

Bulletin Board Application / Campus Events

A Capstone II Project



Campus Event Organizer

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Introduction

Campus Events is a mobile application designed for students to stay informed of meetings and activities held on the university campus.

The application is designed to collect and organize previously planned events in one central location. It allows students to quickly review or find interesting events across campus that they may wish to take part in.

Purpose

Students receive numerous emails, flyers, or see posters regarding different activities being held on campus. Often they are too busy to remember the events they may be interested in or lose the information.

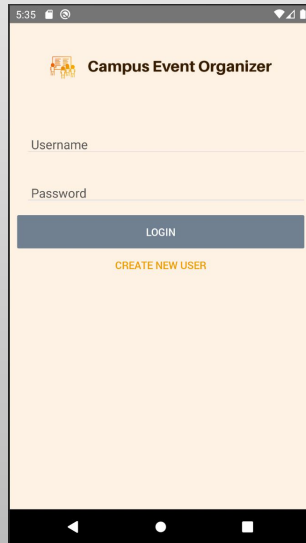
This leads to students missing events they may have found helpful or important to their college experience.

Centralizing all the information in a quickly accessible application allows students to keep tabs on events of interest.

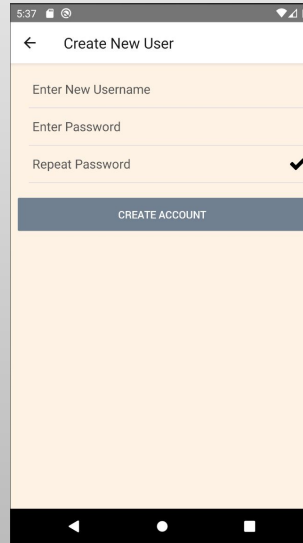
Methods

Computer Science:

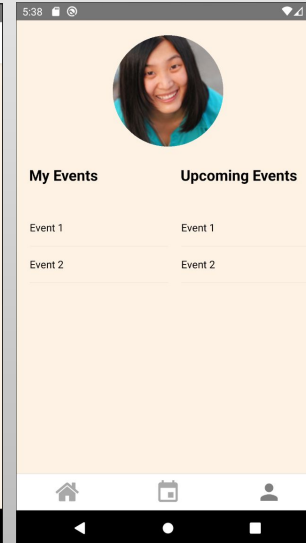
Each user must be recognized as a unique account in the app.
Each event must be stored in a database and updated accordingly.
Users are able to create new events



Login



Create New User



profile

Results

The results of our project is a simple mobile application that users can use to view events on campus. There is the ability to create a new user and log in to the app. The user is able to create new events and see them displayed in a single view that lists all events, starting with the next event to occur.

Conclusion

The goal of the Campus Events application development teams was to design a mobile application to improve the student experience of voluntarily attending activities held on university grounds. The app demonstrates that a single place to collect university events is possible with the addition to user login, home screen, and create event pages as designed. There are a number of ways this could be improved, such as using students UARK accounts to sign in, as well as just overall UI/UX improvements.

Acknowledgments

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