Prototype of an App for volunteering and resource sharing

Bachelors degree final project
Engineering in industrial design and product development

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Prototipo de una aplicación para el voluntariado
y el intercambio de recursos

TFG realizado en Alexander Technological Educational Institute
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RESUMEN

El objetivo de este trabajo es proponer el diseño de una plataforma especializada en monstrar y conectar actividades no remuneradas o no lucrativas.

Se estudiará el sector y el problema, se pensará en que es necesario y como incorporarlo y esto se presentará en un prototipo de una aplicación móvil.

Se propondrá un nuevo servicio que mejore la experiencia de los voluntarios, las organizaciones y de todas las actividades no lucrativas. Para ello se mejorará la comunicación, la organización y la transparencia en este sector.

Este servicio también se enfocará en ser util en la vida cotidiana de cualquier tipo de usuario ofreciendo un punto donde los usuarios puedan ayudarse mutuamente.

El resultado del proyecto la propuesta de una nueva red social enfocada al intercambio de favores y recursos. Donde se busca la productividad, la seguridad y un compromiso social.

METODOLOGÍA

Descripción y enfoque del problema.

Análisis del entorno de las aplicaciones moviles.

Análisis de los servicios digitales existentes enfocados al voluntariado y al intercambio de recursos.

Análisis del usuario mediante un cuestionario.

Definición de los servicios que se incluirán en la plataforma.

Diseño del aspecto visual.

Prototipo de la aplicación realizado con adobe XD.

Video explicativo sobre el resultado.

Phase 0 Introduction

Phase 1 Research

Phase 2 Formal and functional analysis

Phase 3 Results

ABSTRACT

The aim of this work is to propose the design of a platform for viewing and **connecting with unpaid or not-for-profit activity** in a given area.

The design will learn from various existing platforms, look what else is needed and present them in a **prototype of an application.**

We want to propose a new service that improves the experience of the volunteer and not-for-profit community in connecting with each other.

The service can **also be useful in people´s everyday lives**, in that if will offer a focal point for people seeking or offering general ´goodwill´.

We also want to propose **new management and organization tool** for this kind of projects.

WHY?

WE'RE WASTING TIME

• People have specific times at which they are free to help. Scheduling their volunteering time is the issue.

• Great margin between when you think about helping and when you start.

MOTIVATION

• It is difficult to start volunteering individually.

• People have insecurities and fear of commitment.

COMMUNICATION AND INFORMATION

• We offer a focal point with information on social, ecological and cultural activities

• We look for an efficient communication about these activities, focused on the work.

ORGANIZATION

• We offer a tool for individual or group time-scheduling and organization.

• In addition to managing your projects, you can share your schedules and find those that interest and match with you.

SHARE SKILLS AND PROJECTS

• Tool to improve and share your skills

• Possibility to increase visibility of your projects and get new support

LOSE THE FEAR OF ASKING FOR HELP

• We all need help sometime and we all, at times, are willing to provide.

• In this age of technology where the mobile is the protagonist of interrelations. This is a tool that should already be in motion.

UNION

• We can find many platforms within this scope.

• Each one of a different character and specific utilty.

• There is no social network that unifies the activities of the many not-for-profit communities on a broader level.

SCOPE

PHASES

• **In the first phase** we have analyzed the environment: Technological factors, institutional factors and current competition in the market. The user will be analyzed through a survey.

• **In the second phase**, we have taken into account the formal an functional characteristics. That is, the visual aspects of the application and the description of the functions that we want to incorporate.

We will also design the logo and the launch icon.

• **In the third phase** we will present the results. The prototype will be presented through a video that explains how it operates.

TOOLS

• **Analysis**
We will analyze the competitive market using the google search engine, facebook and the google store online application store.

The user will be interviewed through a questionnaire designed for each type of possibly costumer.

This questionnaire will be analyzed with SPSS
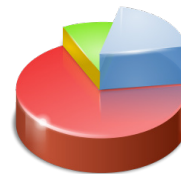
• **Design**
For the design of this dossier and the presentations, we will use adobe indesign.

For the logo, iconography and graphic elements with adobe illustrator and for the edition of photos adobe photoshop.

• **Prototype**
For the interactive prototype we will use the adobe XD. It is a new adobe program that allows the initial prototypes of web pages and applications.

• **Presentation**
The presentation will be done using a video made with Adobe Premiere

WHY NOW?

MANY PLATFORMS

It is possible to find websites and applications related to the function we propose however with more specific objectives focused on specific places.

We are facing a large community that uses communication and information tools. These users prefer to use this type of tool than conventional social networks, among other reasons, to differentiate volunteer work from their social life. Thus, achieving more concentration and efficiency.

The operation and design of these pages usually involves viewing lots of information, that is not very well ordered. But still they are used. **The user exists and we can offer something better.**

GLOBAL VISION

All applications or current web pages are focused on offering a service to existing volunteers. There is less facility to help organizations find their volunteers. There is even less that attempts to encourage people to work as a volunteer.

