MT HAGEN PIKSA HAUS ONLINE TICKET RESERVATION SYSTEM

ARTICLE

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ABSTRACT

This project is aimed at developing an online ticket reservation system for a Mt Hagen Piksa Haus. The Ticket Reservation System is an Internet based application that can be accessed throughout the Net and can be accessed by anyone who has a net connection. This application will automate the reservation of tickets.

This online ticket reservation system provides a website for a Hagen Piksa Hause where any user of internet can access it. This Hagen Piksa Haus is a multiplex with 2, only 50% of seats can be reserved online. User is required to login to the system and doesn'tneed a credit card for booking the tickets. Tickets can be paid and collected at the counter.

Watching movies with family and friends in theaters is one of the best medium of entertainment after having a hectic schedule. But all this excitement vanishes after standing in hours in long queues to get tickets booked.

The website provides complete information regarding currently running movies on all the screens with details of show timings, available seats and fare charges of different classes.

Our online tickets reservation system is one of the best opportunities for those who cannot afford enough time to get their tickets reserved standing in long queues. People can book tickets online at any time of day or night. Our reservation system also provides option to cancel the tickets which are reserved previously.

I. INTRODUCTION

1.1 Background

The **Internet** is the global system of interconnected computer networks that use the Internet protocol suite (TCP/IP) to link billions of devices worldwide. It began in California in 1969 and began connecting to networks on other continents in 1988. It is a *network of networks* that consists of millions of private, public, academic, business, and government networks of local to global scope, linked by a broad array of electronic, wireless, and optical networking technologies.

The growth of internet usage as pushed the communication,marketing and business transaction methods to a nwe playing field. According to internet world statistic, there were 2,406 million internet users in June 2012 worldwide and with the advances in technology,the number of users is likely to increase. With the intergration of the internet into everyday life,not only the behaviour of consumers but also of business has changed on this medium. Information and communication posibilities in their depth and width.

Therefore, specifically, in Online Movie Reservation, the intergration of the internet in the overall cinema experiance is immense. It is important for a company in a film industry to represent in itself accordingly,as also more and more poeple use the medium internet to collect information to get in contact with the operators and start making their bookings and share their overall experiances with other peole on different platforms. Hence this work give Papua New Guinea CINEMAS authorities an anlysis of its website according to today's standards. This includes the analyses of the provided design, technical structure,usability and adaptation to the linking of the search engines. Prior to planning a trip to the

cinema people try to seek out such information as possible. This is often done online,for instance browsing similar online cinema websites not also in the country but out of the coutry as well.

1.2 Problem Identification

From the background outlined above, the problems can be clearly identified as follows:

1. Manual ; The existing system is done manually and errors might occur.
2. Time consuming; It is time consuming and makes customers bored and impatient and return back home.
3. Dependent on employee; The existing system is dependent on employes to enter data and somtimes problems may arise.
4. Insecurity; it is sometimes not trusted,theft may accur at time cause no proper record keeping.

1.3 Problem Formulation.

Based on the above stated problems, problem formulation are;

1. How to specify the design process of the Cinema online Ticket Reservation system that can perform tasks such as Booking a seat for later purchasing at the cinema, Showcasing of movies currently playing and Registering inMt Hagen Piksa Haus
2. How to create or develop the Cinema online Ticket Reservation system that includes schedule and time of movie played and bookings of seat, in the Mt Hagen Piksa Haus.

3. How to test the application of the Cinema online Ticket Reservationsystem that includes web-based and can perform tasks such as schedule and time of movie played and bookings of seat, in order to avoid system functional error.
4. How to implement the Cinema online Ticket Reservation system into a programming language that is integrated with a database so that it becomes a ready-made application package in Mt Hagen Piksa Haus.

1.4 Research Purposes

The main purpose of our online ticket booking system is to provide an alternate and convenient way for a customer to make reservation on cinema tickets. It is an automatic system. After the data has been fed into the database, the staff does not need to do anything with the order once it is received through the system.

