

**A**  
**Synopsis**  
**on**  
**House of Flair**  
(Freelancing Marketplace)

**Submitted by**

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**Session:2022-2023 (4<sup>th</sup> Semester)**

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(March 2023)

# ABSTRACT

The purpose of this project is to design a website for a freelancer online marketplace. This platform can help freelancers in India to showcase their talent online for finding project opportunities. Moreover, project owners who need people to work on their projects will be facilitated by this online marketplace. To see the feasibility, we analyzed the current market situation and then designed the freelancer online marketplace platform. Data is collected by distributing questionnaires and literature reviews have also been done to collect information regarding trends of online marketplace. We also use object-oriented methods to analyze and design the freelancer online marketplace.

**House Of Flair** provides business-driven service in a collaborative way whereby it can be an opportunity for freelancers to find new job opportunities, increase their skills, and develop new experiences and portfolios. On the other hand, Freelance Online Marketplace could be an effective option for realizing or implementing an idea into a real finished product for project owners/clients.

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# **Introduction**

The system being proposed by the developer is a website which represents a freelance marketplace where artists can post their work portfolio and clients can hire them. It is a system where both the freelancers and the clients will be brought under the same Roof.

This is an era where most people prefer to work as a free man and not under the name of any organization. Online freelance marketplace is such a platform to freelancers where they get paid for their work and at times, this makes work more like a fun game. Similarly, clients, which can be any organization, any group or any individual, willing to offer their projects to be outsourced and developed by other people and that too within a fixed budget range acceptable to both the parties. For the above two kinds of people, the proposed system is a proper solution- “An online freelance marketplace”.

# Literature Review

## **1. Introduction:**

- Briefly introduce the topic of House of Flair.
- Explain the purpose of the literature review chapter.

## **2. House of Flair and its applications:**

- Discuss the importance of marketplace for freelancers.
- Provide an easy-to-use platform for artists and clients to make a living.

## **3. House of Flair and it's functionality:**

- Describe how this project aims at providing a market to be used by artists and users.
- Explain how these features can be used to enhance the user experience and improve outcomes.
- Provides a platform for artists to connect to clients easily and securely.

## **4. House of Flair web application development:**

- Discuss the process of developing a E-marketplace application.
- Describe the different programming languages and tools that can be used.
- Explain the challenges and considerations involved in developing a high-quality web application.

## **5. Conclusion:**

- Summarize the key points from the literature review chapter.
- Explain how the information presented will inform the development of the House of Flair application in the major project.

# Project Objective

The objective of House of Flair is to enhance the lifestyle of artists by providing them with a platform to find gigs easily. The main aim is to provide safe and well-paid job opportunities easily.

Specifically, the goals of House of Flair may include:

1. **Finding new clients and projects:** One of the primary goals of freelancers on e-marketplaces is to find new clients and projects to work on. E-marketplaces provide freelancers with a platform to showcase their skills and expertise and connect with potential clients from around the world.
2. **Building their reputation and brand:** Freelancers on e-marketplaces may also aim to build their reputation and brand by delivering high-quality work and receiving positive feedback from clients. This can lead to increased visibility, credibility, and more opportunities to secure future projects.
3. **Increasing their income:** Many freelancers join e-marketplaces with the goal of increasing their income by taking on more projects and charging higher rates as they gain experience and expertise.
4. **Achieving work-life balance:** E-marketplaces offer freelancers the flexibility to work from anywhere and choose their own schedules, which can help them achieve a better work-life balance and pursue other interests outside of work.
5. **Developing new skills:** Freelancers may also use e-marketplaces as an opportunity to develop new skills and gain experience in different industries and fields. This can help them expand their portfolio and increase their marketability in the future.

