Let's Help

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Abstract. The purpose of this document is to provide an overview of our project entitled, "Let's Help" hereinafter (LH). The document consists of following components: The core idea, technology or the software used in the project, the inspiration for the project, team history, experiences and challenges and the future plans for solving humanitarian problems under UN Millennium development goal.

Keywords. Imagine cup 2010, Microsoft technology

Introduction

Imagine a world where unskilled people need help of skilled people. Our idea is to provide solution for people helping people in need, with the help of technology. In the world where there are about six billion people, we all agree that, "*No one is perfect... that's why pencils have erasers."* We all require help of some kind for successfully completing any particular task. The task can be either teaching, evaluating, reviewing, donating, providing food, clothes or just a simple gestures such as, "thank you" can be vital in today's anxious world. Therefore, we have developed a solution using Microsoft technologies to invite people solve people problem.

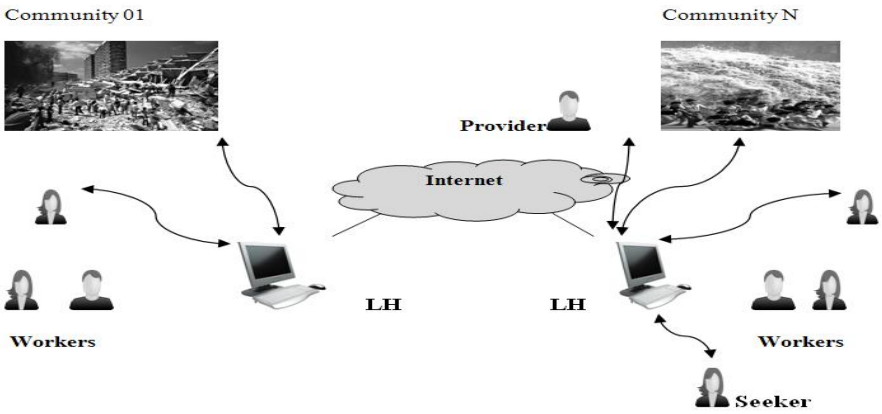

Figure 1: Using LH to volunteer among different communities.

1. Core Idea

LH (Let's Help) is a software application to assist volunteering process. There are two major components in this project. First the volunteering provider who provide volunteering services, application, task or any particular help. Second the volunteering seeker who seeks for help. Both volunteering provider and volunteering seeker can communicate efficiently. The goal of this application is to link eligible volunteers where help is needed.

1.1. Problem and Need

Shortage of available human resources in communities to support any arising need.

These needs are in relation to:

1. Natural Disasters like earthquakes, tsunamis, floods and drought
2. Reconstruction
3. Insurgency and insecurity
4. Charitable events
5. Community activities
6. Disease Outbreaks

1.2. Motivation AND Inspiration

The central idea of the Imagine Cup is great: students like us and many from around the world thinking to solve global humanitarian problem. We found this concept intriguing and we choose to compete in the software design competition, it is obvious that we are very passionate about our work. Our motivation stimulates from following after mentioned words:

1. The world problems slapping us on the face every morning on the Breaking news.
2. The humanitarian spirit to help those in distressful parts of the globe.
3. The imbalance of skill distribution worldwide causing a sufficient lack in regions with developing economies.
4. Creating healthy environments for the communities.
5. Rebuilding communities that are disaster hit.
6. Connecting people to ***those who are in need of help and those who are eager to give the help.***
7. Whatever your skill - there's a way to help from anywhere on Earth (and elsewhere if you can manage a phone, fax, Internet or e-mail connection).

1.3. Millennium Development Goal

1. Interaction with the people means that the target aim which is the community is surely meet.

2. Bringing communities far and wide by distance to be closer by letting their needs and problems shared by an entire single environment by a single click.
3. The hope the development brings through software to create a definite future for novel ideas in the wilderness of adversity.
4. Creating virtual partnerships between organizations, government sectors and volunteers.
5. To create an improved secure online volunteering service.
6. Improving volunteering systems in Organizations with enhanced email communications.

About 63.4 million people, or 26.8 percent of the population, volunteered through or for an organization at least once between September 2008 and September 2009[1]. With global warming and natural disasters knocking every door without exception, there is need of people helping people with the technologies. Therefore, our project is focused on "Develop a Global Partnership for Development."

1.4. Technology/Software Used

1. Visual Studio 2008
2. ASP. NET
3. C#.net
4. LINQ to SQL
5. Microsoft SQL Server 2008
6. SilverLight
7. Web Services
8. Microsoft Expression Blend 3

1.5. Application functionality list

- Volunteer seekers and volunteer provider connected in one single portal.
- Add skills and basic profile of those who seek to volunteer and those who want to provide volunteering.
- Search the location to do volunteering with Maps.
- Rate the best volunteer seeker or volunteer provider.
- Users interconnected with Services and kept under large databases.
- Smart interaction among volunteers with e-mail exchange facility
- Search for eligible volunteers on the basis of volunteer type

2. LH SOLUTION

Our conceptual model is shown below: The conceptual model consists of two major components: Service Providers and Service Seekers.

Those who provide volunteer services are service providers and those who seek volunteer services are under service seekers. The user management is vital component

which manages the user in various modes such as administrator or guest mode. The database is central part of our solution where the DAL (Data Access Layer) handles both Service Provider and Service Seekers.

Figure 1: Conceptual model and LH Solution Front-End

2.1. Result

The Home page is the first Page of the application that the User interacts with and it gives updates of the current volunteers who have entries and Seekers as well. The Popular volunteers are those volunteers who have been rated highly by the users who know the positive contributions the volunteers have made in volunteering.

The Sign up Link directs the user to the Sign up Page and displays a registration form the user will interact with by inputting input their details and personal information and clicks submit and the entry is stored.

The User after registration browses on the left menu for the Sign In link that again directs the user to the Sign in Page and so Username and Password are required for authenticity. After user sign in the User Profile is generated.

The New service provider link directs the user to the New service provider page, and here the user make entry of information such as the volunteer's location, distance area where the user can volunteer, the date period when the user will be able to volunteer and the type of volunteering the user is capable of doing such as a teacher, doctor etc.

The New Service Seeker directs the user to the New Service Seeker page and here as well the seeker whether an individual or an organization makes entry of information such as location of the volunteering, the distance, the type of volunteer required and number of volunteers' required plus additional comments by the user.

The search service provider directs the user to the Search service provider page, from here the user can search a provider basing on volunteer type, address, rate and name.

The search service seeker directs the user to the search service seeker page, here as well the user can search for those seeking volunteers by address, name.

References

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