1.5 Research Objectives

The objective of this study is as follows:

1 To provide a anytime anyplace service for the customer.

2 To minimize the number of staff at the ticket box.

3 To promote the film on the internet.

4 To increase the profit.

5 To satisfy the need of the customer.

6 Reduce the long lines and customer fustration

1.5.1. Practical Uses

This research has limited users practically:

1. **Administrator section:** This section can be accessed by providing administrator password. In this section the administrator can save the information related to movie, seats, booking, payment etc. In this section the administrator can edit the information related to movie, seats, booking, payment etc.
2. **Member/Customer section:** Customer can view the movie rating which will help them to choose the movie. They can book the movie tickets by selecting the seats of his/her choice. Customer can pay for tickets online by credit card.

1.6 Limitation

1. **System Administrator:** This section can be accessed by Providing administrator password. In this section it can be accesed by both system Aadministrator and Cashier.System administrators are in charge of all aspects of the day-to-day supervision of cinemas. They lead cinema operations to ensure and meet the customer needs and achieve revenue targets. They perform their duties utilizing efficient operations which are focused on fair people management systems and standard operating procedures.
2. **Member/Customer Section:**Customer can view the movie rating which will help them to choose the movie. They can book the movie tickets by selecting the seats of his/her choice.They can register to be a member and make reservation but they they can not make changes to the movies been schedule to play. Seats available for customers to come and watch are

limited and film shown are just shown on 2D and not 3D. Seats are booked for just a day,failure to do so the seat will be unbooked and given to other customers willing to pay to watch.

II. LITERATURE REVIEW

2.1 Understanding Cinema Management System

Based onChristie Avias-TMS™ Theater Management System they provide simple and efficient central management of a multiplex's entire projection operation. Through a user-friendly Web interface, theater managers can create and schedule screen playlists with simple drag-and-drop functionality, monitor the status of all their screens and manage their Key Delivery Messages (KDMs) from a single location. The existing system do not support the advance models of interaction between the viewers of the cinema destination. It is believed that it is a serious limitation of the DMS's and therefore this project will propose an expanded funtionality that provides the viewers fair knowledge based on a virtual community concept of viewers from different provonces and locals who have a common interest. Inforamtion that supports virtual community over the web.

2.2 Structural Diagrams

The structural diagrams represent the static aspect of the system. These static aspects represent those parts of a diagram which forms the main structure and therefore stable.

These static parts are represents by classes, interfaces, objects, components and nodes. The four structural diagrams are:

1. Class diagram
2. Object diagram
3. Component diagram
4. Deployment diagram

2.3 Prototype Model

Prototyping consists of building an experimental system rapidly and inexpensively for end users to evaluate. By interacting with the prototype, users can get a better idea of their information requirements. The prototype endorsed by the users can be used as a template to create the final system. The prototype is a working version of an information system or part of the system, but it is meant to be only a preliminary model. Once operational, the prototype will be further refined until it conforms precisely to users' requirements. Once the design has been finalized, the prototype can be converted to a polished production system. (Laudon 2014, p.538)

III. OBJECT AND METHODS

3.1 Research Design

The object of the research is Mt Hagen Piksa Haus Online Movie Ticket Reservation that is located in Mount Hagen, Western Highlands Province, Papua New Guinea. The research mainly focuses on its management system and was carried out at Indonesian Computer University (UNIKOM), Bandung,West Java, Indonesia.

3.2 System Approach Method

The method the researcher used in systems approach is theObject-Oriented Systems Approach and is visualized with UML (Unified Modeling Language) diagrams as follows: Use Case Diagrams, Activity Diagrams, Sequence Diagrams, Class Diagrams, Collaboration Diagrams, Component Diagrams, and Deployment Diagrams.

According to Jian Wang (Information System Analysis Section G01-Fall 2001), "The object-oriented approach combines data and processes (called methods) into single entities called objects. Objects usually correspond to the real things an information system deals with, such as customers, suppliers, contracts, and rental agreements. Object-oriented model is able to thoroughly represent complex relationships and to represent data and data processing with a consistent notation, which allows an easier blending of analysis and design in an evolutionary process." And according to Hoffer (et al. 2002), "The goal of object-oriented approach is to make system elements more reusable, this improving system quality and the productivity of systems analysis and design".

3.3 System Development Method

The system development method used in the research is the Prototype Model. The Software Prototying refers to building software application protype whcih displays the functionality of the product underdevelopment but may not actually hold the exact logic of the original software. Software prototyping is becoming very popluar as a software development model, as it enables to understand the customer requirements at an early stage of develpoment. It helps get valuable feedbacks from the customer and helps software designers and

developers understand about what exactly is expected from the product developmet.

