



Eventto

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Abstract : In the modern academic environment, students are continuously engaged in a wide range of curricular and extracurricular activities, including seminars, workshops, cultural festivals, hackathons, technical events, sports competitions, and placement drives. While these events contribute significantly to the holistic development of students, the dissemination of information regarding such events remains highly fragmented. Typically, colleges rely on multiple platforms such as printed notice boards, group emails, WhatsApp or Telegram groups, and social media announcements to communicate event details. This scattered communication system often creates confusion, redundancy, and a lack of timely updates, resulting in missed opportunities and reduced student participation. Event organizers also face difficulties in reaching a broad audience effectively, managing registrations, and updating event information dynamically.

To address these challenges, this project proposes the development of a Web-based Eventto System specifically designed for college students and event organizers. The system aims to serve as a centralized platform where all events can be published, categorized, and accessed in a structured and user-friendly manner. The platform integrates features such as event categorization (academic, technical, cultural, sports, and placement-related), search and filter functionality and event reminders. By leveraging responsive design principles, the system ensures accessibility across devices including desktops, laptops, and mobile phones, making it easier for students to stay connected regardless of location.

By integrating various sources of event information into a single hub, the Eventto enhances communication, improves student participation, and fosters a more engaged campus community. The proposed solution not only reduces the information gap but also contributes to better time management, awareness, and inclusivity among college students.

From a technical perspective, the system is designed using a three-tier architecture comprising the presentation layer (front-end), application logic (back-end), and database layer. The front-end is developed with modern web technologies such as HTML5, CSS3, and JavaScript, ensuring an intuitive user interface and smooth navigation. The back-end is implemented using server-side technologies such as PHP, which handle business logic, authentication, and event management processes. A MySQL database is used to securely store event information, user profiles, and registration data. Additionally, real-time notification and reminder features are incorporated to keep students updated about upcoming or modified events.

For event organizers, the platform provides an administrative panel that allows them to publish new events, edit existing information, track student registrations, and analyse participation trends.

Keywords → Centralized Platform, Student Participation, Three-tier Architecture, Responsive Design, MySQL Database, College Events, Event Management System, Event Registration

I. INTRODUCTION

Eventto for College Students is a web-based platform designed to centralize and streamline the management of academic, cultural, and extracurricular events within an educational institution. Traditionally, students often face difficulties in staying updated with various activities due to scattered communication across notice boards, social media groups, and informal networks. This system resolves that problem by serving as a single-window solution where all event-related information is available in one place.

- Need

In a college environment, multiple events such as seminars, workshops, cultural festivals, sports activities, and technical competitions are organized throughout the academic year. However, students often face challenges in accessing accurate and timely information due to scattered communication channels like notice boards, social media, and word of mouth. This leads to low participation, mismanagement, and lack of awareness. Students frequently miss opportunities.

An eventto System addresses these challenges by serving as a single centralized platform for publishing, categorizing and accessing event information. The need for an eventto arises from the demand for efficiency, accessibility, and transparency in event management, ensuring that students remain well-informed and actively engaged in both academic and extracurricular activities.

- Use

The uses of the Eventto:

Centralized Information Hub: Provides one-stop access to all collage events.

Event Registration: Allows Students to register inline without paperwork.

Event Categorization: Groups events into academic, cultural, sports, or technical for easy browsing.

Feedback Collection: Enables students to share suggestions for future improvements.

Resource Management : Assists faculty in planning venues, time slots, and coordination

Improved Engagement : Encourages more students to actively join college activities.

- Overview of the Design

The design of the Eventto for College Students web application focuses on creating a simple, user-friendly, and efficient platform for managing institutional events. The system design is divided into three main perspectives: User Interface Design, Functional Design, and Database Design.

User Interface (UI) Design: A clean and responsive web interface accessible on desktops and mobiles. Dashboard for quick navigation to events, schedules, and registrations. Separate login portals for Admin, Faculty/Coordinator, and Students with role-based access.

