

# UnifyU – A Centralized Platform for University Club Management

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**Abstract:** *The UnifyU project aims to develop a centralized platform to streamline and enhance university students' engagement with clubs and events. By providing a user-friendly mobile application, the platform will allow students to easily discover, join, and manage campus activities. The main goals are to offer a user-friendly interface, consolidate access to club and event information, provide management tools for club leaders. The platform will feature dedicated feed pages for each club, providing real-time updates, announcements, and interactive content to keep members informed and engaged. Expected outcomes are increased student engagement, streamlined club operations, personalized user experiences, comprehensive event management ultimately more connected and vibrant college community.*

**Keywords:** University Club Management, Student Engagement, Android Development, Firebase Backend, Real-time Communication, Cloud Storage, User Authentication, Event Management, Social Networking, Mobile Application, EdTech, Community Building, Digital Transformation.

## I. INTRODUCTION

The modern university campus serves as a vibrant hub of student activities, where clubs and events play a crucial role in fostering personal growth, networking opportunities, and community engagement. Despite the abundance of these enriching activities, students often struggle to discover and participate in them due to fragmented communication channels and decentralized information systems. This disconnect leads to reduced student participation and numerous missed opportunities for personal and professional development.

### A. Motivation Behind the Initiative

The development of UnifyU emerged from recognizing the substantial disconnect between students and campus activities. Currently, information about clubs and events is scattered across various platforms, including social media channels, physical notice boards, and individual websites. This fragmentation makes it challenging for students to stay informed about and engage with activities that interest them. The motivation behind UnifyU is to bridge this gap by creating a centralized, user-friendly mobile application that streamlines how students discover, join, and participate in campus activities while simplifying management tasks for club leaders.

### B. Key Objectives

The primary objective of UnifyU is to develop a comprehensive mobile application that centralizes all aspects of club management and student engagement. The platform aims to streamline club operations by providing a single point of access for all club-related activities, from membership management to event organization.

Specific objectives include:

- Creating an intuitive interface for students to discover and join clubs aligned with their interests
- Providing club administrators with efficient tools for member management and event organization



- Facilitating seamless communication between club leaders and members
- Enabling automated tracking of member participation and engagement
- Simplifying the process of event registration
- Through these objectives, UnifyU seeks to enhance the overall campus experience by making club participation more accessible and management more efficient.

### **C. Scope and Significance:**

UnifyU is designed to serve the entire university community, including students, club leaders. The application's scope encompasses comprehensive club management features, event organization tools, and communication capabilities. By providing a unified platform, UnifyU aims to significantly improve student engagement in campus activities, enhance the efficiency of club operations, and foster a more connected university community. The significance of this project extends beyond mere convenience. By breaking down the barriers to participation in campus activities, UnifyU has the potential to enhance the overall university experience, contribute to students' personal and professional development, and create a more vibrant campus community. The platform's design also allows for potential scaling to other educational institutions facing similar challenges in managing student organizations and activities.

## **II. LITERATURE SURVEY**

The need for an efficient and centralized platform for university students to engage with clubs and events has been recognized in various research studies. Many existing solutions offer fragmented systems that fail to provide a seamless and comprehensive experience for students. Several researchers have proposed various methodologies and technologies for accurate and effective club management and event handling.

In [1], researchers developed an Information Technology Club Management System that allows members and staff to interact effectively. The system uses MySQL as a database, PHP as the frontend, and incorporates email and short messaging to facilitate communication. However, this system primarily focuses on communication and membership management, lacks a mobile-first approach, and does not offer features like event planning or personalized recommendations.

Another study [2] introduced Hikester, an event management application that provides features such as event discovery, registration, and reminders. While this solution effectively supports event organization, it lacks dedicated club management features, comprehensive membership tracking, and engagement metrics, making it less suitable for a university club system.

Other researchers in [3] suggested a Club Management System using the Laravel framework, which includes functionalities such as membership management, announcements, and event scheduling. However, this system is web-based, which limits accessibility on mobile platforms, lacks real-time notifications, and does not provide automation or advanced engagement tracking. A study in [4] proposed a Campus Club Management System that integrates event scheduling, club membership management, and a real-time notification system to enhance student engagement. This model provides a more structured approach to managing university clubs, addressing some of the limitations found in previous research.

Another study in [5] explored the use of WeChat Applets for university club management, allowing students to access club information, register for events, and communicate with club leaders in a streamlined manner. This method leverages existing social platforms to enhance accessibility and usability. Similarly, [6] proposed an Event Management System that automates event planning, registration, and notifications, demonstrating the importance of digital solutions in university settings.

