



# TRINEVENTS - A HTML BASED SOLUTION TO TACKLE THE EFFECTIVENESS OF EVENT MANAGEMENT AT TRINITY COLLEGE



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## Abstract

Efficiency has always been the driving force of all innovations. Throughout history, the most important innovations were born out of the desire to ease people's lives in some way. TrinEvents stems from that belief that there is always a better way to do something. While working as a manager for event support I had the opportunity to notice the issues that rose on a daily basis. The main one being time efficiency in the process of setting up an event because there isn't a centralized method that has been put forth to aid the process. My solution is a web application that is completely adaptive to any device and will combine aspects of event scheduling and providing technical support for events.

## Methods and Procedure

The project involves the study of scheduling mechanism as well as web-based languages to arrive at a solution. The question becomes whether to use which method of scheduling over the other. The method uses was at first that of First Come first Served (FCFS). However, problems such as inadequate use of space made the shift to priority based scheduling evident.

In the project implementation, there is:

- Use of HTML, CSS , JavaScript ( platform look, feel and functionality, adaptability)
- Use of PHP
- Day pilot- open source for calendar manipulation
- Use of Firebase for Real-time database and authentication



## Discussion

When it comes to event scheduling mechanisms, which one is ideal:

- First Come First Served
- Priority
- Etc.

## Introduction

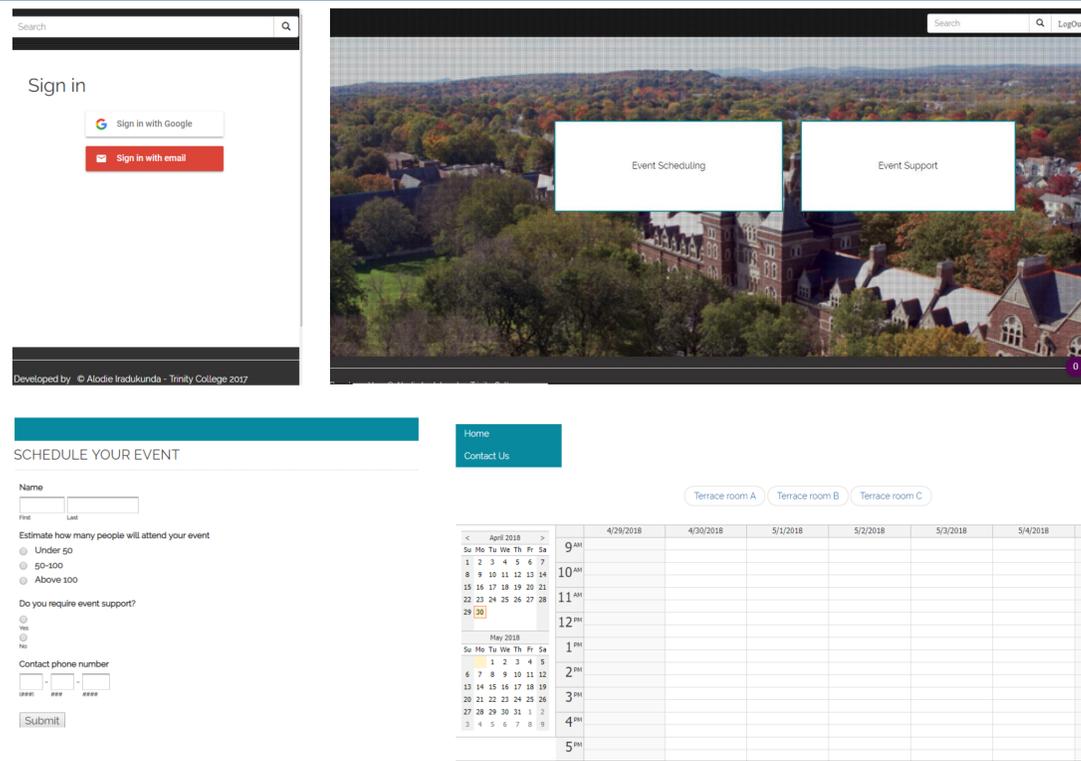
**TrinEvents** is designed purposely for the Students Activities, Involvement and Leadership office, which is part of the administrative branch at Trinity College. This office oversees event management , it is responsible for making sure all events are carried out, while also provide technical support if need be.

Unfortunately, with the amount of events and the lack of an easy solution to consolidate all the procedures that are involved in the process of setting up an event, time inefficiency arises. Since all these procedures are done through email, the result is a number of unnecessary correspondence which would otherwise be preventable.

As part of their event management, the SAIL office offers services o provide technical support if needed. This can vary from setting up speakers, and microphones to ushering the event's attendees. In this process, the problem of correspondence because exponentially noticeable with over 50 people sending emails trying to sign up for events. The amount of emails a student worker can range from 50 to 80 per day. TrinEvents serves as an alternative to the way things are currently done

## Results

The resulting product is hence a web application that is accessible from any device regardless of size because of its adaptability. TrinEvents also integrates an authentication feature to provide a level of security of the platform and to allow only use to the Trinity Community. The platform also includes a database feature which allows for users to sign up to work or register events in real-time.



## Conclusions

With this project, I learnt how to differentiate event scheduling mechanism. At first, the First-Come-First-Served method seemed to be ideal, but there were issues with the method. I discovered the necessity of not relying on just one method.

These can also give room to discussions beyond a simple platform to the managing of scheduling jobs within the operating system. It is important in this case to be vigilant in deciding which jobs are done first.

## Future Directions

- Integration of payment method for workers as part of their on-campus job timesheet
- Personalized assistance in setting up of events
- Design improvements

## Contact Information

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