Functional Design:

- Admin Panel: Manage users, validate events, generate reports, manage Gallery.
- Faculty/Coordinator Panel: Create, update, and manage events for their department or club.
- Student Panel: View events, register, give feedback, and View Gallery.
- Feedback & Analytics Module: Collects participant reviews and generates insights.

Database Design: Centralized database to store event details, user profiles, registrations, and feedback. Ensures data consistency, security, and quick retrieval. Relational database structure with tables for Users, Events, Registrations, Feedback, and Reports.

II. LITERATURE REVIEW

A college student event aggregator highlights the need for centralized, user-friendly platforms to improve awareness, participation, and management of campus events. Key themes include the evolution of digital systems to streamline event organization, the importance of features like event registration, and integrated communication tools, and the ongoing challenge of creating secure, accessible systems that provide valuable data analytics for organizers. Existing research often focuses on web-based systems, but there is room to develop comprehensive aggregators that offer personalized experiences, simplify manual efforts, and foster community engagement within a college environment.

A study by IJCA (2025) proposed a comprehensive event management system that integrates role-based access, event registration, certification, and analytics. It emphasized how automation reduces human error and enhances coordination between students, faculty, and administrators. This aligns with the core objective of the Event Aggregator system.

Another survey titled “Evolving Trends in College Event Management” (2024) analysed the transition from traditional notice boards and flyers to digital platforms using modern frameworks such as React.js and MongoDB. The study demonstrated how advanced web technologies significantly improve usability, engagement, and scalability, making digital adoption practical for institutions.

III. PROBLEM DEFINITION AND REQUIREMENT ANALYSIS

Problem Domain and Definition

Event management in colleges is a vital activity covering academic events (seminars, workshops, guest lectures), cultural programs, sports competitions, and technical fests. However, the existing methods of communication and coordination are often fragmented and inefficient. Events are announced through notice boards, classroom announcements, emails, or social media groups, which leads to duplication, missed information, and lack of centralized records.

Students struggle to stay updated on upcoming events, resulting in low participation and poor awareness. Faculty and coordinators face challenges in handling event registration, scheduling, and communication, while administrators lack proper tools to monitor event performance and participation levels. The absence of a centralized, role-based, and automated platform makes event management time-consuming and error-prone.

Problem Definition: The problem is the lack of a unified system in colleges for event information, management, and communication. Existing approaches fail to provide: A single centralized platform for event announcements and updates, Efficient registration and feedback mechanisms for students, Real-time notifications to keep participants informed, Cross-department event aggregation, avoiding scattered communication and Reports and analytics for administrators to track event effectiveness.

Therefore, the project aims to design and implement an Eventto Web Application that centralizes event management by providing role-based access (Admin, Faculty/Coordinator, Student), event scheduling, registrations, notifications, feedback collection, and report generation. This solution will bridge the communication gap, enhance student engagement, and improve overall event management efficiency in colleges.

Requirement Analysis

Requirement Analysis is the process of identifying, understanding, and documenting the needs of stakeholders for the development of the Eventto Web Application. It helps define what the system should do (functional requirements) and how the system should operate (non-functional requirements).

1. Stakeholders

- Students : View events, register, give feedback, View Gallery.
- Faculty/Coordinators :Create and manage events, update schedules, track participation, View Gallery, generate report.
- Administrators (Admin/Principal) :Approve events,manage users,generate reports,gallery management.

2. Functional Requirements

- User Authentication : Login/Sign-up for students, faculty, and admins.
- Role-based Access :Different permissions for students, faculty, and administrators.
- Event Creation & Management : Faculty/coordinators can add, edit, and update event details.
- Event Aggregation : Display events from all departments/clubs in one platform.
- Event Registration : Students can register online for participation.
- Event Calendar & Categorization : Events displayed in a timeline with categories (academic, cultural, sports, etc.).
- Feedback System : Students can submit reviews and ratings for events.
- Report Generation : Admin can view participation reports and event analytics.
- Gallery/Media Upload : Event photos or highlights can be shared post-event.

