

UNIVERSITI TEKNOLOGI MARA

FINAL YEAR PROJECT

PreEve - PRESCHOOL EVENT MOBILE APPLICATION

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ABSTRACT

Over the last years, event management has become a flourishing sector of the education industry and a natural feature of the leisure programs of schools, colleges, and universities. Consequently, most event preparation classes are lecture-based courses with class activity preparation for fictional activities. Therefore, to manage the preschool event which the teachers need to plan and execute a “real” event is a more meaningful and productive way to learn how to make a successful event. But, there is a certain educational organization use manual invitation which is hand-by-hand such as flyers, cards, and posters to promote their school's activities. There are several issues for this project is the teacher have no defined platform to send notification about the events that’s make some of the parents does not notice or know and/or overlooked the event that has been announced by the teacher, some of the parents sometimes tend to forget the date, time and/or venue of the event and ensuring that interaction or communication between the teachers and the parent is open and available. Therefore, this project aims to develop a mobile application with a push notification service to notify and assist the parent to get alert with any events from the teacher. The push notification used in this application is via Firebase Cloud Messaging (FCM). By using this application, a parent can get notifications about the events and track activity held by the preschool. Mobile Application Development Life Cycle (MADLC) Model is the method used for this project. However, this project will be developing up until the testing phase only. The outcome is reached based on the outcomes, which means that the parent is more notified and can be more aware to prepare for the upcoming event.

Keywords: Event Management, Mobile Application, MADLC Model, Push Notification, Firebase Cloud Messaging, Manual Invitation.

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CHAPTER 1

INTRODUCTION

This chapter clarifies research background such as the problem statement, project aim, objectives, scope, and significance of the project. The background of the project will give an overview to readers on what the project is all about. It also gives details about the problem statement of this project, objectives, scope, and project significance.

1.1 Project Background

Globalization of business and leisure events has resulted in the standardization of activities, professionalization of event management clarification is out there since 2013 (International Organization for Standardization (ISO),2012). The economic and social values of the event for destinations, venues, and branding are today being recognized. With these developments, the management of events and therefore the connected activities are increasingly perceived as a demanding profession with requirements and professional codes that are more standardized (Allen, O'Toole, McDonnell, & Harris,2011).

The term event management is usually used with a spread of meanings. In Malaysia, the event management field has been studied within limited parameters, despite being a crucial contributor to the economy (Simpson, 2005). According to Woodward (2020), event management can be defined as the requires the management of all the preparations leading up to and through the event, whether it be a conference, wedding, or another scheduled meeting. Studies show that the use of event technology can increase attendance by 20 percent and increase productivity by 27 percent. There is a lot of technology that supports development for event management such as facial recognition, project mapping, event diagramming in 3D, second screen, Radio Frequency Identification (RFID), and beacon technology.

Organizing a children's event can be a tedious task since it requires a lot of thought and preparation. That's because it takes courage and imagination to work with children, but also enjoyable. The ideas for preparing a children's activity can be set out in several themes and games