**LEBANESE AMERICAN UNIVERSITY**

**USAID – HIGHER EDUCATION SCHOLARSHIP PROGRAM**

**HES - Volunteering Program Verification Form**

This form is to be used to document volunteering hours. If a student volunteers for multiple organizations, a separate form must be used for each organization. **This form must be turned in by the 28th of each month, the latest.**

I certify that the scholar Mathieu Hedary completed a total of 10 hours of service at InnovaThrive.

The hours were completed hours as per the below:

Hours # 0 (date) \_2/12 – 6/12\_ (initials of supervisor) \_\_A.K.\_\_\_

Hours # 0 (date) \_9/12 – 13/12\_ (initials of supervisor) \_\_A.K.\_\_\_

Hours # 10 date) \_16/12 – 20/12 (initials of supervisor) \_\_A.K.\_\_\_

Hours # 0 date) \_23/12 - 27/12 (initials of supervisor) \_\_A.K.\_\_\_

Brief description of the activities the scholar performed or participated in:

TASK #1  
  
Blockchain in Decentralized Crowdfunding Platforms  
Definition: Exploring blockchain’s potential to democratize access to funding.  
Technologies:  
  
  
Smart contracts for secure fund transfers.  
  
  
Decentralized payment systems for global contributors.  
  
Applications:  
  
  
Transparent funding for social and entrepreneurial projects.  
  
  
Fraud prevention in crowdfunding campaigns.  
  
Statistics: Reduction in crowdfunding fraud cases by 40% with blockchain systems.  
  
Advantages:  
  
  
Increased trust among backers through transparency.  
  
  
Lower fees compared to traditional platforms.  
  
Disadvantages:  
  
  
Complexity for non-tech-savvy users.  
  
Challenges:  
  
  
Ensuring compliance with regional funding regulations.  
  
Future Research:  
  
  
Blockchain integration with AI for campaign analytics.  
  
  
Expanding crowdfunding to underserved global regions.  
  
TASK #2  
  
AI in Gamified Fitness and Health Apps  
Definition: Using AI to personalize gamified experiences in health and fitness applications.  
Technologies:  
  
  
Machine learning for adaptive workout plans.  
  
  
AI for tracking fitness goals and health metrics.  
  
Applications:  
  
  
Gamified competitions to encourage physical activity.  
  
  
AI-driven virtual trainers for guided workouts.  
  
Statistics: Increased retention by 45% in gamified fitness apps using AI personalization.  
  
Advantages:  
  
  
Higher motivation through interactive challenges.  
  
  
Tailored health programs based on individual progress.  
  
Disadvantages:  
  
  
Over-reliance on AI tools for fitness tracking.  
  
Challenges:  
  
  
Addressing accessibility for users without smart devices.  
  
Future Research:  
  
  
AI integration with wearable tech for immersive health experiences.  
  
  
Expanding gamified health apps for chronic illness management.

Written feedback about the scholar’s performance:

Mathieu Hedary conducted comprehensive research on blockchain’s role in decentralized crowdfunding platforms and AI’s integration in gamified fitness apps. However, his volunteering form was submitted late, which is unacceptable. Timely submissions are critical for effective coordination, and it is important to ensure that all future forms are submitted within the specified timeframe to avoid disruptions.

Please rate the overall performance of the scholar at your organization:

|  |  |  |  |
| --- | --- | --- | --- |
|  | Mastery (5) | Proficient (3) | Emerging (1) |
| **Problem solver** | X |  |  |
| **Engaged & Committed** | X |  |  |
| **Open-minded & multicultural** | X |  |  |

Signature

& stamp

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Printed Name \_Andrew El Kahwaji\_

Date \_\_26/12/2024\_\_\_

Email \_\_andrew.lifesculptor.coo@gmail.com \_\_

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