

Mobile Event Management App For a US Company

How crafting a user-friendly native mobile app in addition to their existing web platform allowed a US company to provide on-field event managers with all **event planning functionality, neatly organized and available at their fingertips.**

The main task while developing the mobile client was the solution of the following problems:

■ **Mobility**

During WEB interface use, the event's organizers came across a raft of restrictions of freedom of movement

■ **Intuitive interface**

WEB interfaces for EDMS access are usually overloaded by different functions that are not needed in the mobile device. The interface often isn't intuitive. It takes a lot of time to access its features

Solutions

How the mobile client solves the problems outlined:

■ **Mobility**

By using the mobile client, it is possible to review and manage events created by the user or their colleagues

■ **Review and edit events**

(place tables, plan participants' seating)

■ **Intuitive interface**

The interface is adapted for use on mobile devices and includes only the operations which are necessary for the event organizers' activities. The user has an interface that is similar to WEB analogue

Technologies



IOS SDK

SVG

SVGKit



CocoaPods

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