We propose a more global vision. Volunteering means giving your time to an organisation, whilst consenting to be paid nothing or at least less than the respective legal minimum wage.
Simply; volunteering means placing a longer term objective as more important than yourself in a given moment.

We think everybody has the ability to see an objective as more important than themselves. It is our goal to allow people worldwide to connect with those whom they share objectives with.

FAILED ATTEMPTS

As we will explain later, we have found people who have come up with similar ideas but have failed.

We will analyze why, but at first glance this is a good indicator that we are not the only ones who have identified a similar gap in the volunteering and non-profit community.

Given the nature of the work; connecting people with similar objectives, we expect there will be a willingness to share ideas and discoveries from those who are involved in this area of volunteer action and social change.

WHAT WE WANT?

SOCIAL NETWORK

We will design an app intended to improve volunteering and civic action. The focus on a user-profile will hopefully attract people who are turned away from the usual blank, word-filled volunteering applications.

The current platforms on volunteering are search tools that are not attractive and dynamic.

We look for a simple and attractive design that encompasses all the necessary functions in a social network where you can create a community of self-help and trust.

SOCIAL CHANGE

The purpose of these activities is to make the world a better place. We are currently experiencing a technological revolution where mobile devices are part of society on a daily basis.

All companies are introducing themselves in a strong and efficient way in this new environment.

We see that we need to introduce a tool that encourages cooperation and efficiency, not consumption. What if we start talking about a non-profit technology NGO working in administration and communication?

WHAT DOES THE APP CONTAIN ?

• **Profile:** An individual or group profile where the information and activity of the users will be displayed.

• **Calendar:** In the profile you can store and create the calendars you want.

• **Activity:** The use that is given to the application will be archived. This will increase the trust in the application.

• **Search engine:** This will show the posts of individual users, groups and traveling volunteer opportunities.

• **News:** In the news sector you can consult events, articles and situations.

• **Map:** The location of organizations, events and situations will be shown.

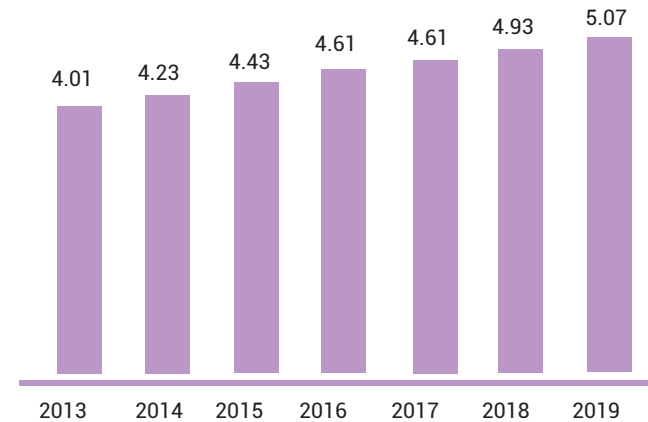• **Chat:** Finally, a chat will be added to enable communication between users.

1.1 TECHNOLOGICAL FACTORS

Today, mobile technology is a leader in the digital device sector. In a few years it has surpassed the number of laptop users and its use continues to increase considerably.

The majority of users are in the young age range, between **18 and 34 years old.** Therefore, we will mainly attend to the population of this age when designing the prototype.

On the other hand, the operating system most used in mobile technology as in other types of devices is **Android.**

Operating System Market Share Worldwide- March 2018					
Android	**Windows**	**iOS**	**OS X**	**Unknown**	**Linux**
39,49%	36,62%	13,48%	5,57%	2,81%	0,68%

Mobile Operating System Market Share Worldwide- March 2018					
Android	**iOS**	**Unkown**	**Windows**	**Series 40**	**Samsung**
74,23%	20,84%	2.83%	0,55%	0,34%	0,27%

