

Universiti Teknologi MARA

**Developing Mobile Application for Event Information
Dissemination (Campus Shout Out)**

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STUDENT DECLARATION

I certify that this thesis and the project to which it refers is the product of my own work and that any idea or quotation from the work of other people, published or otherwise are fully acknowledge in accordance with the standard referring practices of the discipline.

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ABSTRACT

Mobile devices nowadays have become a necessity to everyone because it convenient to use anywhere and anytime. They have made the world accessible and communication convenient. This research focusses on the development of mobile application for dissemination event information based on data enter by organizer and also evaluation on usability and functionality of the mobile application. This mobile application also intentionally creates awareness among campus communities regarding incoming event held at UiTM Perlis. The way UiTM Perlis communities disseminate event information is through poster and flyers and some of the communities use social media such as Facebook and Twitter. Thus, lead to a smaller number of participation of UiTM communities in each event held here since they did not aware about these events through this kind of dissemination medium. The purpose for develop this mobile application is to design a new medium to interconnect all UiTM communities without any barrier so they can view and promote their event properly. User Acceptance Testing and Functionality Testing had been conducted by real users which is UiTM Perlis communities to ensure the project met objectives. Overall, the application was quite a success as it is functioning according to the objectives of this project and the users who tested are mostly satisfied with the application. Overall, the application was a success as it is functioning according to the objectives of this project and the users who tested are mostly satisfied with the application. This project developed by using Android Studio software which allows users to view and promote event information in this UiTM through their mobile devices.

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