

# **International Journal of Research Publication and Reviews**

Journal homepage: www.ijrpr.com ISSN 2582-7421

# Sports and Conference Hall Booking System with IoT-Enabled Real-Time Display

Tushar Pawar <sup>a</sup>, Vedant Sonawane <sup>b</sup>, Amir Saudagar <sup>c</sup>, Shruti Patil <sup>d</sup>, Mrs Shraddha Shinde <sup>e</sup>

 ${\it a.b.c.d}\ Department\ of\ Computer\ Engineering\ Matoshri\ College\ of\ Engineering\ \&\ Research\ Centre\ Eklahare\ ,\ Nashik-422105\ ,\ India$ 

### ABSTRACT

The Booking System for Sports and Conference Halls with IoT-Enabled Real-Time Display project aims to enhance facility management through an integrated digital platform and advanced Internet of Things (IoT) technology. This system simplifies the booking process by allowing users to check availability, make reservations, and receive instant confirmations via a centralized interface. IoT integration introduces smart sensors and real-time displays that provide up-to-date information on facility occupancy, environmental conditions, and event schedules. These sensors continuously monitor and transmit data, which is displayed on dynamic screens within the facility. This real-time data helps both users and facility managers stay informed, reducing scheduling conflicts and optimizing facility usage. The platform supports various user roles, including administrators, who manage bookings and generate reports, and facility managers, who oversee real-time data and maintenance. End-users benefit from an intuitive booking interface and live updates on availability and schedules. Overall, this system improves operational efficiency and user satisfaction by leveraging IoT technology for real-time monitoring and data-driven insights, modernizing the management of sports and conference halls.

Keywords: Booking System, Sports Halls, Conference Halls, IoT Technology, Real Time Display, Digital Interface, Data-Driven Insights

## Introduction

Here The efficient management of sports and conference halls is crucial for optimizing facility usage and enhancing user experience. Traditional booking systems often fall short in addressing scheduling conflicts, providing real-time updates, and integrating data-driven insights. To address these challenges, the Booking System for Sports and Conference Halls with IoT-Enabled Real-Time Display project introduces an innovative solution that combines a centralized digital platform with advanced Internet of Things (IoT) technology.

This project aims to streamline the booking process by providing a user-friendly interface where individuals and organizations can easily check availability, book slots, and receive immediate confirmations. By integrating IoT technology, the system incorporates smart sensors that monitor and display real-time data about facility occupancy, environmental conditions, and ongoing events. This real-time information is communicated through dynamic displays at the facility, ensuring that users and managers have up-to-date insights and can make informed decisions.

The system is designed to accommodate multiple user roles, including administrators, facility managers, and end-users. Administrators can manage bookings, generate reports, and oversee system performance. Facility managers can monitor real-time data, handle maintenance schedules, and address operational issues. End-users benefit from a streamlined booking experience and accurate, live updates on facility availability and events.

Overall, this project seeks to modernize facility management by leveraging IoT technology to enhance efficiency, reduce conflicts, and improve overall user satisfaction. By integrating real-time data and providing actionable insights, the system represents a significant advancement in the management of sports and conference halls.

# **Literature Survey**

This chapter discuss brief literature regarding the project. Literature survey is mainly used to identify information relevant to the project work and know impact of it within the project area.

<sup>&</sup>lt;sup>e</sup> Project Guide, Computer Engineering Matoshri College of Engineering & Research Centre Eklahare , Nashik-422105 , India

### Literature Survey Table

Sr. No	Title	Year	Author	Details
1	Online Booking Systems	2018	S. Jun etal	Automated booking systems enhance user convenience and reduce errors. Research by S. Jun et al. (2018) highlights the effectiveness of web-based platforms like BookMyShow in improving booking efficiency.
2	IoT Integration	2019	P. Wadhwaet al	Integrating IoT allows for real-time updates on facility availability. P. Wadhwa et al. (2019) discusses how IoT-enabled displays enhance user experience through instant access to information.
3	Scheduling Optimization	2020	D. Singh etal	Efficient scheduling maximizes facility utilization. D. Singh et al. (2020) explore algorithms that optimize resource allocation and minimize conflicts in booking systems.
4	Payment Integration	2019	R. Mehta	Secure payment gateways are essential for automating bookings. R. Mehta (2019) highlights that streamlined payment processes help reduce cancellations and improve user trust.
5	Community Engagement	2021	M. Kim	Allowing users to join public events fosters community involvement. M. Kim (2021) demonstrates that social participation in sports increases facility usage and enhances user satisfaction.