Number of mobilephone users in billions
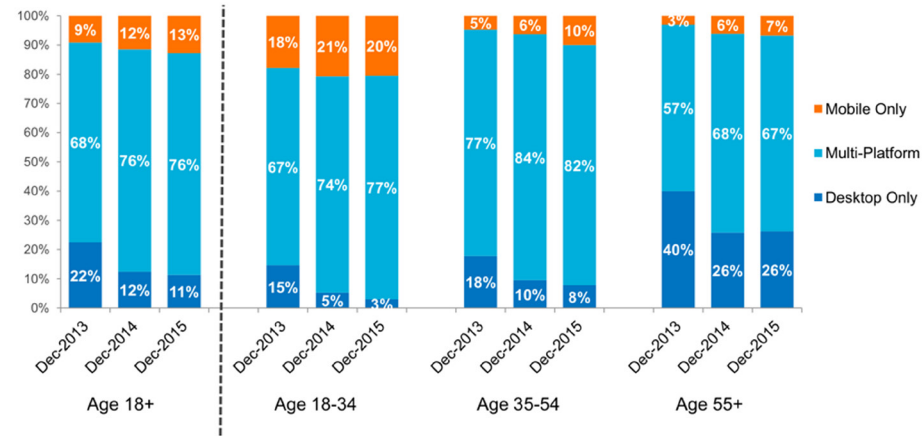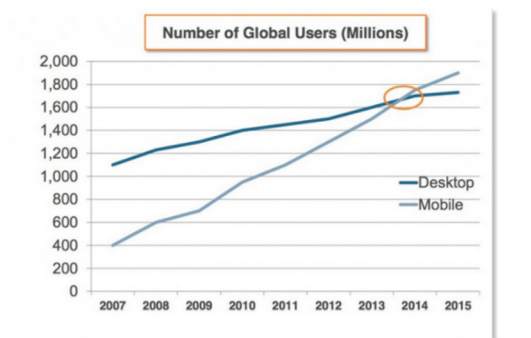
1.1 TECHNOLOGICAL FACTORS

FRAGMENTATION

Fragmentation is a situation, in which it is not possible to share the same application between different ecosystems.

• **Different hardware:** As, for example, devices with different components: size or density of the screen, keyboard, sensors, processing capacity, etc.

• **Different software:** Different platform. A platform, a framework, an operating system (or versions of any of them)...

• **Differences in implementations.** For example, differences in the implementation of the standard, or well-known errors of specific versions.

• **User preferences.** The most common are the locations of the application (language, text orientation, etc.).

• **Diversity of the environment.** Derived from the infrastructure, such as operators and their APIs, firewall problems, network limitations, roaming, etc.

Undoubtedly, fragmentation has been, and will surely be, the greatest difficulty and the greatest risk in the development of mobile applications. There are different options to adapt:

• **A development for each scenario:** There is a whole development for each fragmentation that we can find, without sharing anything. This is usually useful in cases where the scenarios are very different.

• **Common part and referrals According to this strategy:** a part of our application is common to all our scenarios, and for each of them we can define the corresponding specific part.

• **Unique adaptation:** We can get a version that works in all cases without needing to make more changes.

This strategy is the most economical in terms of different developments and required knowledge. It is also the one that stays in the most superficial layer of the potential of the devices.
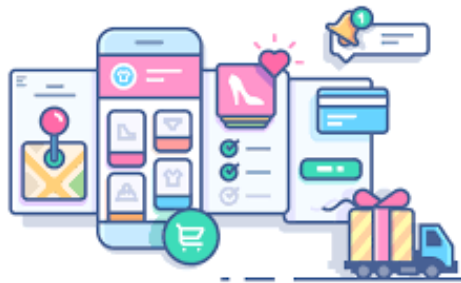
Mobile user

Others

Devices

Mobile cloud

Network

Carrier

Mobile AD stores

MOBILE
ECOSYSTEM

Mobile Manufactures

Operating system

Testing developing tools

Mobile Apps , Mobile Websites
Development companies

Mobile Apps stores

1.1 TECHNOLOGICAL FACTORS

CAPACITIES OF MOBILE DEVICES

• **GPS**, to know the geographical position and know what should be shown.

• **Compass**, to know the current orientation

• **Accelerometer**, to know what is the exact orientation of our device and superimpose the layers.

• **Camera**, to be able to capture our surroundings and thus expand the information (sometimes, even, several cameras).

• **Internet connection**, in order to obtain the information to expand
our reality. This connectivity can come through mobile Internet or WiFi, among others.

TYPES OF APPLICATIONS

According to the type of development:

1-The basic applications are applications of basic interaction with the device that only send or receive timely information from the user: SMS, MMS

2-Mobile websites are those websites that already exist today and that are specifically adapted to be viewed on mobile devices. Adapt the structure of the information device capabilities so that users do not saturate and can be used successfully from these devices.

3-Web applications on mobile are applications that do not need to be installed on the device to be able to run. They are based on HTML, CSS and Javascript techno-logies, and run in a browser. Unlike mobile web, whose basic goal is to show information, these applications are intended to interact with the device and user.

4-Native mobile web applications. They are neither web applications nor native ones. Executed with a na-tive component that delegates in a browser. They can be installed on the device.