## **III. PROBLEM STATEMENT**

The current landscape of college club management reveals significant challenges that hinder effective student engagement and club operations. Most clubs rely on disparate communication channels, including individual websites, social media platforms, and physical notice boards, leading to fragmented information dissemination. This decentralized approach creates confusion among students and results in missed opportunities for participation. Club



administrators struggle with manual tracking of memberships, event attendance, and engagement metrics, while students face difficulties in discovering relevant activities and maintaining consistent involvement. The absence of a unified platform means that important announcements often fail to reach intended audiences, event registrations are managed through multiple tools, and club resources are scattered across various platforms. This fragmentation not only reduces student participation but also creates unnecessary administrative burden for club leaders, ultimately impacting the overall quality of campus community engagement.

#### **IV. REQUIREMENT GATHERING**

##### **Understanding User Needs:**

- Conducted surveys and interviews with students, club leaders, and university administrators to identify key challenges in managing clubs and events.
- Analyzed existing university platforms to determine gaps in functionality and areas for improvement.

##### **Defining System Objectives:**

- Established core objectives, including centralized club management, event scheduling, real-time updates, and AI-driven recommendations.
- Defined the need for mobile-first accessibility to ensure ease of use for students on the go.

##### **Identifying Key Features:**

- **User Authentication:** Secure login and registration with role-based access control.
- **Club Management:** Creation, moderation, and administration of university clubs.
- **Event Management:** Scheduling, registration, notifications, and tracking of student participation.
- **AI-Driven Recommendations:** Personalized event suggestions based on user interests and participation history.
- **Real-Time Communication:** Integration of messaging features for seamless interaction between members and organizers.
- **Analytics & Reporting:** Providing club leaders with engagement metrics and participation insights.

##### **Technical Considerations:**

- Evaluated various backend technologies, ultimately choosing MongoDB for data storage.
- Assessed integration of AI models for personalized recommendations.
- Considered API-based architecture to allow scalability and future integrations.

##### **Security & Compliance:**

- Defined data protection measures, ensuring compliance with university data policies.
- Implemented encryption protocols to secure user information.

##### **Stakeholder Validation:**

- Presented initial findings and proposed features to stakeholders for feedback.
- Iteratively refined requirements based on student and administrative input.

#### **V. PROPOSED WORK**

1. **Requirement Gathering:** Conducted surveys with potential users to understand their needs and expectations from a college community app.
2. **Design and Planning:** Created wireframes for the user interface based on Material Design principles.
3. **Setup Development Environment:** Installed Android Studio and configured Firebase services (Authentication, Realtime Database, Storage).
4. **Database Design:** Designed the database schema using DBML to define tables for users, clubs, events, memberships, and posts. Established relationships and constraints between entities.
5. **Frontend Development:** Developed the user interface using XML layouts and Android components. Implemented data binding and LiveData for reactive UI updates.
6. **Backend Integration:** Integrated Firebase services for authentication, data storage. Implemented the Repository pattern to manage data operations.



**Feature Implementation:**

- User Authentication: Developed login and registration flows using Firebase Authentication.
- Club Management: Implemented features for creating and managing clubs, including member management.
- Event Management: Developed functionality for creating, editing, and registering for events.
- Post Management: Enabled users to create, edit, and interact with posts in the club feed.

**Testing and Validation:** Conducted unit tests and integration tests to ensure functionality and reliability. Performed user acceptance testing to gather feedback and make necessary adjustments.

**Monitoring and Maintenance:** Set up analytics to monitor user engagement and app performance. Established a feedback loop for continuous improvement based on user feedback and analytics data.

**VI. SYSTEM ARCHITECTURE**

**Architecture Overview**

**UnifyU Application Architec**

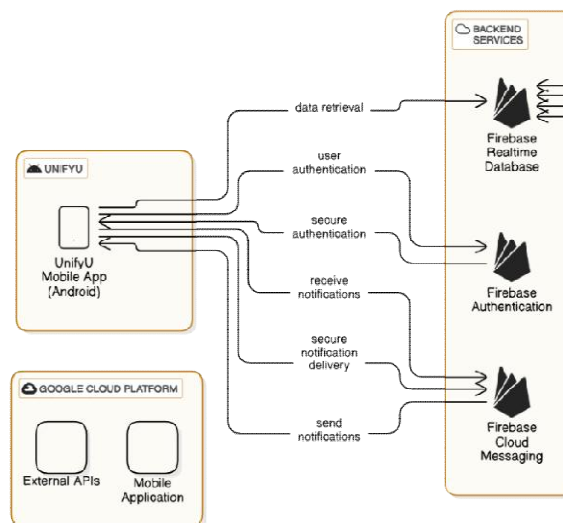


Figure 1: High level Architecture of UnifyU

**1. Frontend (Mobile App):**

The front end of the UnifyU application is crafted using XML for UI layouts and Java for logic implementation, providing a robust and flexible user interface. XML is utilized to define the structure and appearance of the app's screens, ensuring a clean separation between design and functionality. The primary interface for users, allowing them to interact with the application features such as event management, club activities, and notifications.