## Methodology

The Sports and Conference Hall Booking System employs a multi-faceted methodology aimed at streamlining facility reservations and enhancing user engagement. Users begin by registering on the platform, where they can view available sports facilities and conference halls, check real-time availability, and book preferred slots. The system utilizes IoT-enabled displays to update facility status instantly, ensuring that users always have accurate information on facility usage. The platform features an immersive interface that simulates real interview settings, allowing users to engage with a virtual interviewer who poses questions and evaluates responses, thus replicating the pressure and dynamics of actual interviews. After each mock interview, users receive immediate feedback on their performance, including assessments of communication skills, body language, and content delivery, along with specific suggestions for improvement based on AI analysis.

Upon creating a booking, the system syncs with the user's Google Calendar, allowing them to manage and track their reservations alongside personal events. A recommendation system powered by machine learning analyzes user behavior and preferences to suggest facilities and times based on historical booking data, helping users quickly find suitable options.

The platform incorporates secure payment gateways for seamless and safe transactions, ensuring user confidence in handling payments. IoT devices at each facility display current booking statuses in real-time, allowing users and administrators to view occupancy details instantly. This integration minimizes scheduling conflicts and maximizes facility utilization.

Following each booking, users receive notifications and reminders via email or SMS, ensuring they stay informed about upcoming reservations. The system also generates detailed usage analytics for facility managers, offering insights into booking patterns and user preferences. By combining IoT technology, real-time data, and secure payment processing, the Sports and Conference Hall Booking System enhances both user experience and operational efficiency in managing facility resources.

# **Architecture**

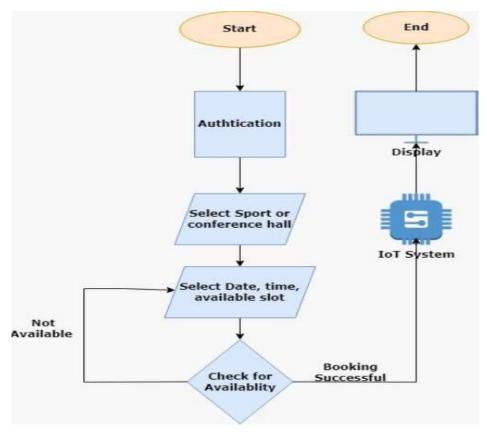


Fig. 1 - Block Diagram.

# **Objectives**

- Streamline Booking Process: Develop a system that simplifies the booking process for sports facilities and conference halls, ensuring easy
  access and efficient management.
- Provide Real-Time Availability Updates: Implement IoT-enabled features to display real-time updates on facility availability, enhancing transparency and user convenience.
- Encourage Community Engagement: Design the platform to boost community involvement by promoting public sports events and facilitating participation.
- 4. **Secure Payment Processing:** Integrate a secure payment system for hassle-free, reliable booking transactions.
- 5. Enhance User Experience: Focus on creating an intuitive, user-friendly interface for a seamless booking experience.

# **Problem Definition**

The process of reserving sports facilities and conference halls is often plagued by inefficiencies, resulting in user dissatisfaction and operational challenges. Traditional booking systems are prone to manual errors, such as double bookings and conflicting schedules, leading to frustrations for both users and facility managers. These outdated methods are insufficient in meeting the needs of modern users who require quick and convenient access to real-time facility information.

Key issues contributing to these inefficiencies include a lack of real-time updates on facility availability, which creates scheduling conflicts and limits transparency. Users face difficulty in managing their bookings seamlessly, often having to navigate multiple platforms or wait for confirmations, further complicating the reservation process. Additionally, the absence of personalized booking recommendations means users cannot easily find suitable facilities or time slots based on their preferences or past usage, reducing overall engagement

The need for a secure and streamlined payment system adds another layer of complexity. Many existing systems lack robust payment options, forcing users to complete transactions through separate channels, thereby compromising the user experience and lowering confidence in system security.

Furthermore, without automated notifications, users may miss reservations or event opportunities, further impacting satisfaction and community participation.