5-Native applications are the applications of each platform. There is no type of standardization, neither in the capacities nor in the development environments. These applications are those that have the greatest potential because the devices take full advantage and get in that way, a better user experience.
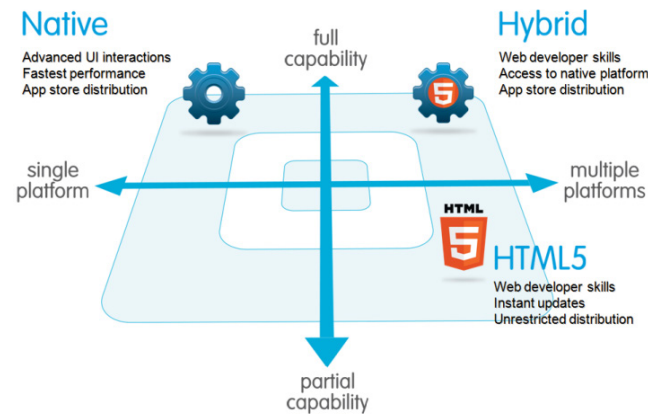
1.2 INSTITUTIONAL FACTORS

INSTITUTIONAL FACTORS OF AN APP

Protection of personal data
The General Data Protection Regulation (GDPR) May 25, 2018

This new legislature can be summed up in the following 6 points:

1- No data are collected beyond those necessary for each specific treatment.

2 - No data are kept beyond those required for each specific treatment.

3 - Data are not processed for purposes other than the main one

4 - Data are not transferred to third parties for purposes other than the main one.

5 - Not for sale.

6 - No unencrypted data is retained.

Intellectual Property

1-Industrial Property

It promotes the exclusive use and disposal of those results that are generated by a previous investment, an effort in tasks such as research, creation and innovation.

When it comes to mobile applications we can protect the brand as well as the design.

2-Intellectual Property

World Intellectual Property Organization (WIPO)

Mobile applications can be applied under the following two categories of class 9: the first, scientific devices and instruments, with base number 090717 corresponding to downloadable computer applications and the second, with base number 090658 corresponding to downloadable software, among others.

Apps terms of use

Contract signed between the user of a software through a software and the owner of the software.

The agreement of terms and conditions of use must contain:

Description of the parts: Define who is the user and who is the owner of the application.
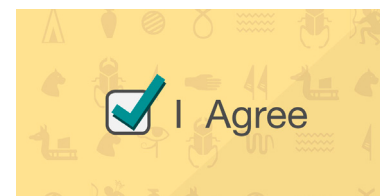
Purpose: What is the main reason for the agreement?
Is it the use of software? It is important to have the business model defined.

Obligations of the parties: What your company is committed to.

"Disclaimer": What does it NOT commit itself to and what does it release itself from in terms of liability.

What the software does.

Which functions the software does

NOT perform.

Volunteer agreement

The organizer writes about what the project is about, what is requested and what will be given in return. This agreement is signed by a common button in the App "I agree".

In this way both the participant and the person in charge have more security and control over what they will find.

Mini post survey

Other apps like couch surfing or bla bla car send a questionnaire to each participant once the task is finished.

This questionnaire is to ensure and control the correct execution of the agreement and we can find questions about punctuality, satisfaction,

recommendation …

1.3 MARKET ANALYSIS

We will divide the market analysis into four different groups according to their functionality and use:

Currently we can find several websites and applications aimed at the volunteer community. This would be our direct competition as they are platforms that have emerged through an idea similar to ours.

Researching the user we see that the real competition is social networks and instant messaging applications.

We will deal also with the design of the interface of APPs that have related functionalities.

On the other hand we will learn from the leaders in the sector to see why their positioning and inspire us.

LEADERS IN THE SECTOR

The most widely used applications are based on social networks that allow sharing information, ideas, multimedia content... creating and connecting a global community in the virtual world.

Social network	Monthly Active Users
Facebook	2.130.000.000
Youtube	1.500.000.000
Instagram	800.000.000
Twitter	330.000.000
Reddit	250.000.000
Pinterest	200.000.000
Ask.tm	160.000.000
Tumblr	115.000.000
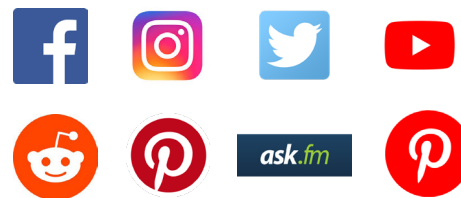
PROS

Dynamism

Large number of users feeding the apps

Amount of information

Clear and accurate interface

Necessary and clear functionality

CONS FOR OUR FUNCTIONALITY

Anything useful and concrete information is camouflaged in a lot of noise

Mostly social networks are perceived as leisure platforms

DIRECT COMPETITORS	REAL COMPETITORS	RELATED COMPETITORS
Volunteer Apps Web Pages	Social networks Instant Messaging Apps	Apps with related functionalities

1.3 MARKET ANALYSIS

DIRECT COMPETITOR

As far as direct competition is concerned, we have a very broad but not efficient field.

In other words, there are many web pages and applications that have contributed something in terms of digital volunteering.

CONS

The volunteering web pages and applications that work nowadays are very specific tasks, environments and users.

The user will begin to use them once they have personally investigated what they want to do or once they are involved in a project.

Applications that have tried to see the problem in a more global way have a poor interface, limited functionalities and filtering systems that are too broad or poor.

APPS

In the following table we can see the most downloaded applications on volunteering.

We see that those who have more downloads deal with volunteering linked to the trip, offering users destinations that they can visit in exchange for work.