3. Non-Functional Requirements

The system should also meet the following criteria:

- Usability : Simple and intuitive interface for all users.
- Performance : Fast event search, registration, and notification processing.
- Scalability : Support for additional departments, users, and features in the future.
- Security : Secure login, role-based access, and data protection.
- Availability : Accessible anytime via web browsers and mobile devices.
- Reliability : Accurate event information and error-free processing.

IV. OBJECTIVE TO BE ACHIEVED

The main objective of the project is to design and develop a centralized, web-based Eventto system that streamlines event management for students, faculty, and administrators. The specific objectives include:

1. To provide Centralize Event Information by Collecting and displaying all events from various departments, clubs, and faculties on a single platform.
2. To provide Role-Based Access by assigning distinct functionalities for students, faculty/coordinators, and administrators.
3. To enable event registration and management by Allowing students to register online and enable faculty to create, update, and manage events efficiently.
4. To send Notifications and Reminders that deliver real-time updates and alerts to keep participants informed about upcoming or modified events.
5. To implement a Feedback Mechanism that Collect structured feedback from participants for evaluating events and improving future activities.
6. To generate Report and Analysis for administrators to access participation levels, engagement, and overall effectiveness.
7. To Enhanced Student Engagement by providing a transparent, interactive, and convenient platform for accessing events.

V. PROPOSED APPROACH

1. Requirement Analysis : Identify functional and non-functional requirements based on stakeholders needs.
2. Modular Design : Divide the system into modules for Admin, Faculty/Coordinator, and Student users.
3. Database Design : Develop a centralized database to store user profiles, event details, registrations, feedback, and reports.
4. Web-Based Interface : Build a responsive front-end accessible via desktops and mobile devices.
5. Role-Based Functionality :
 - o Students: View events, register, give feedback, receive notifications.
 - o Faculty/Coordinators: Create, update, manage events, monitor registrations.
 - o Admin: Approve events, manage users, generate reports, and analyse participation.
6. Notification System : Implement email or in-app notifications to inform users about upcoming or updated events.
7. Feedback and Reporting : Collect participant feedback and generate analytical reports for decision-making.
8. Centralization of Events : to collect and display all academic ,cultural, technical, sports, and placement-related events from different departments , clubs, and faculties on a unified platform.
9. Reports and Analytics: allow administrators to generate detailed reports on participation rates, student engagement, and event effectiveness for data driven decision-making.
10. User-Friendly Interface: Design an intuitive and responsive user interface using HTML5,CSS and JavaScript, ensuring seamless navigation across desktops, laptops and mobile devices.

VI. DISCUSSION AND CONCLUSION

The Eventto for College Students project was designed to centralize and simplify access to college events for students, faculty, and administrators. During the development and testing phases, several key observations were made:

1. Efficiency and Accessibility:
 - o The system successfully aggregates events from multiple sources, reducing the time students spend searching for event details.
 - o Responsive design ensures accessibility across desktops, tablets, and mobile devices.
2. User Roles and Functionality:
 - o Different user roles (Admin, Faculty, Student) were implemented effectively, each with tailored dashboards and access privileges.
 - o Real-time notifications and event updates improved communication between organizers and participants.
3. Performance:
 - o Average page load time was within acceptable limits and API response times were efficient
 - o System handled multiple concurrent users without significant performance issues.
4. Challenges Encountered:

- Integrating multiple data sources required standardizing event formats.
 - Implementing real-time notifications and ensuring accurate user-specific delivery was complex.
5. Feedback and Improvements:
- Users appreciated the organized event listings and gallery features.
 - Suggested improvements included adding filtering options, calendar views, and event categorization for easier navigation.

Conclusion :

The Eventto system achieves its primary goal of centralizing college events, providing a user-friendly interface, and enhancing communication between students and organizers. The project demonstrates the effective use of modern web technologies (HTML, CSS, JavaScript, React, Node.js, MySQL) to build a robust and scalable platform.

Key Takeaways:

- Centralized event management improves student engagement and participation.
- Role-based access ensures security and tailored user experience.
- The system's modular design allows easy future enhancements, such as mobile apps or AI-based event recommendations.

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