# Research Methodology

House of Flair involves the use of technology to improve the efficiency and accuracy of pathology services. Research methodology for studying House of Flair typically involves the following steps:

- 1. Problem identification:** The first step in any research methodology is identifying the problem that needs to be addressed.
- 2. Literature review:** A thorough review of existing literature on E-marketplace for freelancers is essential to identify the current state of research, key findings, and any gaps in knowledge.
- 3. Research design:** The research design will depend on the research questions, the available data, and the methodology chosen. Some common research designs for studying e-marketplace for freelancers include case studies, surveys, experiments, and quasi-experimental designs.
- 4. Data collection:** Data can be collected from a variety of sources, including medical records, electronic health records, laboratory information systems, and surveys. The type of data collected will depend on the research questions and the research design.
- 5. Data analysis:** Data analysis involves cleaning and organizing the data, selecting appropriate statistical methods, and drawing conclusions from the data.
- 6. Interpretation and conclusion:** The final step in research methodology is interpreting the results and drawing conclusions. The conclusions should be based on the data collected and analyzed and should be supported by evidence.

## Project Outcome

The platform will provide a convenient and efficient way for performers to market their skills and services to potential clients. Users will have access to a range of talent and can easily find the perfect artist for their needs.

The platform will also help build trust and credibility by allowing users to provide feedback and reviews of the performers they hire. It will help users to hire artists at an affordable price easily and it will help artists to find work easily and work as a free man and not under the name of any organization.

The project outcome for freelancers on an e-marketplace will depend on the specific project they are working on and the requirements of their client. However the desired outcome for freelancers is to complete the project successfully and meet or exceed their client's expectations.

This could involve delivering a high-quality final product, meeting deadlines, communicating effectively with the client, and providing excellent customer service throughout the project. Additionally, freelancers may aim to receive positive feedback from their clients, which can help them build their reputation and attract new clients in the future.

Ultimately, the project outcome for freelancers on an e-marketplace should be a satisfied client who is willing to recommend the freelancer to others and potentially work with them again on future projects.



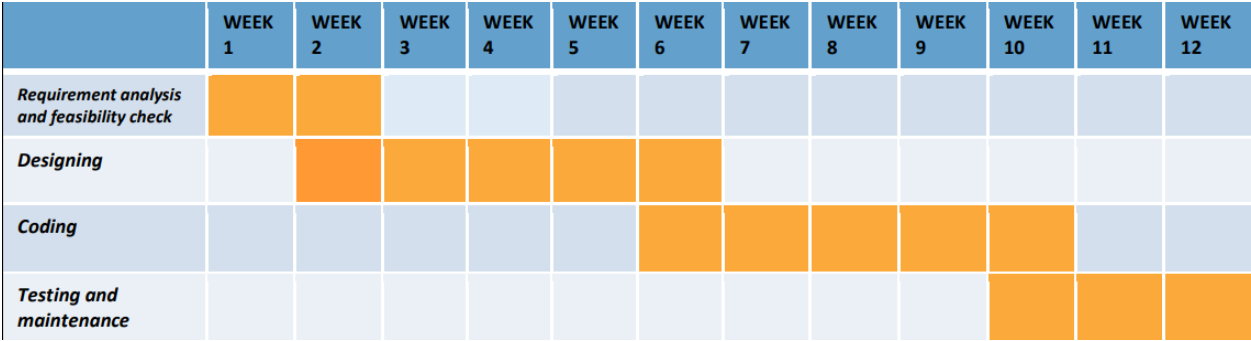
# Conclusion

Creating a platform for freelancers and users to connect and hire performers has the potential to be a highly successful venture. With careful planning and execution, this project can help support artists while providing a valuable service to clients. However, it will require a strong focus on user experience, security, and promotion to be successful.

In conclusion, the project to create a freelance hiring platform has the potential to provide a valuable service to both performers and clients. By creating a user-friendly platform with a comprehensive database of freelancer profiles, search functionality, and secure payment systems, clients will have access to a diverse range of talent for their specific needs. Freelancers, on the other hand, will have an efficient way to showcase their skills and services to potential clients, building their reputation and potentially expanding their client base.

Despite the potential challenges, the benefits of this project could lead to a thriving community of performers and clients who can connect and collaborate in a convenient and efficient way.

# Proposed Time Duration



*Figure 1 Gantt Chart*

# References

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