Proposed Title	FishMart: Digital Marketplace for Fisheries
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Project	Needs/Problem
Description	 Buyers spend too much time searching for fish to sell in their own business. Difficulty for buyers in getting the fish they want to sell for their business.
	 Proposed Solution Design and develop a FishMart: Digital Marketplace for Fisheries The system can be used for: Allow sellers to post the type of fish they have, the kilograms available, and the price. Enable buyers to browse available fish through the app. Allow buyers to directly contact sellers through the app. Provide buyers with real-time information on fish availability. Allow buyers to choose between Delivery or Pickup options for receiving their orders.
	Differentiation or Novelty 1. It focuses only on the fish business. 2. It shows real-time availability of fish stocks. Benefits and Significance 1. Strengthens the fisheries industry by using digital tools. 2. Provides a clear record of available fish types, quantities(kg), and prices. 3. Enhances future research on fish supply and demand.
Objectives	General Objectives To design and develop a mobile app that connects fish sellers and buyers for faster and more organized transactions.
	 Specific Study the current buying and selling process in fisheries. To create a system where sellers can post their available fish, quantity, and prices. To provide buyers with a browsing feature to see available fish in real time. Add a communication feature for buyers to directly contact sellers. To provide a simple user guide.
	General Methods
Expected Outputs	Expected Outputs 1. One fully functional FishMart mobile application. 2. A system design for online posting, browsing, and contacting.

Economic and Social Impact
To strengthen the local fishing industry by connecting more businesses together.