According to Sona Malhotra (International Journal of Advance in Information Technology), ”Instead of freezing the requirements before a design or coding can proceed, a throwaway prototype is built to understand the requirements. This prototype is developed based on the currently known requirements. Prototyping is an attractive idea for complicated and large systems for which there is no manual process or existing system to help determining the requirements. A prototype is a toy implementation of a system; usually exhibiting limited functional capabilities, low reliability, and inefficient performance.”

3.4 Steps in Prototyping

The prototype model used in this study is a four-step model of the prototyping process, which consists of the following steps (Laudon 2014, p.538): 12.

Step 1: Identify the user’s basic requirements. The systems designer (usually an information systems specialist) works with the user only long enough to capture the user’s basic information needs.

Step 2: Develop an initial prototype. The systems designer creates a working prototype quickly, using tools for rapidly generating software.

Step 3: Use the prototype. The user is encouraged to work with the system to determine how well the prototype meets his or her needs and to make suggestions for improving the prototype.

Step 4: Revise and enhance the prototype. The system builder notes all changes the user requests and refines the prototype accordingly. After the

prototype has been revised, the cycle returns to Step 3. Steps 3 and 4 are repeated until the user is satisfied.

IV. RESULTS AND DISCUSSION

The main purpose of the system design is to provide another way for customer to buy cinema ticket. It is an automatic system. There are few cinema site but are too broad where it doesn't has much details of a movie been played or yet to be played compared to now a days cinemas around the world. This system is basically aimed to provide the customer the complete information of the movies according to which the customer can book the tickets and the refund facility provides more flexibility to the system. In accordance with the current system from the stages of the analysis above, it will design the website for the management of the Cinema in Mt Hagen Piksa Haus.

The main purpose of online ticket booking system is to provide another way for the customer to buy cinema ticket. The Ticket Reservation System is an Internet based application that can be accessed throughout the Net and can be accessed by any one who has a net connection. It is an automatic system, where we will automate the reservation of tickets and enquiries about availability of tickets. After inserting the data to database, staff need not to worry about the orders received through the system and hence reduces the manual labor. One of the best features of the system is to refund the amount on cancellation of tickets by customer.

V. CONCLUSIONS AND SUGGESTIONS

5.1. CONCLUSIONS

Nowadays, traditional reservation ways of cinema ticketing is dying. It's new age where technology dominates human life. With the software and technological devices, exceptions are reduced and even terminated. Also, people prefer easy, quick and safe way for every part of his life. This project is designed to meet there requirement of a cinema ticket booking system. It has been developed in PHP and the database has been built in My SQL server keeping in mind the specifications of the system. In our project: with this cinema ticketing system; cinema companies can satisfy comfortable facilities to their customers. The relationship between cinema manager, employee, and customer satisfy a good communication to complete ticketing process. With this platform we developed, we are hoping to reduce time wasting, avoid mis-understandings, provide easy data flow, customer pleasure, and less hard work. We believe that we have accomplished our goals and satisfied with the code we developed.

The conclusion of this research titled "Mt Hagen Piksa Haus OnLine Ticket Reservation" is as follows:

1. The Website provides precise and accurate information about how to do bookings of the movies on show.
2. Appropriate Scheduling of time and information of movies been shown.
3. The website is open for any users to browse through either a member or non-member

4. For information on what latest movie is on in cinema right now. Only the Admin makes changes and updates to this website.

5.2. SUGGESSTIONS

This Online Reservation ticket for cinema is not that perfect and still have many short-comings. Therefore, it can be reviewed and re-developed further to add more features or functions to the current application. Here are some suggestions of features or functions that can be added to this application:

1. Upcoming movies are not being advertised, only the current one is been on home page.
2. Payment is made on cashier's front desk after reservation is made and not online by card. Later will try including payment online.
3. Include page that includes food and beverages available for customers/viewers to buy and take into the cinema rooms to enjoy watching.
4. Include 3D or 4D glasses for movies that require these glasses.
5. Include promotion packages

VI. BIBLIOGRAPHY

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