It is a successful concept. We will add in our app the option of traveling as a volunteer but not with the same purpose as these apps.Since these apps are focused on free travel, not on helping.

On the other hand in the local area we have very underdeveloped applications, with an unattractive interface and very basic functions. The examples mentioned only work in the USA or in London.

How they work

The most visible applications nowadays are not social networks, they are in fact search engines.

For the majority, the first thing that is shown is a screen where you can register. This results in the user considering immediately if it is worth their time to begin using the app.

Once registered, a search engine with numerous filters will typically appear. Alternatively, often there are no filters at all.

Normally the information requested is the following:

Location
Availability
Task to be performed

Play store KeyWord: VOLUNTEER					
Name	Score	Downloads	Type	Price	Icon
Worldpackers	4,7	100.000	Abroad	Verified US 49	Worldpackers
Volunteer Abroad GivingWay	4,2	10.000	Abroad	Depends on the trip	GivingWay
Golden Volunteer Opporttunities	3,9	5000	Local	free	Golden
Volunteer Local for volunteers	3,2	1000	Local	free	volunteer local
Do-It	3,1	1000	Local	free	Do-it for

1.3 MARKET ANALYSIS

RELATED COMPETITORS

VOLUNTEER ABROAD

HELPX
HelpX is an online listing of host organic farms, non-organic farms, farmstays, homestays, ranches, lodges, B&Bs, backpackers hostels and even sailing boats who invite volunteer helpers to stay with them short-term in exchange for food and accommodation.

https://www.helpx.net/

Workaway.info
Workaway.info is a site set up to promote fair exchange, volunteering and work opportunities between budget travellers, language learners or culture seekers who can stay with families, individuals or organizations that are looking for help with a range of varied and interesting activities.

https://www.workaway.info/

Wwof
WWOOF is a worldwide movement linking volunteers with organic farmers and growers to promote cultural and educational experiences based on trust and non-monetary exchange, thereby helping to build a sustainable, global community.

http://wwoof.net/

Hovos
Hovos is a marketplace for connecting 'hosts' to 'volunteers'. A host needs help with something and in return for this offers accommodation and meals to the volunteer.

https://www.hovos.com/

RELATED APPS

COUCH SURFING
Through this app we can find people who offer accommodation to travelers for free. It is focused on connecting local people with visitors as there is no better way to know a site than with a local one. On the other hand the host has the opportunity to meet people from all over the world if they have to leave the city.

LENDI
"Borrow any object you need from neighbors in your neighborhood": This application works only in Barcelona. Designed by students, its function is to promote the freecycle.

BLA BLA CAR
BlaBlaCar is an online marketplace for carpooling. Its website and mobile apps connect drivers and passengers willing to travel between cities and share the cost of the journey.

RELATED WEBSITES

GREECEVOL.INFO
GreeceVol.info is a big list of everything related to volunteering with refugees in Greece and elsewhere.

https://greecevol.info

OLIO
Connects neighbours with each other and with local shops so surplus food and other items can be shared, not thrown away.

https://web.olioex.com

FOODSHARING
It is a platform to think and develop actions that reduce food surpluses. We share food to highlight the ethical and sentimental dimension of food while reducing the waste of food.

https://foodsharing.de/karte

CHAT
Slack offers chat rooms organized by topics, as well as private groups and direct messages. It has a search box that allows access to all the content of the application.

https://slack.com/intl/es

1.4 USER ANALYSIS

ORGANIZATIONS
This new app will be a great help for organizations. Through this new tool they will give more visibility to their activities and projects, they will be able to recruit more people, from different profiles and they will also have more news from other organizations in both local and international areas.

The greatest benefit is in the ease that we offer of looking for people or asking for help. For this reason we want to make clear to what kind of groups we allow them to use the application.

BUSINESS
For now we are not interested in including business in the app. That is, we do not want any group of people asking for or giving help, for the purpose of private monetary profit.

In worldpackers app we can see that most of the groups that offer accommodation for work are restaurants, bars ... In other words, they recruit workers and pay for them through accommodation, food, drink ... depending on the place.

Admited: NO PROFIT

A non-governmental organization (NGO) is a non-profit, citizen-based group that functions independently of government. NGOs, sometimes called civil societies, are organized on community, national and international levels to serve specific social, ecological or political purposes, and are cooperative, rather than commercial, in nature.

A social enterprise is an organization that applies commercial strategies to maximize improvements in financial, social and environmental well-being—this may include maximizing social impact alongside profits for external shareholders. Social enterprises can be structured as a for-profit or non-profit

A grassroots movement is one which uses the people in a given district, region, or community as the basis for a political or economic movement. Grassroots movements and organizations use collective action from the local level to affect change at the local, regional, national, or international level. Grassroots movements are associated with bottom-up, rather than top-down decision making, and are sometimes considered more natural or spontaneous than more traditional power structures

A collective is a group of entities that share or are motivated by at least one common issue or interest, or work together to achieve a common objective.[citation needed] Collectives can differ from cooperatives in that they are not necessarily focused upon an economic benefit or saving, but can be that as well.

