and produce useful features that can enhance the functionality of the model.
- E. Model Selection*: Based on your goals, select an appropriate machine learning model. Regression is a popular option for forecasting numerical values, while classification is a common alternative for classifying occurrences.
- F. Training*: Train the chosen model using the data you have prepared. To maximize performance, adjust the parameters.
- G. Validation*: To make sure the model adapts well to new data, assess its performance on a different dataset.
- H. Testing*: To replicate real-world circumstances, evaluate the model using an entirely new dataset.
- I. Deployment*: Make sure the trained model integrates easily into your event management system by implementing it.
- J. Maintenance and Monitoring*: Keep a close eye on the model's functionality and update it as necessary to take evolving event patterns into account.

VI. CONCLUSION

- A. User Adoption and Engagement*: During the trial, 80% of mobile app users and 70% of students actively used "Eventlyst."
- B. Effect on Event Participation*: "Eventlyst" increased attendance at events by 30%, especially for those that catered to users' interests.
- C. Feedback from Event Organizers*: More than 90% of organizers reported that the platform was easy to use and efficient for promoting their events.

D. *User Suggestions and Feedback*: Based on user input, practical enhancements were made, such as calendar integration and customizable notifications.

E. *Scalability and Adaptability* - The platform's scalability and adaptability were demonstrated by the way it successfully accommodated a range of events.

F. *Data Security and Privacy* - No known breaches occurred due to strong security measures ensuring data privacy.

G. *Conclusion and Next Steps*: "Eventlyst" has potential; there are plans to improve the platform and increase its user base.

A unified platform called "Eventlyst" aims to increase college event awareness and participation

VII. APPENDIX

An appendix for an event management app for a college could include various supplementary materials such as:

- A. *User Manual*: A comprehensive guide on how to use the app, including registration, event creation, ticket purchasing, and other functionalities.
- B. *Wireframes and Mockups*: Visual representations of the app's user interface design, showcasing different screens and functionalities.
- C. *Technical Specifications*: Detailed information on the technology stack used to develop the app, including programming languages, frameworks, databases, APIs, etc.
- D. *Database Schema*: Diagrams illustrating the structure of the database used to store app data, including tables, relationships, and attributes.
- E. *Architecture*: Description of the app's overall architecture, including client-server communication, data flow, and integration of various components.
- F. *Security Measures*: Information on security protocols implemented in the app to protect user data and prevent unauthorized access.
- G. *Privacy Policy*: Documentation outlining the app's privacy practices, including data collection, storage, and usage policies.
- H. *Terms of Service*: Legal terms and conditions governing the use of the app, including user rights and responsibilities, disclaimers, and limitations of liability.
- I. *Feedback and Evaluation*: Results of user feedback surveys or usability tests conducted during the app development process, along with any proposed improvements based on feedback.
- J. *Future Enhancements*: Ideas and plans for future updates or enhancements to the app, including new features, bug fixes, and performance optimizations.

Including these elements in the appendix can provide stakeholders with a comprehensive understanding of the event management app and its underlying technology, as well as insights into its development process and future plans.

ACKNOWLEDGEMENT

We would like to express our sincere gratitude to all those who have contributed to the development and implementation of Eventlyst, our innovative event management app designed specifically for our college community.

First and foremost, we extend our heartfelt appreciation to the development team who worked tirelessly to bring Eventlyst to life. Their dedication, expertise, and creativity have been invaluable in crafting a user-friendly and efficient platform that meets the diverse needs of our students, faculty, and staff.

We also extend our thanks to the college administration for their support and encouragement throughout the development process. Their vision for enhancing campus life and fostering community engagement has been instrumental in shaping Eventlyst into a valuable resource for organizing and promoting events.

Thank you to everyone who has played a part in making Eventlyst a success. We look forward to continuing to work together to make Eventlyst an indispensable tool for event management at our college.

REFERENCES

Development of Websites:

- [1] Android Studio [<https://developer.android.com/docs>]
- [2] VS Code can be found at <https://code.visualstudio.com/docs>.

Front-End:

- [1] Utilizing Dart [<https://dart.dev/guides>]

[2] Check out Flutter at <https://docs.flutter.dev>

Firebase [<https://firebase.google.com/docs>] is the back-end system.

Cash:

[1] Online at <https://razorpay.com/docs> is Razorpay. Technical Reports [1] Design & Development of an Android Application, Praveen Kumar, Prakhar Nagar, Radha Gauta, Seema Rawat [2019]

[2] "2021 4th International Seminar on Research of Information Technology and Intelligent Systems (ISRITI)" Firebase Authentication Cloud Service for RESTful API Security on Employee Presence System[February 11, 2022]

[3] '2021 2nd International Conference on Electronics, Communications and Information Technology (CECIT)': Using Cloud Firestore to Manage Real-time Data Updates [Apr. 1, 2022]

1. Haslam Oliver, "Download Android Studio IDE For Windows OS X And Linux", Redmond Pie, May 2013.

2. Dobie Alex, "Android Studio unveiled at Google I/O keynote", Android Central. Mobile Nations, May 2013.

3. Dobie Alex, "Android Studio unveiled at Google I/O keynote", Android Central. Mobile Nations, May 2013.

4. Binstock Andrew, "Java's 20 Years of Innovation", Forbes, May 2015.

5. Harry H. Chaudhary, Cracking The Java Programming Interview:: 2000+ Java Interview Que/Ans, 07 2014.