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CSC 492

VolunteerMe! - A Hackathon Product

This semester at the University of Southern Mississippi, a hackathon event, or rather a Hatchathon, was conducted at the Scianna Hall business school. The event was spndered by VOXO, a software systems company that specializes in telephone communications. The theme for the Hatchathon was to create a product t5hat would have an effect on social impact! My original idea was a mobile/desktop application that would allow businesses to post special events, deals, etc… to the app for people within a certain range to find those activities! However, after further inspecting, I was given some advice that the idea was already in the works from major corporations and the idea wouldnt score very well for the idea of social impact. So my group came up with an idea based on the same structure as the previous idea, except it would be for businesses and others collabertors to post if they need volunteers for the users to receive volunteer hours!

Our group named it VolunteerMe! Within the span of a week we came up with a concept idea, a business model, and a plan to succeed and hopefully win in the event. Thos of us who helped program the idea to life used HTML, cascading style sheets, and JavaScript for a basic model of what we wanted it look like. For the presentation, we created a demo video for how it would function and explained some of the features we had. It showed a loading screen with our logo, the main menu for searching for volunteering event, the account page, editing capabilities, and more. However, there is still room to grow for a project like this, and we hope to get to follow up with it in the future!