A think tank, think factory or policy institute is a research institute/center and organisation that performs research and advocacy concerning topics such as social policy, political strategy, economics, military, technology, and culture. Most policy institutes are non-profit organisations, which some countries such as the United States and Canada provide with tax exempt status.

Other No profit justified

1.4 USER ANALYSIS

INDIVIDUALS

1. Current volunteers: The individual user who would use the application the most are those who are currently working as volunteers.

This user is active and they are aware of the latest news and tools in the sector. We would help in the following:

        Search of activities.
        Search for new partners.
        Search of resources and spaces
   Better communication, a chat directed only
        for this type of work.
        Organization

2. People who think about introducing themselves to volunteering:
By facilitating the information of organizations through intuitive and elaborated filters, we help people to carry out a quicker investigation of the groups and activities that they can carry out.

By offering the information in a clear way we would increase the number of volunteers since, as we have seen in the surveys, most of the users affirm that there is a lack of information and that they do not know where to start the search.

3. Any user: One of the most differentiating features of the app is that it is also aimed at the general public.

Besides being beneficial for volunteers and organizations it can be used by any kind of person. We could all ask and give help through this app or simply be informed about what happens in this community.
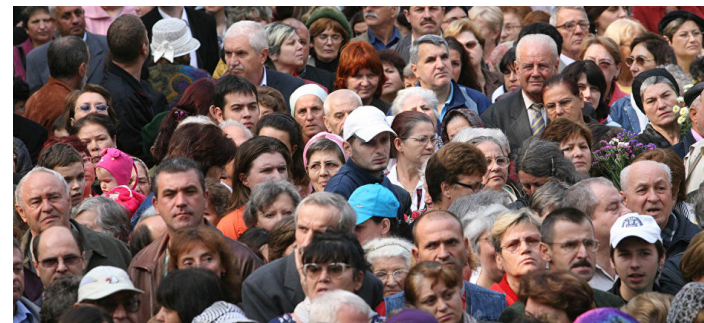
1.5 QUESTIONNAIRE

We make a questionnaire to know if the idea would be successful. We sent it preferably to peoplebetween 16-34 years old.

HOW?

We complete the questionnaire using google forms in English and Spanish to reach more people in digital format.

Later to organize the questionnaire we file the answers in an excel sheet and we analyze them in PSPP, a statistical program.
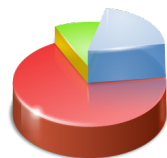
Questionnaire in English

https://goo.gl/forms/jXYxzEOKfsxWkUkx2

Questionnaire in Spanish

https://goo.gl/forms/OKPQwJG66GtuSQnY2

What are the most relevant data we want to obtain?

• What exists already
• Is it easy to find information about not profit proyects?
•Do people want to find this kind of information?

What are the complementary data?

• What are the reasons why people do not start volunteering?

• What other facilities could benefit cooperation between projects and people that want to help them?

What will be the necessary information to verify the hypothesis?

• People dont know were to find the information

• People have problems with comunication tools (i.e forgetting to reply, limited group chat, limited organisational options in chat

INTRODUCTION

Hello and thanks for your time,

Your answers to this questionnaire will help us to create a website and application. Our service will compile the best features of online communication platforms for non-profit 'volunteering', 'help exchange' and 'resource sharing'.

Such platforms currently exist separately of each other, but we suggest linking them through a dynamic 'user profile' that learns from 'social media and networking' services.

We would like the opinion of volunteers and project coordinators, members of communties and other activists, as well as the general international public.

It is a short, simple and anonymous questionnaire that will be very helpful to our mission.

Thank you very much

1.5 QUESTIONNAIRE

**1-Which age range applies to you?**

Age Range	Frequency	Percentage
≤18	0	0
19-30	139	11,88
31-60	19	86,88
≥60	0	0
Missing	2	1,25
Total	160	100

2-What is your nationality?

Nationality	Frequency	Percentage
Afghan	1	0,63
Angolan	1	0,63
Basque	19	0,63
Brazilian	6	11,88
British	3	3,75
Catalan	3	1,88
Congolaise	1	1,88
Croatian	4	0,63
French	7	4,38
Greek	38	23,75
Indian	2	1,25
Irish	1	0,63
Italian	7	4,38
Mexican	2	1,25
Montenegrin	1	0,63
New Zealand	1	0,63
Polish	3	1,88
Romanian	1	0,63
Serbian	3	1,88
Spanish	55	34,38
Total	160	100

3-Do you currently live abroad?

