

ABSTRACT

Student campus event participation plays a significant role in their skill and academic experience development. However, the information about this event at Telkom University is currently scattered across various platforms. This makes it more difficult for students to access and participate in the appropriate events. Organizing committees, on the other hand, face obstacles in terms of reaching more attendants and receiving feedback about the events they host. It, therefore, The purpose of this research is to develop a user participation and interaction system in mobile-based campus events, MyTelvent can integrate event information into one centralized system.

The application intended to assist students in finding events to participate in, registration, checking in using the QR code, commenting, and rating events. The system might also help event organizers in running their event and analyzing attendance based on the collected participation data. The method of developing the application uses mobile-based software development using Android platforms.

The research result shows that the developed system can improve the accessibility of event information for students and can facilitate the organizers in hosting the game. By implementing MyTelvent, it is hoped that the students' participation and interactions in campus events will significantly increase.

Keywords: *Campus Events Participation, User Interaction, Mobile-Based System, MyTelvent, QR Code.*