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Development of Musical Management System for Prodigy Studio

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Abstract: Musical management system for Prodigy Studio is a web-based event management system specifically design to handle events that are related to music and such. The development of this project is drive because of the current manual system the organization use. This project uses system prototyping methodology which involves developing a prototype into a final product. This system has its advantages and disadvantages that can be improve in the time to come.

Keywords: Musical Management System, Event, Booking

1. Introduction

Live performances are unquestionably an essential part of the musical community where either it's a competition, recital, open mic, musical seminar, gigs, practice session and so on [1]. Since the pandemic been hitting the nation, many of the industries including music business are going through hard times. Many of music business such as music school, jamming studios, ballet studio, recording studio and in this subject, musical-event space studio is declining as we speak. Music business are essentially drawing two core elements: the musician and the audience [5]. With the pandemic going on, audience is one of the main factors why most of current music business is on a rocky path. Musical events are a crucial part in music business as it is a part of the business itself as events create positive images for the destination and help brand [3] and propel the business further. To hold a well-planned event, a way to handle or manage the events is needed in order to make the process of organizing it much more systematic. Event management in general is the application of project management to the creation and development of large-scale events. It involves studying the brand, identifying the target audience, devising the event concept, planning the logistics, and coordinating the technical aspects before actually launching the event. Events on the other hand are temporary occurrences, either planned or unplanned, with a finite length of time [1]. Event management has burst on the academic and applied fields in the last 30 years [4] therefore, it is important to have a system that can managed it. When it comes to musical management, it is simply the same concept but with musical related shows at its core.

This project is targeted towards a local music studio located in Kajang, Selangor called Prodigy studio. Prodigy Studio is a music studio that offers music lessons, sells musical equipment's, and

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provide event space for musical events. The selected organization in this project is Prodigy studio which is a Music school and a musical event space provider. Before the pandemic, Prodigy Studio used to hold musical events such as gigs, open mics and question and answer (Q&A) session with local artists at their event space called Sarang Seni 1 and Sarang Seni 2. Therefore, an initiative needs to be done in order to grow back the music business economy in order for them to keep sustaining in the business. Currently the studio has their own information management system but not musical management system. The information system is used for listing their services, staffs, customers, student, and equipment's (inventory). For event space related bookings, they use a manual handwritten and an excel spreadsheet. The manual handwritten system is where they jotted down every detail for event bookings in a logbook. The process of the current system for handling event booking and records is as following, the studio administrative staff first receive event bookings, classes scheduling through calls/messages. Next, the administrative staff jotted down in the logbook. After that, information in the logbook (booking, equipment orders, etc.) is transferred into the computerize system.

At present, Prodigy studio does not have a proper computerized musical management system. The event is booked through messaging/calling or through their Facebook pages. As mentioned in steps above, the bookings are recorded in a manual logbook and later transferred to the computerized system that is built upon excel spreadsheet. This causes human error and inefficiency. With the error, it can cause inconsistency in the data keyed into the system and consume the business precious time when it comes to reviewing or retrieving a data in the system.

With that, a new musical management system is needed in order to make the process of handling event records and report generation much easier. With the new system, the administrative staff can do record tracking and scheduling much easier. It is because the new system is computer based and does not involve any manual writing such as previous method. On the other hand, it also allows organizer and event ticket buyers (public user) to have a more interactive experience in terms of booking event-space and buying tickets because there is a medium. Hence, the following musical management system will make the entire system flow of the administrative staff, event organizer and ticket buyers more efficient.

2. Related Work

2.1 Musical Management System

Musical management system is a system that is similar to event management system but it handles musical related events core. The Accepted Practices Exchange (APEX) Industry Glossary of terms [11] defines an event as, 'An organized occasion such as a meeting, convention, exhibition, special event, gala dinner, etc. An event is often composed of several different yet related functions [1]. The big difference between a traditional event management and a musical management system that musical management system is more focus on a specific type of events which are musical events where traditional event management system handles various types of events which are unfocused. For this particular project, Prodigy Studio a musical school handles music related business including providing event space for musical related events. This leads to the development of musical management system for Prodigy Studio.

2.2 Web-Based Application Technology

The World Wide Web is a constantly evolving network that has already traveled far beyond its conception in the early 1990s, when it was created to solve a specific problem [6]. Web based application on the other hand is an application software that runs on a web server that can be remotely accessed by user using a web browser. It is because anything that is made available on the World Wide Web is instantly accessible by anybody using a web browser [10]. Examples of modern browser that are commonly used to access the web-based application are Google Chrome, Mozilla Firefox and Microsoft Edge. The technology that had been used to develop a web-based application are generally divided into two sections which are the frontend side and the backend side. Frontend side programming

is the part where the User interface is designed by using either programming language or frontend framework.

A programming language is a type of formal language that is used by developers to write computer applications. Framework is typically sets of reusable codes that is pre-written that can ease the task of developing an application. The choices of programming language for the frontend side are Cascading Style Sheets (CSS), Syntactically Awesome Style Sheets (Sass) which are a way to affect the presentation of a document or a collection of documents [9]. For the framework, there are many options such as Bootstrap and Tailwind-CSS a type of CSS framework and JavaScript framework such as Vue.js and React.

For the backend side, there is database management system and Server-side programming for the application logics. For Database there are generally two types of it which are relational database and non-relational database. Relational database is a type of database that stores and provides access to data points that are related to one and another and for non-relational database [8], it is a database that use a storage model that is optimized for the type of data being stored. Example of relational databases are, MySQL and PostgreSQL and for non-relational are MongoDB and Firebase. Server-side programming is a type of programming that is used to dynamically display data [7]. It is called server-side programming because the code is running at the server computer. Example of server-side programming language are Java, Php, Ruby, JavaScript and Perl.

In this project the web application technology that will be used are tailwindcss as the frontend side framework, MySQL as the relational database management system and Php Hypertext Preprocessor (PHP) will be used as the server-side programming language and javascript as the client-side programming language.

2.3 Comparison with Existing System

Table 1 summarizes the comparison of 3 existing systems with proposed system. Three existing systems have been examined to obtain more useful information for the proposed system development. The comparisons are between modules and features of the proposed system.