In summary, current facility reservation systems fail to provide a cohesive, user-friendly experience that accommodates real-time booking, personalization, and secure payment, underscoring the need for an integrated solution that effectively addresses these gaps.

### **Functional Requirements**

- User Authentication and Authorization: Users can log in via OTP using their mobile number or Google Account. JWT will manage sessions securely.
- Booking Management: Users can view available sports facilities and conference halls, filter them by sport/category, check real-time slot availability, and book slots. They can also join public games or events if slots are available.
- Payment Processing: Users can make payments via a payment gateway like Razorpay. Payments are verified before finalizing bookings, and
  users can cancel bookings with a reason.
- 4. User Management: Users can view their booking history and receive SMS/push notifications about booking updates and changes.
- 5. Admin Panel: Admins can manage facilities, view booking statistics, and manage user profiles and privileges.

# Non-Functional Requirements

- Performance: The system should support up to 100 concurrent users. Real-time updates on IoT displays should reflect booking changes within 5 seconds.
- Security: User sessions will be secured with JWT tokens. Sensitive data, including passwords and payment details, will be encrypted using AES-256 encryption.
- Availability: The system must maintain 99.9% uptime to ensure consistent availability. IoT displays must operate in real-time to reflect changes in facility availability.
- Scalability: The system should be able to scale to accommodate more facilities and users as demand grows, supported by a scalable backend infrastructure
- Usability: The system should have an intuitive and user-friendly interface, ensuring that both users and admins can navigate and perform actions with minimal training or support.

# Conclusion

In conclusion, the Sports and Conference Hall Booking System with IoT-Enabled Real-Time Display is designed to provide a seamless experience for users and administrators. The system will facilitate booking sports facilities and conference halls while using IoT to enhance real-time availability updates. The Booking System for Sports and Conference Halls with IoT-Enabled Real-Time Display marks a transformative leap in facility management. By integrating advanced IoT technology, the system provides real-time updates on facility status, including occupancy and environmental conditions, addressing common issues such as scheduling conflicts and inefficient resource management. This comprehensive solution offers a streamlined booking process, allowing users to view availability, make reservations, and receive instant confirmations. For administrators and facility managers, it delivers valuable data-driven insights and enhances operational efficiency through real-time monitoring and proactive maintenance scheduling. Ultimately, the system optimizes facility utilization, reduces administrative burdens, and significantly improves user satisfaction. By combining modern technology with user-centric design, this solution effectively modernizes the management of sports and conference halls, ensuring a seamless and efficient experience for all stakeholders involve

## References

- V. Akshay, A. Kumar S., R. M. Alagappan and S. Gnanavel, "BOOKAZORan Online Appointment Booking System," 2019 International Conference on Vision Towards Emerging Trends in Communication and Networking (ViTECoN), Vellore, India, 2019.
- 2. Y. M. A. Algani, "Resource Allocation in IoT-based Edge Computing using Deep Learning with Optimization Model," 2023 Second International Conference on Electronics and Renewable Systems (ICEARS), Tuticorin, India, 2023.
- 3. A. Singh, G. Kumar, V. Kumar, H. K. Shashikala, and T. R. Mahesh, "Online Service Booking Platform with Payment Integration," Journal of Engineering and Technology, vol. 2, no. 2, pp. 41-46, 2023.
- 4. Y. Sun, S. Tan, Q. He, and J. Shen, "Influence mechanisms of community sports parks to enhance social interaction: A Bayesian belief network analysis,".

- A. Praveen et al., "Conference Room Booking Application using Flutter," 2020 International Conference on Communication and Signal Processing (ICCSP), Chennai, India, 2020, pp. 0348-0350, doi: 10.1109/ICCSP48568.2020.9182183.
- O. Mendis and G. Rathnayake, "GoPlay Sports Facility Reservation Application," 2020 International Conference on Image Processing and Robotics (ICIP), Negombo, Sri Lanka, 2020, pp. 1-4, doi: 10.1109/ICIP48927.2020.9367349.
- 7. A. R. A. Rudin, L. Audah, A. Jamil and J. Abdullah, "Occupancy monitoring system for campus sports facilities using the Internet of Things (IoT)," 2016 IEEE Conference on Wireless Sensors (ICWiSE), Langkawi, Malaysia, 2016, pp. 100-105, doi: 10.1109/ICWISE.2016.8188550.