Bunch

IMPROVING SOCIAL INTERACTION AND HAPPINESS WITH A WEBSITE FOR ONLINE EVENT PLANNING AND ATTENDANCE

🔖 Introduction

In July, over **40%** of US adults reported symptoms of **anxiety or depression**, compared to **34.5%** in May. Due to COVID-19 and social isolation, mental health issues around the world have become far more **pronounced**, and it can be difficult to find ways to interact with other people without risking becoming infected.

Bunch is a web application created to make it **easier** to find people online who **share** your hobbies and be socially involved **without having to leave home**. Users can **create events** to play video games, watch TV, work on art, or anything else you can imagine. They may also **browse existing events** and specify search terms or event tags to make finding events easier.
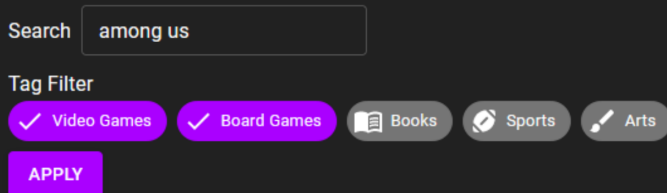
💼 Prior Work

Meetup is an application that allows users to form events locally in the user's area. Similarly, **Facebook** has features where users can create local events and gatherings.

However, Bunch differs from these systems by focusing on **online events**, allowing people with the same hobbies to **meet new people** and **build communities** around shared interests in a virtual environment. Neither Meetup nor Facebook provide users with enough tools to effectively **organize** or **search** for online events, which is a major goal of Bunch.

❓ Methodology
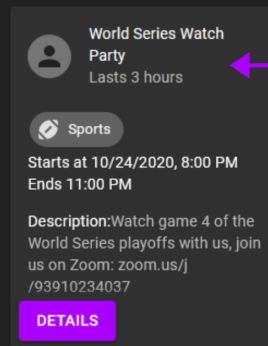
The event card header contain's the **user's profile picture, title of the event, and duration.** This makes it easy for users to recognize what event they are attending and for how long.

The event card body shows the **event's tags, start time, and end time**. This allows users to know the **type of event**, and lets them plan based on their schedule or other events.
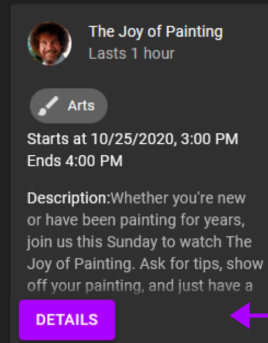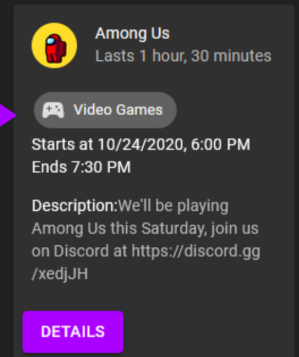
The creator of the event gives the event a **description** that lets users know what the event Is about. If a user click on **more details**, they get to know more about the event, including **who Is attending**.

💡 Evaluation

We will measure the **severity** of mental health symptoms, how they **change** after using our application, and whether users feel like our application could be a useful tool for **improving** their **mental health**. We will select participants to fill out an anonymous **pre-test survey** before testing our application.

In the **post-test survey**, we will ask users the same question from the pre-test survey with the addition of questions about **how they felt** about our application. If **successful**, Bunch will significantly **reduce social anxiety** and isolation by providing a website for users to find **new social groups** and hobbies.

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