

Universiti Teknologi MARA

**Online Club Management System
for UiTM Terengganu
(On-ClubS)**

Syarifah Husna Syd.Amra

**Thesis submitted in fulfillment of the requirements for
Bachelor of Information Technology (Hons.) Business Computing
Faculty of Computer and Mathematical Sciences**

January 2017

ACKNOWLEDGEMENT

First and foremost, I sincerely would like to give many thanks to Dr. Hasiah binti Mohamed, my supervisor and who is also the course lecturer, for giving guidance for the project. Her relentless motivating critiques and knowledge sharing have brought to the completion of the project. Her continuous encouragement and supportive learning materials have helped me to pursue this project until completion. Plus, her understanding and compassion are very much appreciated.

Sincere appreciation also for the guidance and support given by Mr. Engku Zain bin Engku Azam in the previous semester along the project completion phase.

Next, I would like to thank the Registration Assistant Officer of HEP UiTM Terengganu (Dungun), Mr. Engku Ahmad Rizaluddin Tengku Amri. His time spent for the interview session has provided me with the data and information which are crucial for the success of the project.

My sincere thanks also to my friends who have been together with me through fun and stressful time during the project.

Last but not least, special thanks to my supportive family. They gave me courage and inspiring advices that gave me clear resolution to complete the project.

ABSTRACT

Nowadays, web-based system is implemented for numerous information processing and it is being used in every organization including educational institution. In universities, processing new club establishment proposals and club event proposals are a repetitive cycle of work for the Student Affairs Department (SAD) administration every semester. Currently, the proposal process is handled manually involving a bunch of paper usage and processing time consumption. Thus, this project provided the insight for the initiative to improve the way UiTM Terengganu's SAD handles those proposals by incorporating an online system. The web-based system developed is called the Online Club Management System (ON-CLUBS) which accommodate the staff, lecturers and students for a more efficient task completion process. The development process followed the system development life cycle (SDLC) and extreme programming (XP) model was implemented. Evaluation by using questionnaire, showed a positive response from the respondents for the system's interface design, usability, platform suitability, security, efficiency, and information quality. Analysis on the responses gave the highest mean of 4.05 (SD=0.41) for usability construct. Thus, it can be said that the system can give sufficient benefit to the users. Recommendations for future enhancement include improvement on information quality and additional functionality such as online club member registration.

TABLE OF CONTENTS

CONTENT	PAGE
SUPERVISOR APPROVAL	ii
STUDENT DECLARATION	iii
ACKNOWLEDGEMENT	iv
ABSTRACT	v
TABLE OF CONTENTS	vi
LIST OF FIGURES	ix
LIST OF TABLES	xi
LIST OF ABBREVIATIONS	xiii
CHAPTER 1 INTRODUCTION	1
1.1. Introduction	1
1.2. Current Process in UiTM Terengganu	1
1.3. Problem Statement	3
1.4. Objectives	3
1.5. Scope	3
1.5.1. Students	4
1.5.2. Club Advisor	4
1.5.3. Head of Faculty	4
1.5.4. SAD Vice Rector	5
1.5.5. SAD manager	5
1.6. Significance	5
1.7. Project Framework	6
1.8. Gantt Charts	8
1.9. Conclusion	10
CHAPTER 2 LITERATURE REVIEW	11

2.1.	Introduction	11
2.2.	Management Information System (MIS)	11
2.3.	Management Information System (MIS) and Decision Making	12
2.4.	System Development Models	12
2.4.1.	Waterfall Model	12
2.4.2.	Rapid Prototyping Model	13
2.4.3.	V-shaped Model	14
2.4.4.	Extreme Programming (XP)	15
2.4.5.	Spiral Model	15
2.5.	Similar System	17
2.5.1.	MyFootballClub	17
2.5.2.	UREC (University Recreation – Washington State University)	18
2.6.	Implication of Literature Study on Project	18
2.7.	Conclusion	20

CHAPTER 3 METHODOLOGIES **21**

3.1.	Introduction	21
3.2.	Methodology Overview	21
3.2.1.	Extreme Programming (XP)	21
3.3.	System Requirement	22
3.3.1.	Data Collection Methods: Interview and Related Documents	22
3.3.2.	Summary of User and System Requirements	23
3.4.	System Design	23
3.4.1.	Flow Chart	23
3.4.2.	Context Diagram	25
3.4.3.	Entity Relationship Diagram (ERD)	26
3.4.4.	Data Flow Diagram Level 0 (DFD 0)	27
3.5.	System Development: User Interface Design	28
3.6.	System Testing	29
3.7.	Evaluation	34
3.7.1.	Expert	34
3.7.2.	User	35
3.8.	Conclusion	36