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Name of project: "Volunteer"

The idea:

Unfortunately, according to many claims, Jaffa is known as a city of crime and violence, making it a challenging place to live due to the problematic environment and risks surrounding the people there. We are mentoring a large group of around 60+ young individuals aged 11-15 in Jaffa, and it's crucial for us to protect them from a negative environment and bad habits that they might encounter in an environment filled with regular dangers. We aim to nurture the next generation and encourage them to make positive contributions that benefit both the individual child and society as a whole. Our goal is to instill good and important values in them, sparking a significant change in Jaffa and change the perception that it is solely a city of crime. We want to highlight the positive aspects and beauty of Jaffa, fostering hope in the new generation that emerges from there. The idea begins as a pilot project in Jaffa but aims to expand to various places and cities to bring about positive change globally.

The concept:

Establishing an infrastructure in Python + Django, forming part of an application. The process will involve the children we mentor, each having a username and password. They will be assigned tasks through the application, such as reaching specific places and performing predefined positive actions. They will earn points for these tasks, with extra points for completing them on time. Examples of tasks include filling cartons for needy families, visiting patients in hospitals, cleaning cemetery grounds, and more. A child reaching a certain threshold of positive actions can receive benefits or a small monetary reward or a discount coupon for businesses in Jaffa that collaborate with us (yes, we already have connections with several businesses in Jaffa, and they support this initiative). This way, the child learns to be independent and not rely on parents or others for money each time. All of this is part of instilling the right values, love for giving back to others and the community. Every positive action recorded in the application will reward the child with points. Bonuses can also be given in the application, such as extra points for maintaining a consistent streak of positive actions. It's worth mentioning that one of us is also a coach for these children in the soccer team, so we can integrate rewards for punctuality in both the application and soccer practice. This application will motivate the child to seek out positive actions, and undoubtedly, the child will be delighted to receive rewards for their deeds.

In summary, we are developing a "social game" that benefits not only children and parents but also the entire society. The project is a collaboration with a company in the industry called Ti-space.