NO 105 – 66,04%

YES 54 - 33,96%
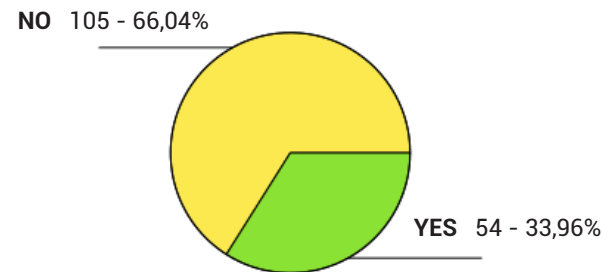
4-In which city do you live?

Nationality	Frequency
Alexandroupoli	4
Alicante	1
Athens	5
Azkoitia	1
Azpeitia	8
Barbastro	1
Barcelona	3
Belgrade	2
Bilbao	18
Birmingham	1
Boston	1
Boston, Mas-sachusetts	1
Braganza	1
Bucharest	9
Budapest	1
Budapest,	1
Logro?o	1
Compiegne	1

Nationality	Frequency
Copenhagen	6
Delhi	1
Drama	4
Dubai	1
Gasteiz	1
Greystones	1
Italian	1
Kozani	3
Lamia	1
Larisa	1
Las Palmas de Gran Canaria	1
Leipzig	5
Lisbon	2
London	2
Lublin	3
Lyon	2
Madrid	2
Mitilene	3
Monzon	1
Murcia	1
Novi Sad	2
Onati	2
Paris	1
Pelotas	3
Rotterdam	1
San Jose dos Campos	2
San Sebastian	1
Sarajevo	6
Thessaloniki	1
Toulon	19
Toulouse	2
Volos	5
Warsaw	4
Wroclaw	1
Zagreb	1
Zaragoza	2
Zarautz	4
	5
Total	160

17

1.5 QUESTIONNAIRE

GENERAL

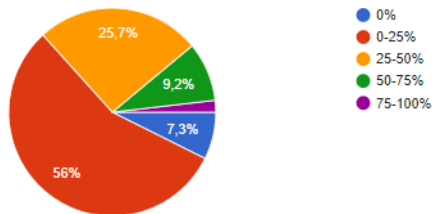**5-Have you been involved with any projects or other activities as a volunteer or unpaid participant?**

YES 140 - 88,05%
NO 17 - 10,69%
MISSING 2 - 1,26%

6-What percentage of the activities like this in your city do you know about?

- 0%
- 0-25%
- 25-50%
- 50-75%
- 75-100%

25,7%
9,2%
7,3%
56%

7-Would you like to have better access to information about these activities in other cities?

YES 138 - 86,79%
NO 15 - 9,43%
MISSING 6 - 3,77%

8-Do you know any specific platforms to access this information?

NO 125 - 78,13%
YES 35 - 21,88%
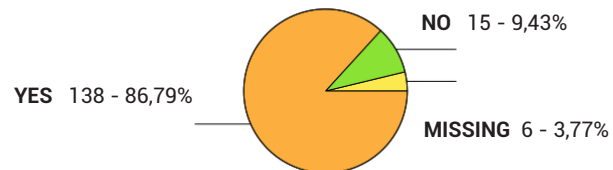
9-Please name any platforms you know.

Platform	Quantity
Amway.es	1
De Amicitia	1
AISEEC	1
Bolunta	1
Workaway	8
Charity Job	1
Meetup	1
Slack	1
Helpx	2
Freecycle bucharest	1
Scratch	1
Greecevol	5
Gazteaukera	2
Helpstay	3
Hovos	1
Wwof	1
Hocu.ba	1
Total	32

10-Do you currently work as a volunteer?

NO 112 - 70%
YES 48 - 30%

13-Do you feel the communicating services you use, can lead to distraction or forgetting?

NEVER 30- 18,75%
MISSING 8 - 5%
OFTEN 36 - 22,50%
SOMETIMES 86 - 53,75%

18
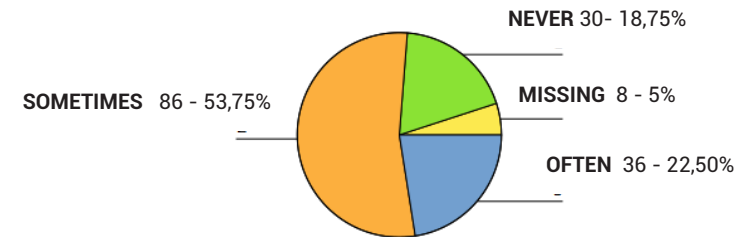
1.5 QUESTIONNAIRE

RESOURCES
1-How often do you see recycled or discarded items on the street that you think could be useful?

HISTOGRAM
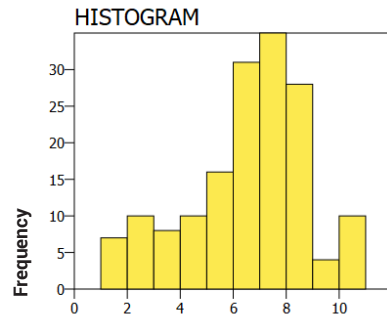
2-Do you actively look for recycled, gifted or discarded items?

