

Brainstorming Document

Title: Application for Quiet (Volunteering Organisation)

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1. Objective

The objective is to develop an app for Quiet that is both easy to use and intuitive. This app will provide features and information specific to sponsors, members, volunteers, and donors. It will simplify correspondence, facilitating connections and teamwork for all. The app will directly contribute to Quiet's goal of enabling those living in poverty to attend events that they otherwise would not have been able to. It will make sharing information more effective, better coordinate the use of resources, and give every user a smooth experience. The app seeks to empower all parties to collaborate more successfully by attending to their individual needs, which is in line with the organisation's mission to improve lives and strengthen communities.

2. Guidelines

- Focus on creating an intuitive user interface for different target groups.
- Prioritise features that will streamline communication and resource sharing.
- Consider the multilingual nature of the user base.
- Ensure data security and privacy, especially for sensitive information.

3. Main Themes

- User Roles and Permissions
- Communication Channels
- Resource Distribution
- Multilingual Support
- Donation Management

4. Ideas

Theme 1: User Roles and Permissions

Idea 1: Implement role-based access to customise the user experience for sponsors, members, volunteers, and donors.

Idea 2: Provide a dashboard for each user role to quickly access relevant information and actions.

Theme 2: Communication Channels

- Idea 1:** Integrate multi-channel communication, including calls, WhatsApp, emails, and an in-app messaging system.
 - Idea 2:** Implement push notifications for important updates and reminders.
 - Idea 3:** Provide a central feed for news, updates, and event notifications.
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Theme 3: Resource Distribution

- Idea 1:** Create a centralised repository for "geluksmomentjes" resources, including vouchers and tickets.
 - Idea 2:** Allow sponsors to upload and manage "geluksmomentjes" for members.
 - Idea 3:** Implement a tracking system for resource distribution to members.
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Theme 4: Multilingual Support

- Idea 1:** Implement multilingual support, including automatic translation of key information.
 - Idea 2:** Provide language preference settings for each user.
 - Idea 3:** Ensure that forms and guides are translated into the most common languages.
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Theme 5: Donation Management

- Idea 1:** Implement a donation management system that allows financial donors to track their contributions.
- Idea 2:** Provide an overview of how donations are used in the community.
- Idea 3:** Allow donors to receive updates on specific "geluksmomentjes" they supported.

5. Actions & Next Steps

- Action 1:** Gather detailed requirements from stakeholders (Quiet staff, sponsors, volunteers, members).
- Action 2:** Develop wireframes and prototypes for the application's user interface.
- Action 3:** Plan and execute focus group sessions to validate design concepts with actual users.
- Action 4:** Establish a project timeline for development, testing, and rollout.

6. Additional Notes

- Note 1:** Consider data security and privacy laws when managing user data.
- Note 2:** Explore partnerships with other organisations to expand the reach and impact of the app.
- Note 3:** Regularly update the app based on user feedback and changing needs.