Table 1: Comparison of 3 Existing System with Proposed System

Systems	Eventbrite	Hopin	EventMobi	Musical Management System for Prodigy Studio
System Type	Web-based and mobile	Web-based	Web-based and mobile	Web-based
Registration module	Available	Available	Not available	Available
Login module	Available	Available	Available	Available
Manage event module	Available	Available	Available	Available
View event module	Available	Available	Available	Available
Booking module	Available	Available	Available	Available
Schedule module	Available	Not available	Not available	Available
Report generator module	Not available	Not available	Available	Available
Approval module	Not available	Not available	Available	Available

From the table above, the summary of comparisons between the existing systems and proposed systems can be obtained. The proposed system had all the functionalities modules needed by Prodigy Studio as it is more specialized and personalized instead of using other management system that can be quite cluttered for the functions that will not be used. By using a personalized system, Prodigy Studio can

gain more profit than using a third-party software as the margin of the profit will go to the third-party software owner.

3. Methodology/Framework

This chapter explain the use of prototype model in this project and the activities that had been carried out in each phase. The development of Musical Management System for Prodigy Studio is using the system prototyping methodology which consists of phases from planning, analysis, design and implementation that are shown as Figure 1 below. Each of the phase have its own deliverables that show the progress of the project itself. There are many other types of system development methodology, but for this project the methodology chosen is the system prototyping methodology solely because it is the suitable one to be used in this system development. Table 2 show the task and output of each phase.

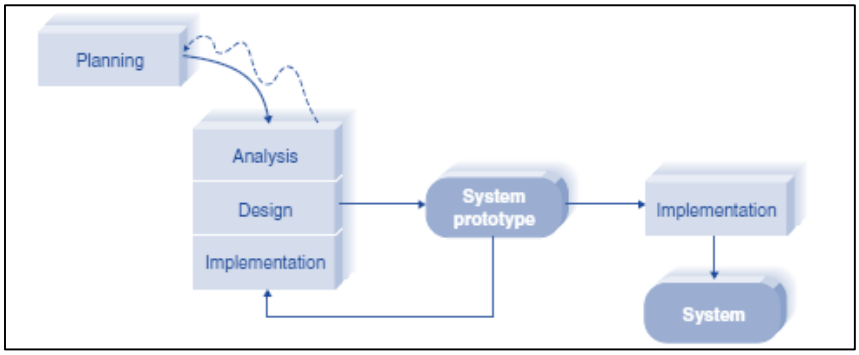

Figure 1: System Prototyping Methodology for Prodigy Studio Musical Management System

Table 2: Software development activities and their task

Phase	Task	Output
Planning	− Proposed the project − Determine the project schedule, activities and output	− Project proposal − Develop Gantt chart
Analysis	− Research project field of study − Analysis on possible requirements	− Functional and non-functional requirements − Software and Hardware requirements − Use Case Diagram − Sequence Diagram − Activity Diagram − Requirement Traceability Matrix

Table 2 contd.

Phase	Task	Output
Design	− Design system database − Design user interface	− Class Diagram − Database and user interface design
Implementation	− Program/implement system code	− System prototype
Testing	− Identify System pros and cons − Test System	− System frontend test − System backend test − System and hardware test
Prototype	Detect error and polish prototype system until becomes final version	− System prototype

3.1 System Requirement Analysis

In system development, requirement analysis is the process of determining requirements that developed system needs to fulfill, or user expectation outcome from the proposed system. System requirements include functional and non-functional requirements, user requirements and system requirements. Table 3 summarizes the functional modules provided in the musical management system for Prodigy Studio.

Table 3: System functional module for Prodigy Studio Musical Management System

No.	Module	Function	User
1.	Registration module	To manage user registration into the system	Administrator, event organizer, ticket buyer
2.	Login module	To manage registered user login into the system.	Administrator, event organizer, ticket buyer
3.	Manage event module	For user to: Create, read, update, delete events that are registered to the system database	Administrator, event organizer
4.	Booking module	Used by user to book events that they want to attend to.	Event organizer, ticket buyer
5.	Schedule module	Used by system user to view events schedule	Administrator and event organizer
6.	View events module	View registered events to the user.	Administrator, event organizer, ticket buyer
7.	Report generator module	Generate invoice, sales report, equipment rental services cost.	Administrator
8.	Approval module	For administrator to approve organizer role	Administrator

3.2 Functional Requirement and Non-Functional Requirements Analysis

Functional requirements define the function of the developed system, while function is described as specific behavior that convert input to output. Table 4 shows the functional requirements of the proposed system.

Table 4: Functional requirements

No	Module	Description
1.	Registration module	− The system should allow new user to register into the system. − The system should alert the user for any invalid input during registration. − The password should be at least 8 character long and contains special character − The system should store data in database
2.	Login module	− The system should allow user to login into the system using registered username and password. − The system should only allow a user to log in as a user with a valid username and password. − The system should redirect user to that respective main menu upon successful login.
3.	Manage event module	− The system should allow administrator to update events − The system should allow administrator to create events − The system should allow administrator to delete events − The system should allow organizer to update events − The system should allow organizer to create events − The system should allow organizer to delete events
4.	Booking module	− The system should allow user to book events ticket
5.	Schedule module	− The system should allow administrator and event organizer to view registered event schedule. − The schedule should show events venue − The schedule should show events date and time
6.	View events module	− The system should allow users to view events registered in the system
7.	Report generator module	− The system should allow administrator to generate summary report
8.	Approval module	− The system should allow administrator to validate organizer role

Non-functional requirements define the criteria that is used to judge the operation of a system, rather that the specific behavior or function of the system (Pohl, 2010). Table 4.3 shows the non-functional requirements of the developed system.

Table 5: Non-functional requirements of the developed system

No	Requirements	Description
1.	Performance	The system should be usable at all times
2.	Operational	The loading time required for a website is no more than 1 minute
3.	Security	− The system should be user friendly − The system should have login mechanism
4.	Cultural and political	− The system should be able to work on any web browser − The system should be in English language

3.3 User Requirement Analysis

User requirements define the expectation of user from the functionality of the system. Table 6 shows the user requirements of the developed system.

