

## BUILDING YOUR OWN

# EVENTS SYSTEM?

COST AFTER ONE YEAR

**\$1,124,000**

DON'T BELIEVE US?  
DO THE MATH.

## BUILD PHASE: 6,720 HOURS



**DEVELOPMENT MANAGER  
REQUIRED 1: \$100/HR**

Every project needs a good manager. Meet yours.

### QA TESTERS

**REQUIRED 3: \$70/HR**

Before rolling out your new system, You'll need to make sure it's ready for prime time. That's where your Q&A testers come in.



### DEVELOPERS

**REQUIRED 6: \$90/HR**

These people create the workflows, build the database operations, and code the front and back end.



CAUTION • CAUTION • CAUTION • CAUTION • CAUTION

**\$884,000** ...so far

Of course, it is possible to build a basic system for less. Taking that path will land you among the hundreds of other companies who have wasted thousands of hours building a system that nobody actually uses.

## SUPPORT PHASE: MONTHLY

Just because you've launched your system doesn't mean you're done. The ticket industry keeps evolving, and so will the level of IT support required to keep your system running smoothly.



**QA TESTERS  
REQUIRED 1: \$70/HR**

And count on keeping at least 1 QA tester busy for the foreseeable future.



**DEVELOPERS  
REQUIRED 2: \$90/HR**

Chasing down bugs, adding new features, and keeping up with the changing nature of the ticketing industry will keep at least 2 developers busy.

**\$40,000** PER MONTH



## LET'S REVIEW

BUILD (6 MONTHS): + \$884,000  
SUPPORT (6 MONTHS): + \$240,000

**YEAR 1 = \$1,124,000**

CAUTION • CAUTION • CAUTION • CAUTION • CAUTION



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We make it easy to share experiences with your clients & prove the ROI.

**TicketManager**