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Title : The use of crowdsourcing by creating a mobile application
to make our university a better environment

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<p>Project Title</p>	<p>The use of crowdsourcing by creating a mobile application to make our university a better environment.</p>
<p>Introduction</p>	<p>Tired of seeing our university with wind-blown trash on the grounds, graffiti on restroom doors, and plastic bottles on the university beach? Do the students seem to ignore the problems? How could we grab their attention? How could we motivate them to fix up the environment and keep it clean? How can we motivate students to make positive changes in our university?</p> <p>Research has shown that people are more productive, feel safer, and behave kindlier in clean environments, making them better places to live for all of us. Of course, there are certain units to clean and control maintenance in our university. But what if we create a place where everyone can join and support to make the university environment more functional. Why not try using what is in everyone's pocket- “a smart phone”. With this project I'll try your hand at harnessing the power of crowdsourcing</p>

	<p>and mobile technology by creating an application that motivates its users to change their university for the better. How can we motivate students and let them have the moral satisfaction? <i>The satisfaction involved in the performance of moral action. This concept is vulnerable to an important objection: if moral action is satisfying. It might only ever be performed for the sake of this satisfaction. (Kant, Immanuel on moral satisfaction).</i></p> <p>Recently, scientists and managers have managed to accomplish huge jobs by crowdsourcing. They outsource, or pass on, parts of their tasks to the general public answering an open call to action. The reasons that motivate people to participate in a crowdsourcing campaign can include their desire to contribute in ways that make them feel good about themselves, or a desire to use their knowledge of a specific subject, worldview, or spiritual belief to contribute to a large scale project (something larger they could do on their own). The prospect of a prize, recognition, or a personal advantage can also be motivational. By that principle this application will motivate its</p>
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	<p>users by rewarding points according to the type of the action which has been done.</p> <p>E.g.</p> <ul style="list-style-type: none"> • Trash removal • Washing equipment (benches, tables) • Beach cleanup • Reporting broken equipment • Tree plantation <p>And at the end of a time period users who have earned the highest points and contributed most to the university environment will be evaluated and honored.</p>
Object / Goal	<ul style="list-style-type: none"> • Motivating students of the university to involve in making the university environment a better place. • Experimenting and testing ‘crowdsourcing’ whether it would success In the university environment. • Creating a better university environment to study and live happily.

Methodology / Functionalities	<p><u>Software requirements</u></p> <ul style="list-style-type: none"> • Android studio • Amazon AWS web services • Php • Json <p><u>Hardware requirements</u></p> <ul style="list-style-type: none"> • A laptop with an internet connection • Android smartphone <p><u>Functions</u></p> <ul style="list-style-type: none"> • Users are being registered to use the app by giving a username and a password. • The homepage will display the user's information and current score • The app lets users enter cleanup actions and earn points for each action entered. • For each cleanup action, users enter the following mandatory information: their name, the type of action, and whether it is completed. Users have the option to leave comments in a comment field. • The app keeps track of the user's points: <ol style="list-style-type: none"> 1. the points start at 0 when the app is restarted.

	<ul style="list-style-type: none"> • with each cleanup entry submitted, the app will: <ul style="list-style-type: none"> a) thank you, message, • the app stores the following data for each entry <ol style="list-style-type: none"> I. Name – open text field II. Cleanup action – a drop down list of possible choices. III. Status of the action – completed, needs attention (will pass the data to the university repairing services by the admin) IV. Comments – open text field • The users must upload the photo of the task to the official Facebook page of the project. Then the admins will share the photo with a description about the user and the task by giving the user moral satisfaction and value.
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Expected Outcomes	<ul style="list-style-type: none">• A fully functional application which use the ability of crowdsourcing to motivate students to take part in the process of making the university environment a better place to study and live.

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Signature: G.W.Y.S Boralessa