Table 6: User requirements of the developed system

No.	User Requirements
1.	User need to register to the system in order to use system functionality
2.	Unregistered user can only view events on the system
3.	Unregistered user will be redirected to registration page if clicked to book event
4.	Registered user can change username, password, email and picture
5.	Registered user (ticket buyer) can book events
6.	Ticket buyer can make online payment
7.	Ticket buyer can view events schedule
8.	Ticket buyer should receive soft copy of ticket after payment
9.	Organizer should be verified first by administrator before have the ability to create events
10.	Organizer should have the function to view, create, update and delete events
11.	When deleting events, organizer will be prompt by confirmation and reasoning page
12.	Organizer can put events details when creating events
13.	Administrator should have the function to verify organizer
14.	Administrator should have the function to create, update, delete and view events
15.	Administrator should have the function to delete user
16.	Event schedule should have empty slots information and events details

3.4 Use Case Diagram

Figure 1 shows the use case diagram that represents the overall activity of the Musical Management System for Prodigy Studio. The purpose of this diagram is to illustrate the dynamic parts of the system. This diagram portrays the module or functionality of the system. From the diagram, it shows that the system has registration module for handling user registration and login module to handle user login into the system. The main module of the system will be the manage event as in the diagram, it shows that the manage event consist of create, update and delete (CRUD) operation. The system also has booking module for user to book tickets or event, schedule module for administrator to view ongoing and

upcoming events. The diagram also shows report generating and approval functions that can be use by administrator.

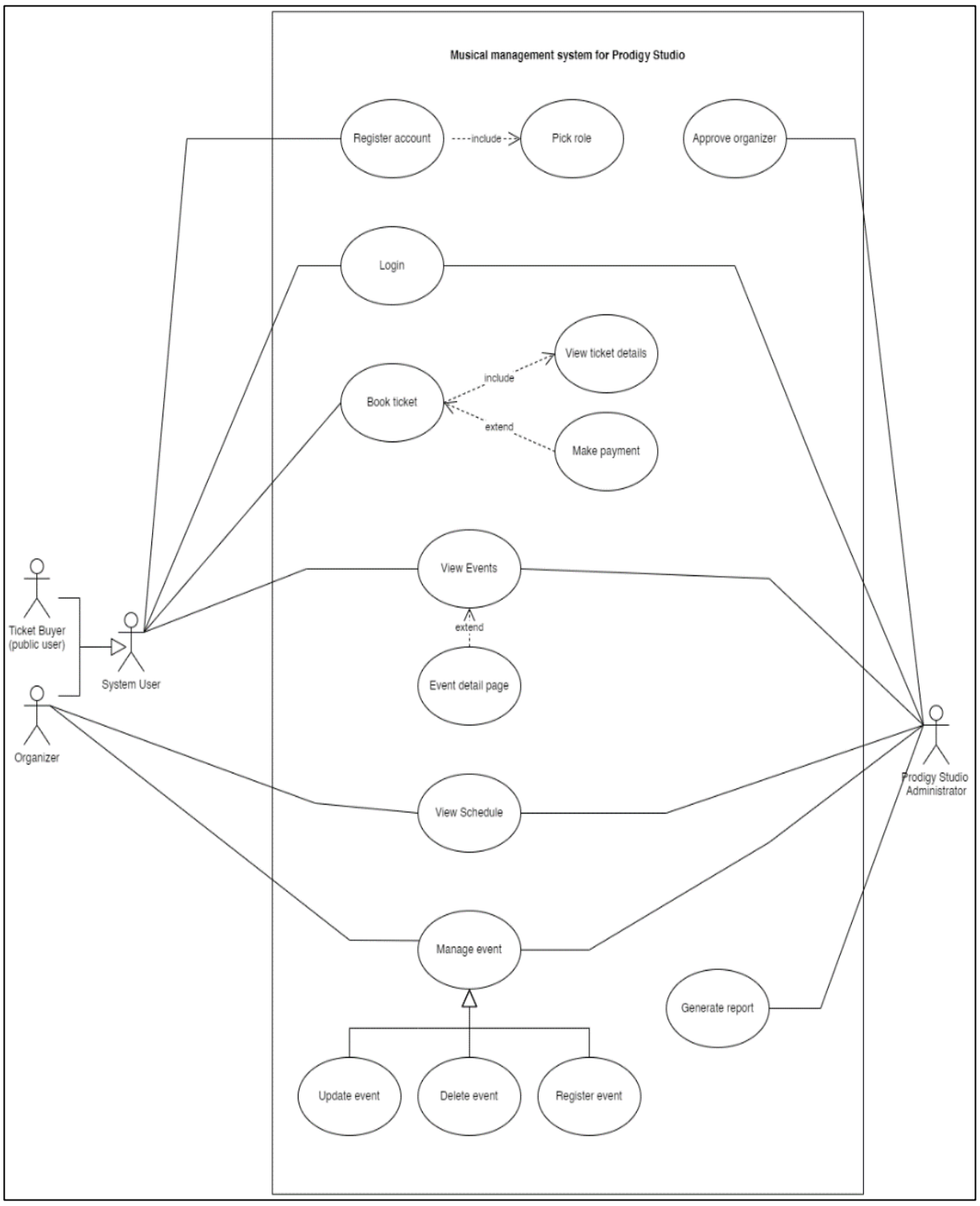

Figure 1: Use Case Diagram of Proposed System

3.5 Class Diagram

Class diagram is a visualization or graphical notation that is used in order to create and visualize object-oriented systems. Since in this project the approach chosen is object-oriented approach, therefore class

diagram is used to model the class in this project. Generally, there are thirteen classes in this system which are displayed in Figure 2.

