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| Proposed Title | VolunteerQuest: Mobile App for LGU and Student Volunteer Coordination |
| Proponents | **Kyzzer Lanz R. Jallorina** |
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| Project Description | Needs/Problem   1. Students and LGU residents struggle to find and join volunteer opportunities for LGU and school activities due to scattered information. 2. No easy way for volunteers to track volunteer hours or receive recognition, compounded by concerns over event legitimacy and legality.   Proposed Solution  Develop VolunteerQuest, a mobile app to:   * Allow students, LGU residents/staff to create and share volunteer opportunities for LGU events and school activities. * Prioritize LGU/school/partner-sourced events * Integrate partner-sourced events from NGOs and schools/universities (e.g., pre-loaded or co-curated lists) to supplement crowdsourced content. * Display a list of volunteer opportunities, categorized as “LGU” or “School” via dropdown menus, with predefined locations * Provide a sign-up form for students to register for events. * Track volunteer hours with progress badges to motivate participation. * Include legitimacy indicators: badges (e.g., “LGU Verified,” “Partner Approved”), legal disclaimers (per RA 9418/Data Privacy Act), and a “Report Suspicious Event” button for users.   Differentiation or Novelty   1. No existing app enables secure hybrid crowdsourced and partner-sourced volunteering for LGU and school activities with gamified tracking. 2. Combines event discovery, sign-up, and progress tracking in one platform and uses predefined location and category dropdowns.   Benefits and Significance   1. Unified Access: Simplifies finding and joining community events through verified crowdsourced and partner-sourced content. 2. Motivation through Gamification: Badges and hour tracking encourage sustained volunteering. 3. Data for Future Research: Volunteer data supports studies on youth civic engagement. 4. Community Impact: Strengthens local initiatives like cleanups and tutoring with legal safeguards. |
| Objectives | General Objectives:   * To design and develop a mobile app that enhances participation in LGU and school volunteer activities through a hybrid crowdsourcing and partnership model, fostering community engagement.   Specific Objectives:   1. Assess existing volunteer coordination methods for LGUs, schools and potential NGO partners. 2. Design a user-friendly app interface with dropdowns for event creation, listing, sign-up, and tracking, incorporating verification badges and reporting. 3. Develop features for crowdsourced submissions, partner event integration, moderation, hours tracking, and notifications. 4. Implement legitimacy checks: multi-tier moderation (automated filters + manual review by developer/team), user verification, and partner validation to ensure RA 9418 compliance. 5. Evaluate impact through sign-up rates and hours tracked. 6. Implement and testing 7. Deployment and Create Manual |
|  | General Methods |
| Expected Outputs | Expected Outputs   * Functional mobile app with hybrid crowdsourced/partner-sourced submission, categorized listing, tracking, notifications. * User manual and training session for partners and users. * Dataset of volunteer activities (including partner-contributed events for research).   Economic and Social Impact   * Economic: Low-cost coordination for LGU/school events; partners gain free promotion tools, reducing their outreach costs. * Social: Encourages youth/community leadership through collaborative ecosystems, building networks between students, LGUs, and NGOs. |