CHAPTER 1

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 Internet carries an extensive range of information resources and services, such as mobile apps including social media apps, the inter-linked hypertext documents and applications of the world wide web (WWW), electronic mail, games, telephony, and peer-to-peer networks for sharing. 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. Consequently,it is clear that Cinema websites plays an important part in attracting customers to its place of show.

The Mt Hagen Piksa Haus Theater is a cinema in the grand,old manner. The last single screen cinema of its kind in continous operation in Westerna Highlands Papua New Guinea,still standing since its grand opening in 1978 and one of only a few single screen movie theatres from the 1970's in the world screenning repertory movie programming.

Principal function of information technology is the preservation of knowledge in a form that is durable, accessible, searchable and easily updated. Since information technology has the ability of speeding up information delivery, this ability can be used in improving the education environment. But tragedy

struck in the early hours of June 2nd, 2005 flames razed the theatre to the ground. In the middle of a season the Mt Hagen Piksa Haus Theater lost everything. In 2010 the theater was re-build due to locals demanding the govenor of Western Higands to build it due to its prestige reputation. Later on the 6th of December 2012 the cinema was opened to the public.

In here the developer will give basic and important information needed when trying to do an Online Movie Reservsation. Most of the people do not know what latest movie is currently playing out there in the cinema,when is the right time to go and watch,what dressing code of conduct to wear when going to the cinema and exact times to watch. Most cases they go on their own free will any time of the day with out any assistance or help from any sites about the cinemas. No propper bookings made for the time of the day and when they arive at the cinemas they face all sorts of problems and turn back with disatifaction feeling throught out the whole day about the cinema for not updating them.

In most case most of the people when being disatisfied with the services the cinema is providing they go out and buy pirated DVD/VCD cd copy of the movies being played in the cinemas and go watch at home. In worst case scinario most of the poeople when buying this pirated copy they tend to rip it to soft copyor burn the cd using Nero burner or othe similar software and start sharing to friends and friends share it to their friends and so it goes out to the general public who wishes to watch the film as well, with out going to the cinema they already watch the latest movies at home. Which off-course makes less people to go to

cinema to watch and gives the cinema a bad reputation and make a loss at the end of the day.

Therefore this Project – Based thesis is focusing on developing a website about “Online Movie Reservation”,which wll help offer Cinema related information for both local people and visitors. The project is commissioned by the privately owned IT company and the developer itself

1.2.Problem Identification and Formulation

The identification and formulation of the problem is as follows;

1.2.1. Identify the Problem

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. Purpose and Objective of the Reasearch

The research Purpose and Objectives are as follows:

1.4.1 Research Purposes/Scope

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.

Reservation is done by the customer to book his/her ticket and information is send into the database to be stored,payment is done on line using card but since its in a place where cards are not accessed by alot of people. The seats are being booked only for just a day,once the customer doesn't turn up to buy his/her ticket on the cashier desk than his/her ticket is forfeited and their seats are unbooked and vacant for anyone who is willing to pay to watch. In order to be a member you have to register to be a member of the cinema to make bookings,the cinema website is made up of variety of coding laguages but mainly PHP programing languages.

In fact, there is similar system on the internet, but there is no refund method found in the existing system.

1.4.2. The Objective Of This Research

The goals of our system are:

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 Research Benefits

The benefits of research are as follows:

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.

1.5.2. Education System

In the education system, this research can be of great help in the following areas :

Advertising of this Cinema called the Mt Hagen Piksa Haus Theater to the province itself and to the country. Since not much information is known about this cinema it is best this website will help provide such vital information about Mt Hagen Piksa Haus Theater for people who wish to watch and spend time in the cinema and get up to date in the latest movies. Movies of Educational purposes and other etc will be played if released in the existing old cinemas around the globe.

1.5.3. Income Purpose

This website can create opportunity for the the Cinema in the the Province and Country to make good income for the benefit of the country's economy. It will also provide job opportunities for the people who are not working and also people in the village to make their small market around the cinema building like selling their arts and crafts etc.

1.6 Limitations

The limitations or restrictions involved in this project are as follows:

1.6.1. Limited Users

1. **System Administrator:**This section can be accessed by Providing administrator password.In this section it can be accesed by both system Administrator 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.

1.6.2. Online

It is a Cinema management system so clients or users can access through using internet.

1.7. Locations and Research Time

The location and time of the research are as follows:

1.7.1. Location of the Research

Location in which this research was taken:

Location: Mt Hagen Piksa Haus Theater

Address: Private Mail Bag PO Box 5799,Boroko,NCDC

Papua New Guinea

Phone: (+675) 546 2235/32611506

Facsimile: (+675) 546 2289

1.7.2. Schedule of Research Time

The research location was set at Indonesian Computer University (Unikom), Bandung, West Java, Indonesia.The schedule of the research is as follows:

Table 1.1 Research Time

SCHEDULE	**MONTH**																			
	OCT 2015				**NOV 2015**				**DEC 2015**				**JAN 2016**				**FEB 2016**			
1. Identification of Needs	**1**	**2**	**3**	**4**	**1**	**2**	**3**	**4**	**1**	**2**	**3**	**4**	**1**	**2**	**3**	**4**	**1**	**2**	**3**	**4**
a. Observing																				
b. Interview																				
c. Collect Data																				
d. Document Analysis																				
2. Creating and Fixing Prototype																				
a. The Design Process																				
b .Design Database																				
c. Make Program																				
3.Testing the Prototype																				
a. Black Box Testing																				

1.8. Systematics Writing

The Systematics Writing is as follows:

CHAPTER 1 INTRODUCTION

Chapter 1 contains a description of the background information and the importance of the research; problem identification and formulation, the main objectives and purposes of the project, and the benefits of the research. Furthermore, this chapter includes the limitations or restrictions of the project, the location and time of the research and the systematic writing.

CHAPTER 2 LITERATURE REVIEW

This chapter indicates the theory upon which the study is based. That is, the understanding of information system, secondary education, PHP and JavaScript Programming, UML (Unified Modeling Language), Database, HTML, MySQL, Object-Oriented Analysis and Design (OOAD), and so on. It contains a literature review of relevant previous work and background information relevant to this research.

CHAPTER 3 OBJECT AND METHODS

Chapter 3 describes the object of the research and the approach and methods used in this research. That includes; the object's organizational structure with job descriptions and method and system development approach used is the object-oriented the types and method of data collections (primary data source and secondary data source). The method the researcher used in systems approach is

the Object-Oriented Systems Approach and is visualized with UML (Unified Modeling Language) diagrams as follows: Use Case Diagrams, Activity Diagrams, Sequence Diagrams, Class Diagrams, and Deployment Diagrams. Further analysis of the current system consisting of document analysis, analysis of current procedures with the use of Use Case diagram, Use Case Scenario and Activity Diagram of each use case, and the Evaluation of the current system,

CHAPTER 4 RESULTS AND DISCUSSION

This chapter describes the design and construction of the system, testing results and discussions about the designed system. That is, it includes: description of the system design and its objectives, overview of the proposed system consisting of Use Case Diagram, Use Case Scenarios, and Activity Diagrams, Class Diagram, and Deployment Diagram. Further the Implementation phase includes the software implementations, hardware implementation, database implementation, and interface implementation. Finally, is the testing that includes; testing plans, test cases and results, and conclusions of the test results.

CHAPTER 5 CONCLUSIONS AND SUGGESTIONS

This chapter contains the conclusion of the research, and the suggestions made to further reviews re-develop the system.