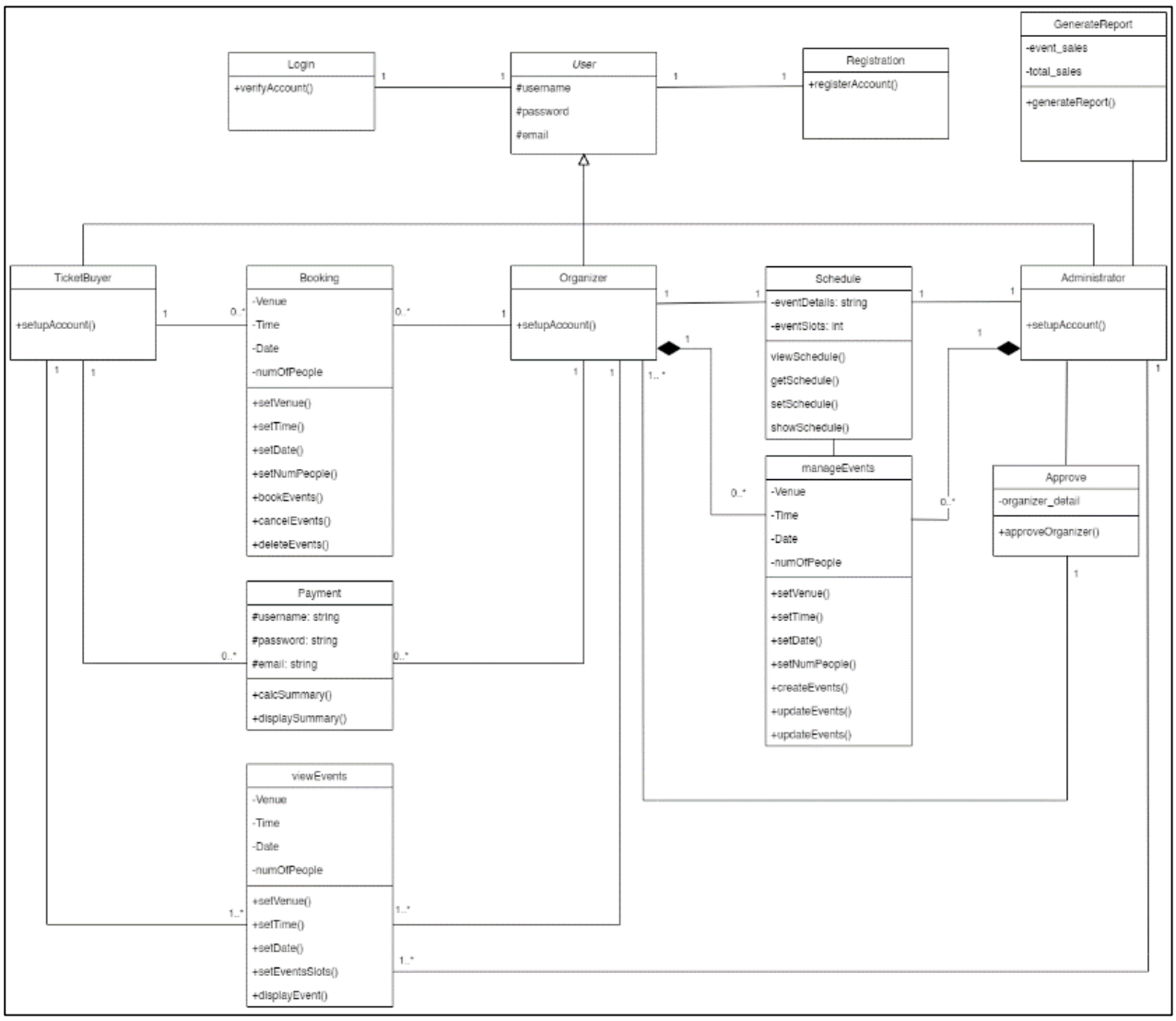

Figure 2: Class Diagram

3.6 System user To-be model

The to-be model describe the overall process of the system from registration until logging out the system. Figure 3 describe the overall process. The diagram shows that the system has three types of users which are administrator that are the business owner, organizers that will be organizing events into the system and ticket buyer which essentially peoples that will be buying tickets for watching the events.

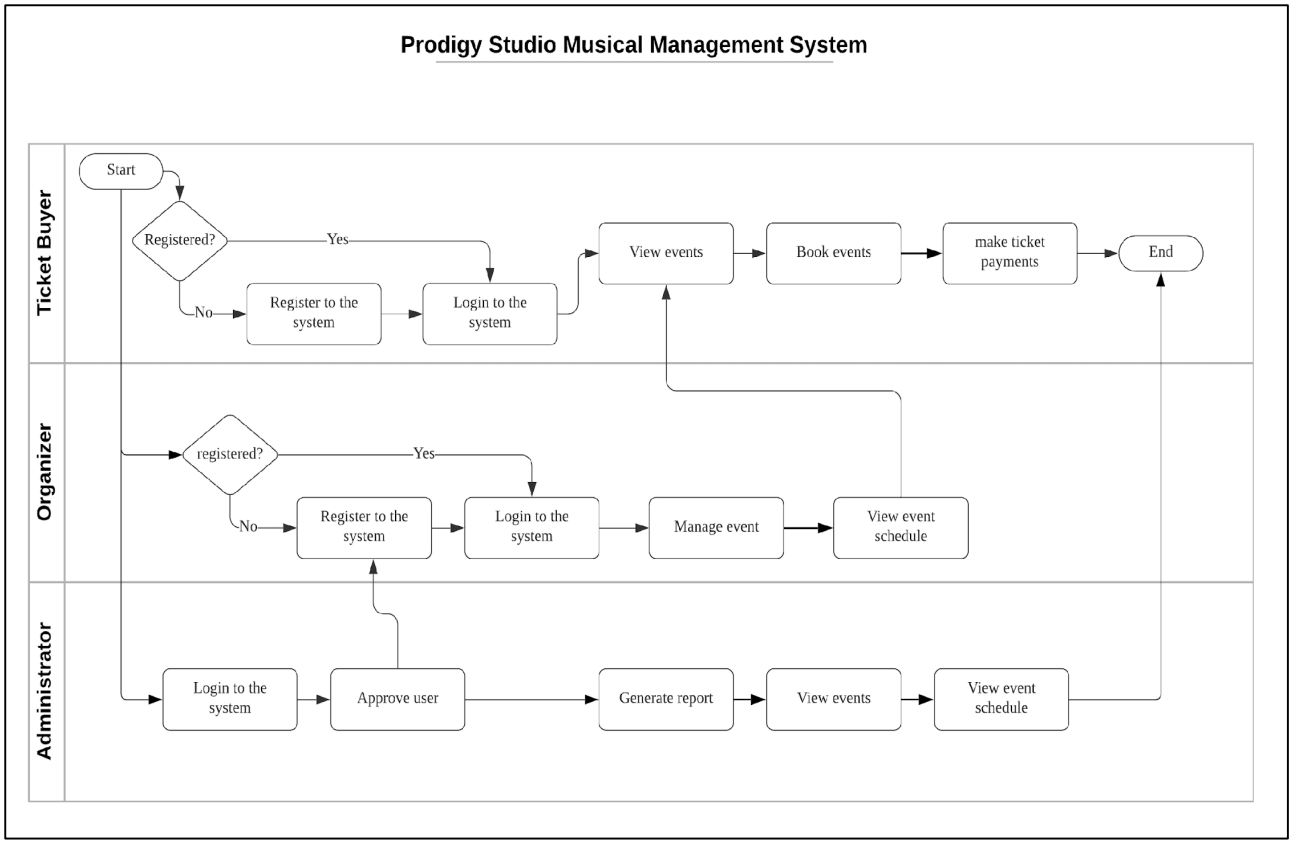

Figure 3: System To-be model

3.7 System Design

Software design encompasses the set of principles, concepts, and practices that lead to the development of a high-quality system or product [12]. System design on the other hand is the process where components of a system like modules, architecture, system components and their interfaces and data for a system based on the specified requirements. Usually, the main goal during system design is to produce a model or representation that exhibits firmness, commodity and delight [12].

