

VolunPeers

Embark On A Quest

<https://volunpeers.netlify.app/>



Challenge Statement

- Singapore's high digital connectivity and active society are assets. Create a solution to enhance civic participation that facilitates volunteer opportunities and community engagement.



Problems Identified

- As someone trying to enter the volunteering space, I am unsure where to get started



Summary

- **VolunPeers is a web application that allows users to browse and register for volunteer opportunities**
- **Users will complete a personality assessment for personalized volunteer recommendations based on their personality, location, and interests**
- **Gamification elements like badges help track dedication and are displayed on profiles, fostering a sense of accomplishment**
- **Users can connect with one another after participating in an event**



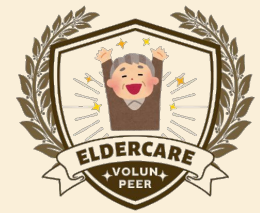
Stand-out Features

- Gamification
- Personality
 - Recommendation
- Connection



Gamification

- Use of Gaming Terminology
 - Users → Peers
 - Organisation → Organisation
 - Groups → Guilds
 - Volunteer Opportunities → Quests
- Achievements
- Character Assignment



Personality

- Interest Selection
- Personality Questionnaire
 - Users will answer a few questions and get assigned a Game Character
 - Questionnaire is based on Myers Briggs Type Indicator, with each unique character representing a MBTI personality
 - Short write up on the character's strengths and possible volunteer events that they would excel in
 - Get recommendations based on personality

<i>Volunteer ideas based on your</i> MYERS-BRIGGS TYPE THINKING= T FEELING= F JUDGING= J PERCEIVING= P INTROVERSION= I EXTROVERSION= E SENSING= S INTUITION= N	
ISTJ ORGANIZE A SELF-DEFENSE WORKSHOP	INFJ BECOME A SCOUT LEADER
ISTP GET INVOLVED IN HABITAT FOR HUMANITY	INTJ RECORD AUDIOBOOKS FOR THE GREATER GOOD
ISFJ VOLUNTEER AT YOUR LOCAL SHELTER	INFP CONNECT WITH THE ELDERLY
ISFP HOLD NICU BABIES	INTP BECOME A TUTOR
ESTP COACH A KIDS' SPORTS TEAM	ENFP SOLVE TASKS FOR PEOPLE WHO ARE BLIND OR HAVE LOW VISION
ESFP VOLUNTEER TO ENTERTAIN AT CHILDREN'S HOSPITALS	ENTP BECOME A CRISIS COUNSELOR
ESTJ HELP ORGANIZE A GIANT FUNDRAISING EVENT	ENFJ TRAIN YOUR DOG TO BE A THERAPY DOG
ESFJ ORCHESTRATE MEALS ON WHEELS	ENTJ BECOME A MENTOR
Grotto	

Recommendation

- Personality
 - Ideal : Machine learning on Quest Description to match with personality
 - requires data to train the model which is not available (Future Release)
 - Get a recommended score based on peers registered for the Quest
 - Peers of similar personalities would be interested in the same Quest
- Distance
 - Hyperlocalization
 - Peers are more likely to volunteer if they do not have to travel far
- Interest
- Connection
 - Peers are more likely to volunteer if they are accompanied by their friends



Recommendation Scoring

- Personality

- Quest Participants
- ENTJ Score: 72.5%
- ISFP Score: 27.5%

E	I	S	N	T	F	J	P
75%	25%	10%	90%	50%	50%	75%	25%

- Distance

- Quest Location: Latitude: 1.350848, Longitude: 103.848530
- Peer Location: Latitude: 1.340640, Longitude: 103.847216 (1 MRT station distance)
- Score: 77.2%
- Peer Location: Latitude: 1.303661, Longitude: 103.832216 (5 MRT station distance)
- Score: 28.5%

- Interest

- If Quest's relevant interest is one of Peer's interests, Score: 100%
- Else Score: 30%

Problems Identified

- Lack of platforms that facilitate the connection of like-minded volunteers



Connections

- Connections between peers
 - To connect with others, you must have participated in the same quest
 - Accept or reject connection requests
 - View Quests that your peers are attending
 - Chat (Future Release)
- Guilds (Future Release)
 - Similar to chat groups, users can chat and share volunteer opportunities



Tech Stack

	Language	Framework	Host
Frontend	Javascript	NextJS	Netlify
Backend	Java	Springboot	Fly
Database	-	MongoDB	MongoDB



The End

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