: Web-based Lost and Found Monitoring and Management System

**Introduction**

In the fast-paced daily life, the phenomenon of losing things is common and the situation of picking up lost properties also happens frequently. Some items might be valuable or have a special meaning to them and others are irreplaceable and despite the fact the other items can be replaced, the users might have a limited time to find a replacement and they don't want to waste their time in searching for them. Another case is when a person loses an item that has very sensitive information and this loss might cause a considerable impact such as misplacing mobile device, identity cards, and passports. Most of these were left inside taxis or jeeps and while some lost items are recovered others remain unclaimed, not found, and unreported.

Lost & Found, which implement uses digital technology, is intended to replace the traditional method of manually handwritten lost and found books and to meet the immediate need for a standardized, centralized, and efficient method of dealing with lost property. The system is an online lost and found platform that helps in identifying, tracking, storing and returning missing properties to the rightful owners. The system will give power to the users to claim their lost property online.

This system is very useful in businesses in hospitality, travel sectors and other customer-facing organizations. Their customers can easily inquire them through this system about their missing belongings and the system generate a random security question before the release of the property, to ensure that the correct person is claiming it before they can deliver the properties back to the rightful owners.

**Need for this Study**

**Background**

As our lives becoming more luxurious, it is also creating pressure to work more. As a result, our life become fast and each day we need to deal with lot of different sorts of work. This issue creates the problem of unfocused to a particular task and overall, we became unorganized. It is become very common to lost objective if someone unorganized. According to American Demographic Society, we can save 16 minutes to one hour a day if we are more organized. Various studies have been carried out to highlight the issue of lost and misplaced items, and results show that now this issue is very common all around the globe.

In the context of the lost and found for personal possessions, there are few research studies which have been made for the purpose of locating missing objects in various countries. These websites are: Lost my stuff and Mafgod. Mafgod is dedicated to serve people who have lost or have found mobile phones only. Furthermore, Lost my stuff website is designed to rely on volunteers who are registered on the website and have specified their locations. Thus, whenever an item is reported as lost, the system forwards the request to a volunteer who exists in a location near from where the item was lost to provide help in finding it. As a result, it does not use an algorithm to match items with each other and generate recommendations. Also, it does not have the functionality where anyone can report a found item. On the other hand, we are planning to implement a recommender system which is based on the comparison of the lost items versus the found items which are stored in the database and generate recommendations to assist the user in locating his/her items in a short time.

To the best of our knowledge, no such system has been found in the Philippines. However, the Grab app has a lost and found feature, but only passengers can access it via their booking history. Netizens also just utilizes social media in order to assist people who are looking for their lost items, or those who have found an item that appears to be lost. To increase the user satisfaction and to simplify the process of locating the lost items, we will make our system available as a website and as a mobile application. We chose to implement two versions of the site, an online web-based version and another mobile application because many of our target users are users of smart phones and it is more efficient in reporting an item as either lost or found to make the process of helping people in finding their items faster.

**Objectives**

This capstone project aims to design and develop an online platform that stores and manage the records of lost and found items.

Specifically, it aims to:

1. The system will serve as an engine for searching lost properties.

2. The system will enable different businesses especially to those who are accommodating customers to identify, track and return missing properties to the rightful owners.

3. The system will let the users and the staff in-charge for tracking and returning the lost property communicate in a faster way.

4. The system will provide a transaction that will cost less money, effort and time.

5. To determine the level of system acceptability based on the required application functionality.

**Research Methodology**

The study intends to use a survey to help researchers understand the current manual practice to report and retrieve lost items and all its associated issues and concerns as it is viewed by members of the educational institution. The survey has also helped to determine and identify the expected main functions and features of the new proposed system. The survey consists of 12 questions. Each question covers different aspect of the study. The survey was conducted before the design and implementation of the new system.

**Reference**