3.7.1 System Architecture

System architecture in its simple terms have a similar definition with building architecture which is the structure of the system that are made up of its smaller component and how the components interconnected with each other. Figure 4 demonstrates the system architecture of musical management system for prodigy studio.

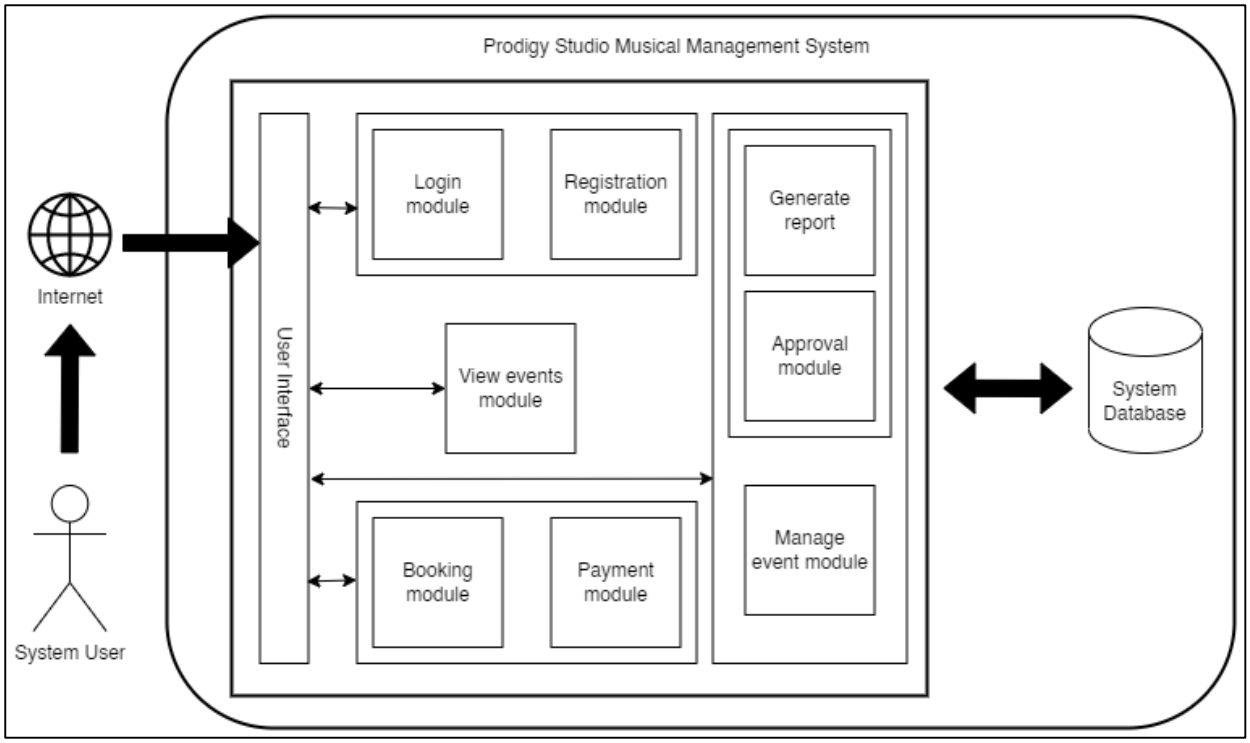

Figure 4: System Design Architecture

3.8 Database Design

A database is a mechanism that is used to store information, or data [13]. Database design on the other hand is a collection of mini steps that is to create, implement and maintain a system data management system. The sole purpose of designing a database is to create physical and logical models of designs. In this section, the database design of Musical Management System for prodigy Studio is documented.

3.8.1 Schema

A schema is a group of related objects in a database [13]. The database schema of Prodigy Studio Musical Management System is examined in this section.

The database scheme for Prodigy Studio Musical Management system is listed as follows:

i. `Registration(id, username, password, email, userdetails, phone)`
ii. `TicketBuyer(id, username, password)`
iii. `Organizer(id, username, password)`
iv. `Administrator(id, username, password)`
v. `Events(id, venue, time, date, slots)`
vi. `Profit(id, payment, summary, event, eventdetail)`
vii. `Booking(id, username, event)`
viii. `Payment(id, username, status)`
ix. `Schedule(id, event, date, time)`

4. Result and discussion

In this chapter, discusses about the phase of implementation and testing of the developed system in this project, Musical Management System for Prodigy Studio. This chapter describes the developed system source code of the main features or module. The system testing is conducted during this phase in order to ensure that the functionality of the developed system meets it requirements. During this stage, test records were made in order to verify the functionality of the system. Errors were recorded and identified, and will be fixed before the system is deployed.

4.1 Implementation

This web-based system was developed using Visual Studio Code and Laragon. Visual Studio Code is a text editor developed by Microsoft and Laragon is a web development tools that include web server local hosting functions, package manager and git control. The database administration tool used and include in Laragon is HeidiSql that is used to manage MySql Database. The implementation of the Musical Management System for Prodigy Studio can be found at appendix A.

4.1.1 Registration module

This registration module is used by ticket buyer and organizer to register new account into the system. User will be required to fill in the form with input such as full name, username, email and password. When first time user enters the system, they can view the events but will be prompted by a registration page as soon as the user clicks book for the events.

4.1.2 Login Module

This login Module is used for system users to log in to the system with their registered account. Users need to use registered username and password in order to log in into the system. For example, when registered user wants to get into the system, the user will need to enter their credentials as when the user registered into the system

4.1.3 Manage Event Module

The manage event module is used for administrator and organizer to create, update and delete event. The user can use this module to manage their events. This is the main module or main functionality of the system as this is where the create, update and delete (CRUD) operation occurs. Administrator and organizer will be using this functionality to handle events according to their liking.