**2. Backend Services:**

Firebase Realtime Database stores and synchronizes data in real-time, ensuring users have up-to-date information on events, posts, and club activities. Firebase Authentication manages user authentication, providing secure login and registration processes. Firebase Cloud Messaging handles the delivery of notifications to users, ensuring they receive timely updates about events and activities.



**3. Database:**

Users table contains user information and profiles. Posts table stores user-generated content and interactions. Events table manages event details and schedules. Clubs table organizes club information and membership details.

**4. Google Cloud Platform:**

Hosts the mobile application and integrates with external APIs to enhance functionality and scalability.

**VII. RESULTS**

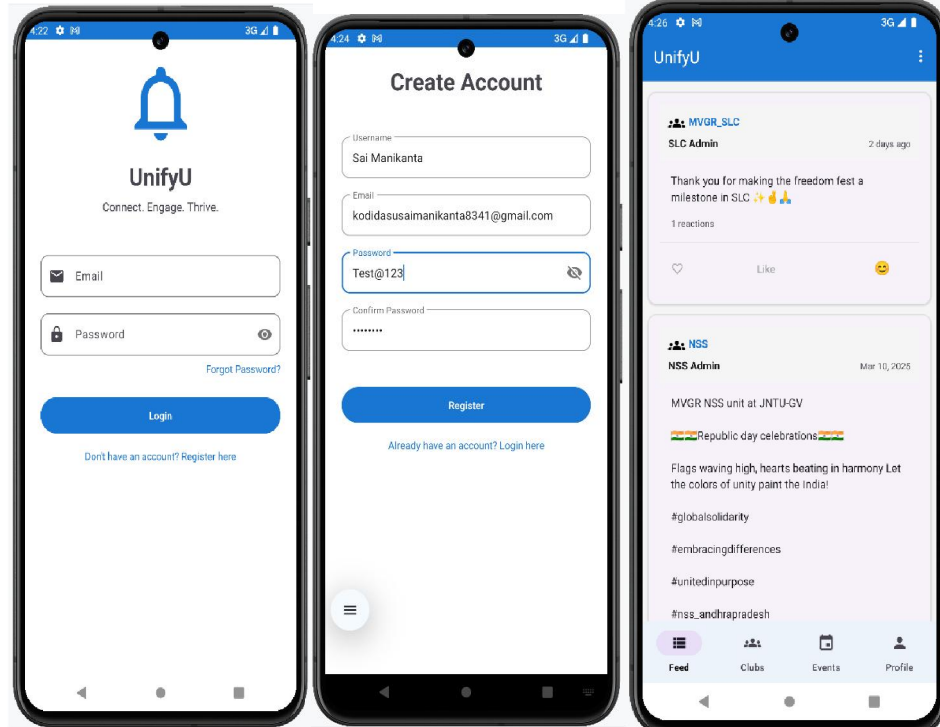


Figure 2: Login Screen

Figure 3: Registration Screen

Figure 4: Home Screen



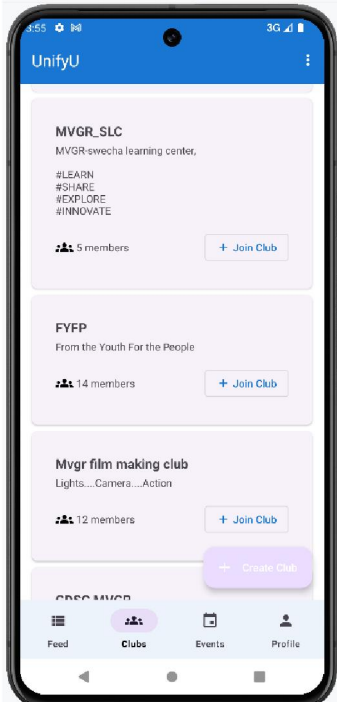


Figure 5: Exploring clubs

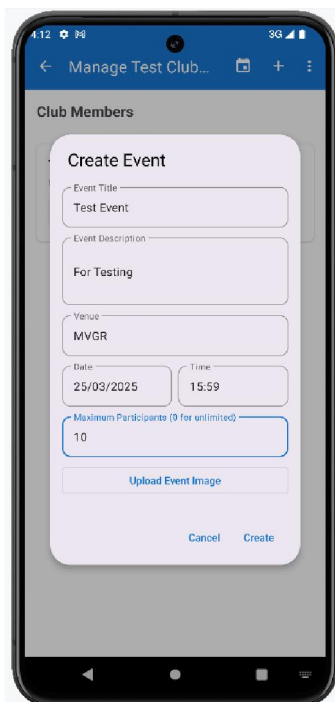


Figure 6: Event Creation Screen

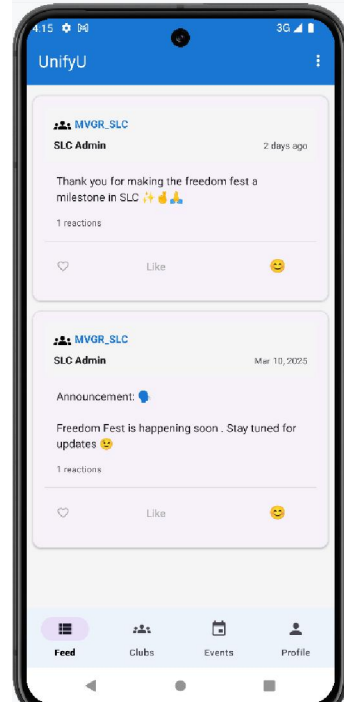


Figure 7: Feed Page

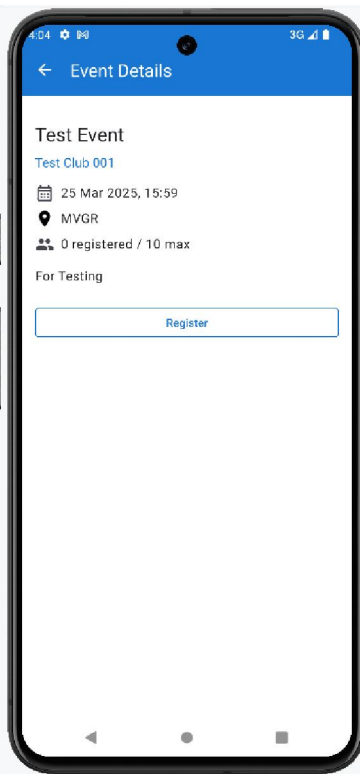
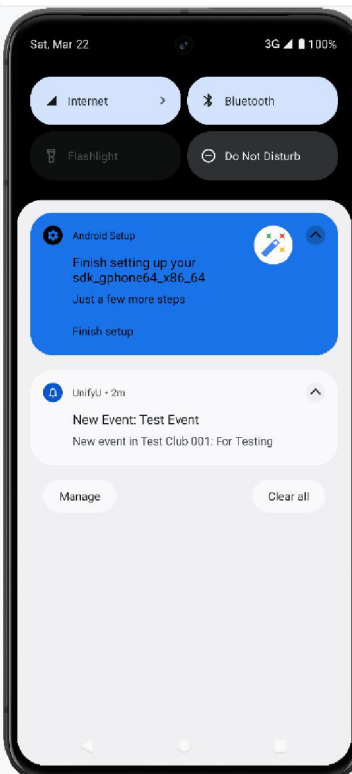
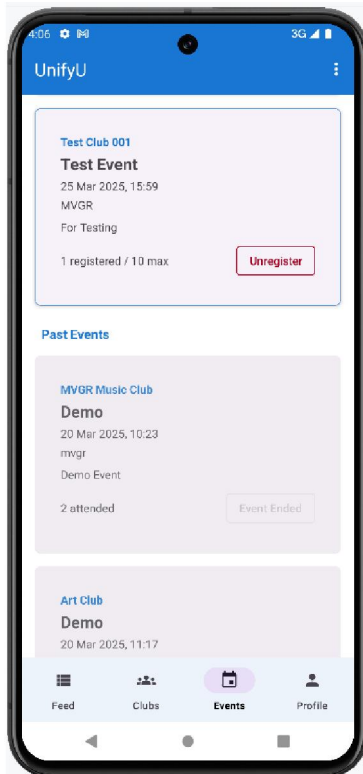


Figure 8: Event Registration through Notification



### VIII. CONCLUSION

The UnifyU mobile application has successfully achieved its primary objectives of streamlining university club management and enhancing student engagement. The Android application demonstrates robust implementation through secure authentication, real-time data synchronization, and seamless Firebase backend integration. The platform excels in providing efficient club discovery and membership management tools, making it easier for students to find and join clubs aligned with their interests. The streamlined post creation and sharing system, coupled with comprehensive admin controls, enables effective communication within clubs. The application's intuitive interface design and responsive performance across Android devices ensure a positive user experience, while maintaining reliable data management capabilities. These features collectively contribute to enhanced user engagement and successful community building within the university environment.

The UnifyU mobile application presents significant opportunities for future enhancement and expansion. Key areas for development include cross-platform compatibility through iOS and web application versions, enabling broader accessibility. Advanced features such as event attendance tracking via QR codes, integrated calendar systems, and automated scheduling would further streamline club management. Future security enhancements may include two-factor authentication and end-to-end encryption for communications. The platform could also benefit from integration with university management systems, personalized content recommendations, and accessibility features for diverse user needs. These improvements would further enhance UnifyU's role as a comprehensive platform for university club management and student engagement.

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