.NET CodeCamp 2010, TUT

GPD - Good Person Database

Jani Santanen	jani.santanen@tut.fi
Kai-Mikael Alanne	kai-mikael.alanne@tut.fi
Tuomas Melin	tuomas.melin@tut.fi
Olli Rantanen	olli.rantanen@tut.fi

Contents

1. Introduction

This document is a part of an assignment we were given at a Microsoft .Net CodeCamp. It describes our teams solution to help countries reach the Millenium Development Goals (MDGs). The MDGs are a set of objectives created by the United Nations to fight against inequality and poverty (United Nations, 2010). The objective of our team was to create a working software solution that encourages individuals to question their way of life. They would do so by keeping a record of their good deeds and monitoring the deeds done by others.

First we introduce the problem and our teams idea how to solve it. We will describe how and why using our software, the Good Person Database (GDP), helps in reaching the MDGs. Then we will shed some light on our problem describing the technologies we've used and how. The last chapter includes a visual presentation of our system architecture.

2. Problem

Our problem is how to challenge people to think more about the environment they live in, and how to motivate them to do some changes in the way they use energy and other resources in their everyday life. We believe a solution to the problem lies in a psychological phenomenon called social pressure. People are curious by nature. They tend to watch how others live their lives and adopt some of that to their own life. We try to enhance that by making people feel bad about how much, for example, they use their car.

2.1. Solution

Our solution is simple. We have created a software that allows people to keep a record of all the good deeds they have done. The deeds at this stage are mostly related to environment thus solving UN's MDG number seven. There is also a possibility to make donations to various charitable objects. So other MDG's are also to be helped via GPD.
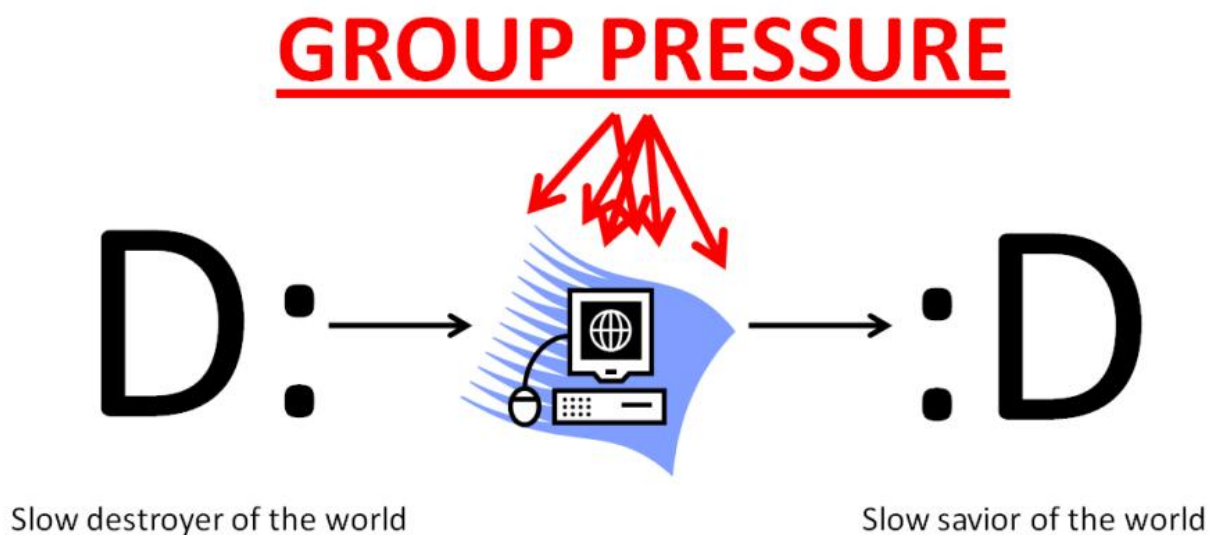

GROUP PRESSURE

Slow destroyer of the world   Slow savior of the world

Figure 1 Concept of GPD

3. Technologies used

GDP is a web-based database(DB) and the user interface(UI) to control it. The data consists of things done by people to make the world a better place. Users get points by doing good things and the program calculates a Good Person Index for the users which can be compared easily with other users. GDP also monitors its users activities and makes statistics which users can follow and see if their acts in daily life matters.

GPD has been made with ASP.NET and MSSQL using Microsoft Visual Studio 2008.

4. System architecture

Architecture of GPD consists of a client-server based three layer architecture. Top most is the web applications layout which is available to client viewing the site and where the actions of the client can be made. Underneath that is the logical layer that holds the functionality of the web application. Lowest is the SQL database and server in which the application runs. Layers communicate with each other and provide the data to the place where it is needed.
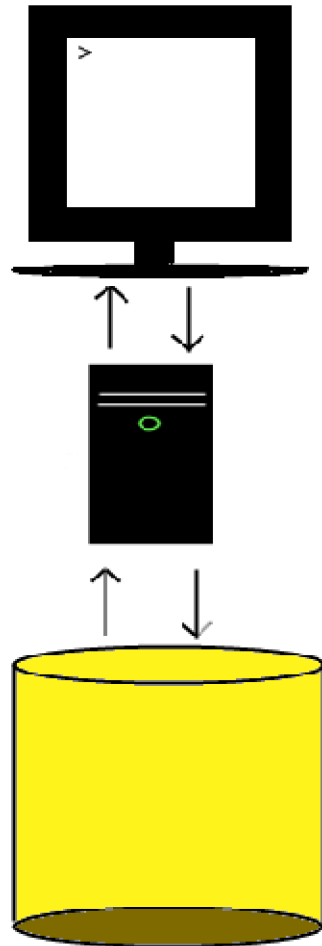
Figure 2 GPD architecture

5. References

United Nations. 2010. United Nations Millenium Development Goals. [WWW]. Available: [http://www.un.org/millenniumgoals/] Visited: 28.1.2010