4.1.4 Booking Module

The booking module is used for organizer to book an event and ticket buyer to book an event ticket. The module includes payment that uses ToyyibPay API. As mentioned, the booking module in this system is integrated with an payment gateway API called Toyyibpay. After user confirm to pay their events/tickets booking, the system will lead user to Toyyibpay gateway to handle the payment portion of the system.

4.1.5 Schedule Module

The schedule module is used for administrator to view registered event schedule. The module can be used by administrator only. The system will show administrator about a simple view of schedule for ongoing and upcoming events that are registered into the system.

4.1.6 View Event Module

The view event module is used by system users to view the registered events. It will display the registered events into the event page in the system. Generally, before events can be view, it will fall into two categories which are draft and paid. Draft events are generally events that are saved but are not paid yet and paid registered events are self-explanatory.

4.1.7 Report Generator Module

The module is used for administrator and organizer to generate simple report of the system data. Reports comes in many forms for this system such as system overall report, event control panel report, and bookings receipts.

4.1.8 Approval Module

The module is used for administrator to approve organizer. Administrator will approve or verified the organizers to its liking and the organizer will be marked as approved or verified organizer.

4.2 System testing

System testing is a verification activity performed on the system to ensure that the system is developed according to the specifications of the requirements and design of the system. System testing is done to observe how the system works and test whether the application is easy to use or otherwise. In addition, this system is also tested to find out how this system works if the input entered is correct and an error occurs if the input entered is incorrect.

4.3.1 Requirement Traceability Matrix

Requirement traceability matrix (RTM) is a document that contains all the requirements defined in the earlier stages of the project. RTM is important in ensuring that every requirement defined in it are tested during the testing phase. The requirements of the Musical Management system for Prodigy Studio are shown in appendix B.

4.3.2 System Testing Plan

System testing plan are done on the system functional modules that requires the involve related system user such as administrator, organizer and ticket buyer. The testing process is to ensure that the objective of the project is accomplish and fulfilled all the requirements of the system. Table in appendix C show the list of test cases that had been done on the system.

5. Conclusion

In conclusion, from developing the system the problems of handling events in Prodigy Studio can be fixed. The objective of this project is to develop a prototype of Musical Management System for Prodigy Studio which can make the overall process of handling events more fluid. With the system, administrator does not have to answer calls just to receive events details from organizer and organizer can have a medium to interact with instead of using calls. Not to forget, public user can now use the system to view what events will be held in future which is handy. This system can bridge the gap between the business, event organizers and end customers (event ticket buyer) thus making the business more stable in the long run. The system will help the business and will propels its profit more in the future

Acknowledgment

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Appendix A: Musical Management System for Prodigy Studio Interfaces

