

UNIVERSITI TEKNOLOGI MARA

**EVENT MANAGEMENT SYSTEM
FOR CLUB ACTIVITIES USING DON
NORMAN'S PRINCIPLE**

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ABSTRACT

Event Management System is epicentre for organisation to manage end-to-end process from creating, manage, supervise and finally making decision for an event. Club organisation in university setting is the focus for this project. The design and development of an event management system is presented in this project with the goal of automating and streamlining the core process of events in educational setting. The system was created to offer a centralized platform that makes event registration, scheduling, participant tracking, and administrative communication easier. This was motivated by the inefficiencies and difficulties that are frequently connected with manual event coordination. To guarantee methodical progress in every stage, from gathering requirements to deploying and evaluating the system, the project used waterfall model methodology. User authentication, automated alerts, real-time status updates, and an administrator management dashboard are some of the key features that have been put into place. User feedback and system testing showed that the platform successfully raised user satisfaction and operational efficiency. Through expert evaluation from 3 tester, average result is 4.3 score out of 5 on usefulness and 4.34 out of 5 on role-based aspect. This shows that viability of the system satisfied project objective and solving the stated problem. The project successfully met its goals in spite of obstacles like time constraints and a small testing sample size, and it has room to grow in the future by integrating data analytics and providing mobile support. All things considered, the system shows how information systems can be used practically to solve actual organizational problems.

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