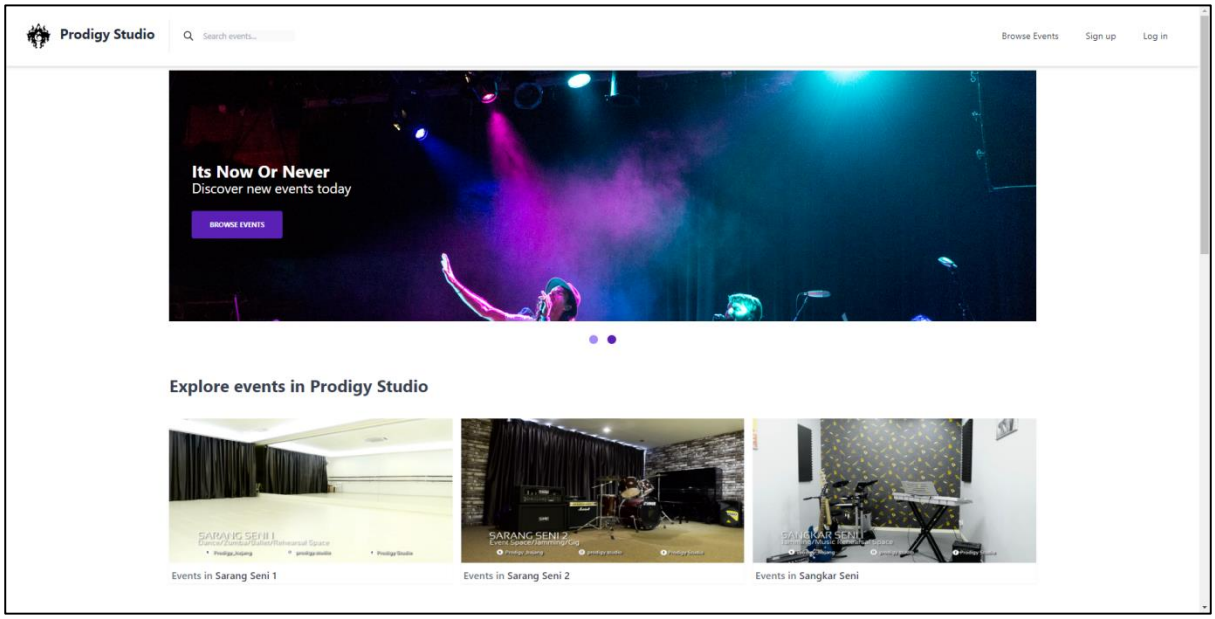

Figure 7: Prodigy Studio Musical Management System main page

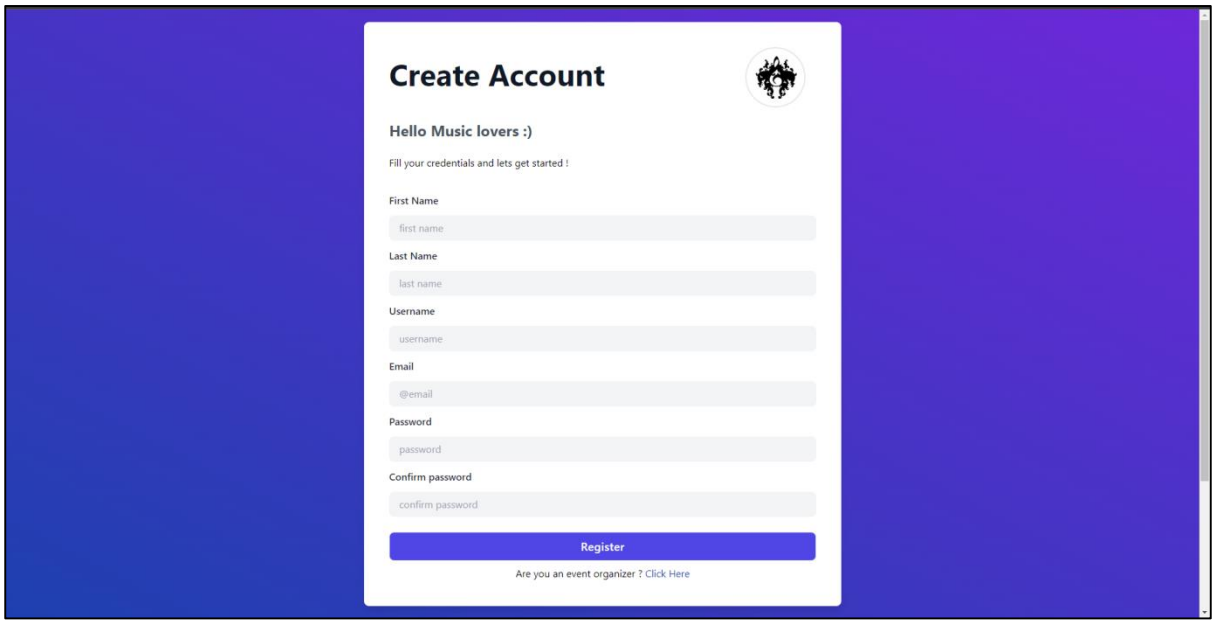

Figure 8: Prodigy Studio Musical Management System Registration page

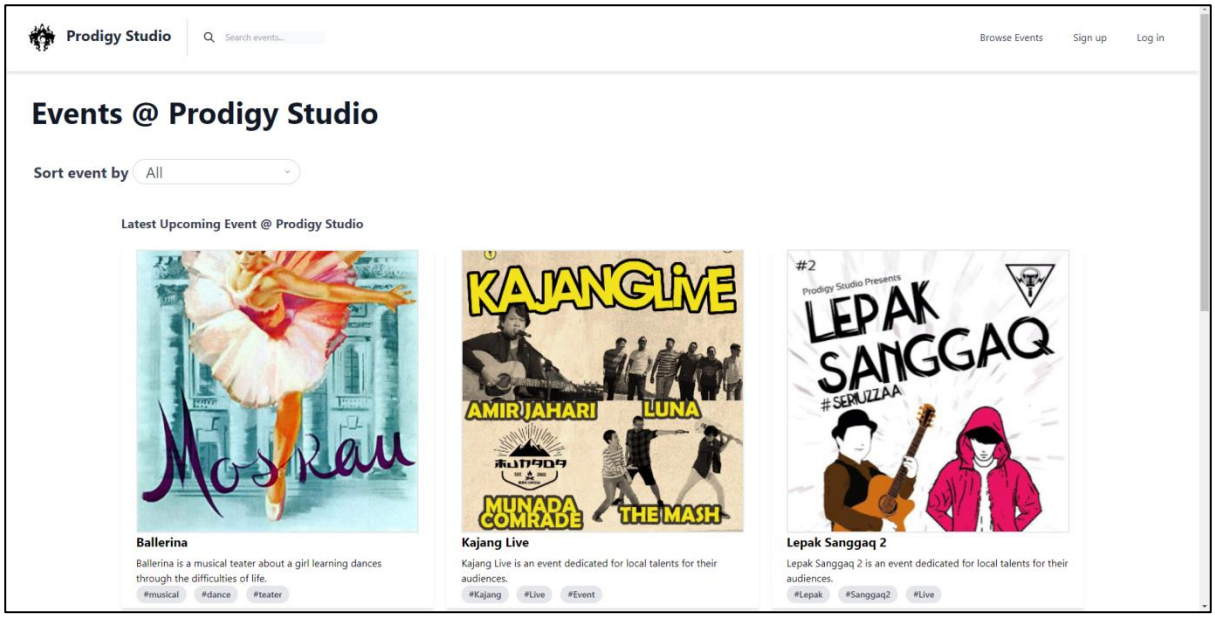

Figure 9: Prodigy Studio Musical Management System event page

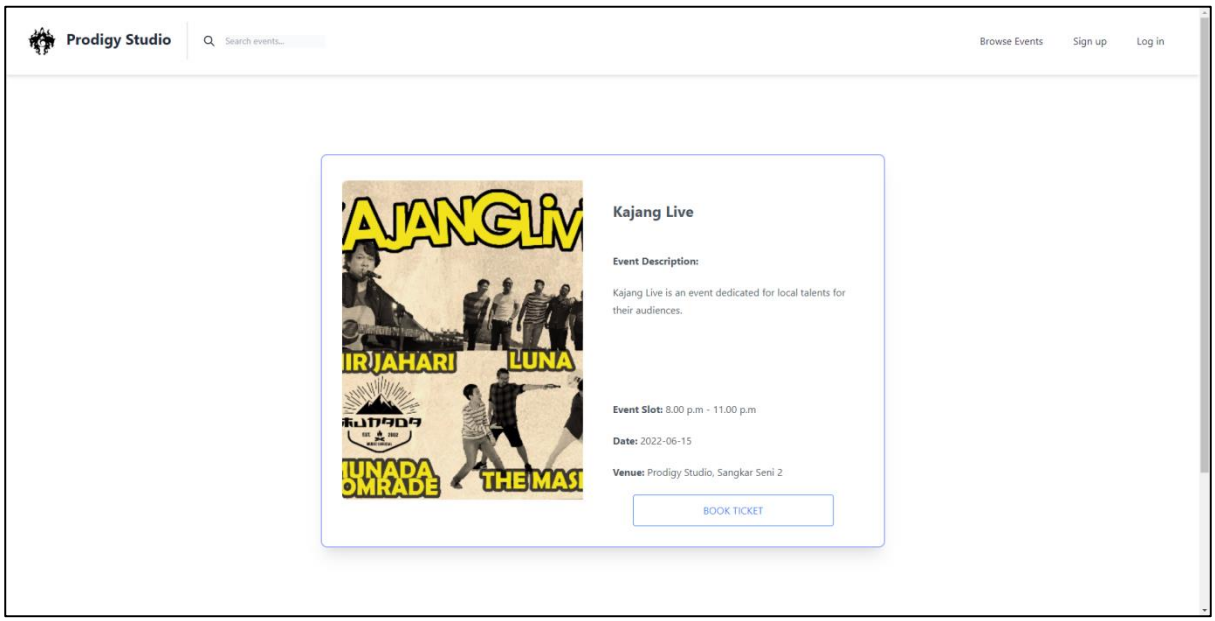

Figure 10: Prodigy Studio Musical Management System booking page

Figure 11: Prodigy Studio Musical Management System event creation page

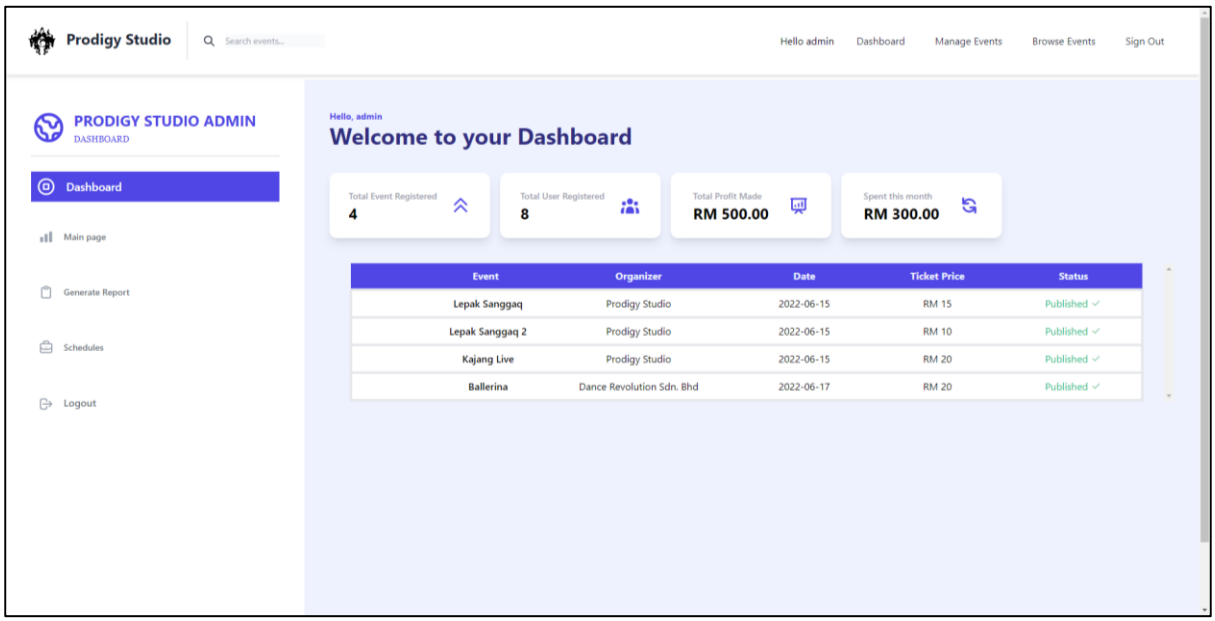

Figure 12: Prodigy Studio Musical Management System administrator page

Appendix B: Musical Management System for Prodigy Studio Requirement Traceability Matrix

Requirement	Software Requirement Specification	Description
Registration SRS_REQ_100	SRS_REQ_101	Display registration page
	SRS_REQ_102	System alert user when invalid input is used
	SRS_REQ_103	The password cannot less than 8 characters
	SRS_REQ_104	The password needs to contain special characters
	SRS_REQ_105	The system store user data in database
Login SRS_REQ_200	SRS_REQ_201	Display login page
	SRS_REQ_202	Only valid username and password can login into the system
	SRS_REQ_203	Only registered username and password can login into the system
	SRS_REQ_204	System redirects to homepage/dashboard after successful login
Manage event SRS_REQ_300	SRS_REQ_301	The system only allow administrator to create events
	SRS_REQ_302	The system only allow administrator to update events
	SRS_REQ_303	The system only allow administrator to delete events
	SRS_REQ_304	The system only allow organizer to create events
	SRS_REQ_305	The system only allow organizer to update events
	SRS_REQ_306	The system only allow organizer to delete events
Booking SRS_REQ_400	SRS_REQ_401	System only registered user can book events
	SRS_REQ_402	The system should allow registered users to make payment
Schedule SRS_REQ_500	SRS_REQ_501	The schedule should show events venue
	SRS_REQ_502	The schedule should show events date and time
	SRS_REQ_503	The schedule should show events venue
View event SRS_REQ_600	SRS_REQ_601	System only registered user can view event details
Report generator SRS_REQ_700	SRS_REQ_701	System only allow administrator to generate summary report
Approval SRS_REQ_800	SRS_REQ_801	System only allow administrator to validate organizer role

Appendix C: Musical Management System for Prodigy Studio Testing Plan

No.	Module	Test Case	Expected Result	Actual Result	User
1.	Registration	Entering valid credentials in the registration form	User is registered into the system	User is registered into the system (Success)	Organizer and Ticket Buyer
		Entering invalid credentials in the registration form	User is not registered into the system	User is not registered into the system (Success)	
2.	Login	Entering valid credentials in the login form	User can log in to the system	User can log in to the system (Success)	Administrator, Organizer and Ticket Buyer
		Entering invalid credentials in the login form	User cannot log in to the system	User cannot log in to the system (Success)	
3.	Manage Event	Entering more than 3 event tag	System only allows 3 tags	System only allows 3 tags (Success)	Administrator and Organizer
		Enter invalid event tags	System will prompt invalid input	System prompt invalid input (Success)	
		Booking date before current date	The booking calendar does not allow booking previous date	The booking calendar does not allow booking previous date (Success)	
		Booking full slots date	The system does not allow full slot to be booked	The system does not allow full slot to be booked (Success)	
		Input event description more than 100 characters	System prompt invalid number of characters	System prompted invalid number of characters (Success)	

		Left the input field blank	System prompt input required	System prompt input required (Success)	
		Input negative number for ticket price	System prompt invalid input	System prompt invalid input (Success)	
		Click next without uploading event banner	System prompt invalid input	System prompt invalid input (Success)	
4.	Booking	User enter invalid name, email or phone number	System redirects to payment form page	System redirects to payment form page (Success)	Organizer and ticket buyer
		User click print receipt	System will download booking receipt	System download booking receipt (Success)	
		User click cancel mid process	System redirects to event creation panel page	System redirects to event creation panel page (Success)	
5.	Schedule	User click next	System calendar move to next month	System calendar move to next month	Administrator
		User click back	System calendar move to previous month	System calendar move to previous month	
6.	Report	User click print report	System download report	System download report (Success)	Administrator
7.	Approval	User click approve organizer	System approve organizer	System approve organizer (Success)	