NO 139 - 11,88%

YES 19 - 86,88%
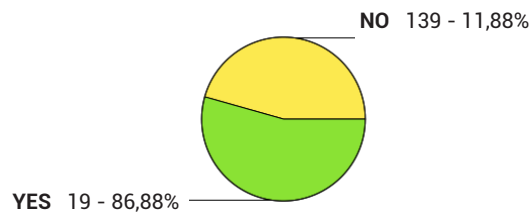
3-Where?

ANSWER	Percentage
Shops	72
In the street	54,7
Facebook	25,3
Dedicated website	29,3

3-Would you let a possession of yours, be used by somebody who needed it temporarily?

NO 1 - 0,63%

YES 43 -26,88%

YES 116 -72,50%
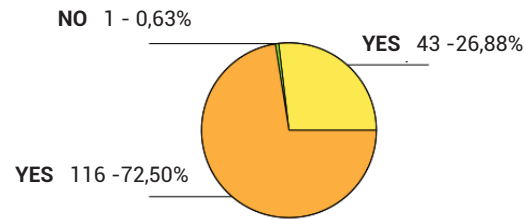
4-Would you let a space you own be used by somebody who needed it temporarily?

MAYBE 67 - 41,88%

NO 22 - 13,75%

YES 71 - 44,38%
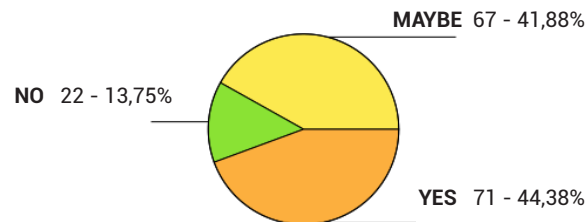
5-Would you be more comfortable lending to a registered project or organisation?

NO 21 - 13,13%

YES 139 - 86,88%
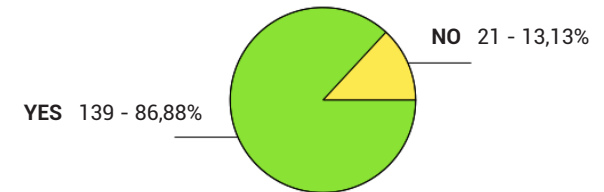
6- If you have ever donated an object, where has it been?

ANSWER	Percentage
Charity Shop	54,7
Internet	23,6
Phone App	1,9
Friends	66
NGO	37,7

1.5 QUESTIONNAIRE

NO VOLUNTEERS 70% 112/160

1-Have you ever thought about volunteering?

NO 11 - 9,82%

YES 96 - 85,71%

MISSING 5 - 4,46%

2-If you have never participated; why not?

ANSWER	Frequency	Percentage
Lack of time	139	11,88
Lack of information	19	86,88
I am not interested	2	1,25
OTHER:		
Lack of trust in organizations	1	1
Difficulty to be chosen in the program	1	1
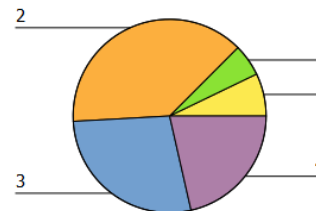
3-Do you think finding people who share your interests, would make it easier for you to start volunteering?

MAYBE 36 - 32,14%

MISSING 8- 7,14%

MAYBE 68- 60,71%

4-Would you be encouraged to see if your free-time matches the times when people or groups need help?

ANSWER	Frequency	Percentage
1-Not interested	6	5,36
2-It would be good to see at least	43	38,39
3-I may help , if my time matched with when I was needed.	31	27,68
4-I would propably help, if my time matched with when I was needed	24	21,431
MISSING	8	7,14
Total	112	100

2

1

3

4

1.5 QUESTIONNAIRE

1-Did you start volunteering alone or accompanied?

Accompanied 14- 29,17%

Missing 1- 2,08%

Alone 33- 68,75%

2-Did you start volunteering alone or accompanied?

Independently 11- 22,92%

Missing 1-2,08%

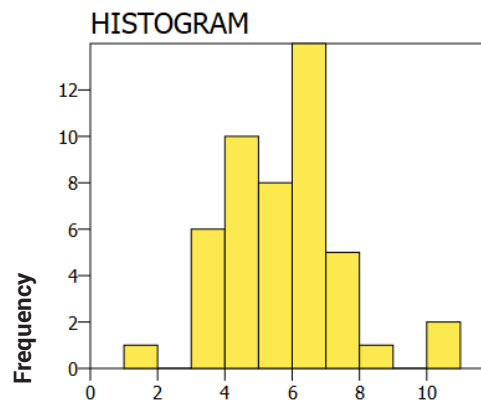Organization 36- 75,00%

3-From 1 to 10 how much effort did it take to find the opportunity to volunteer?

HISTOGRAM
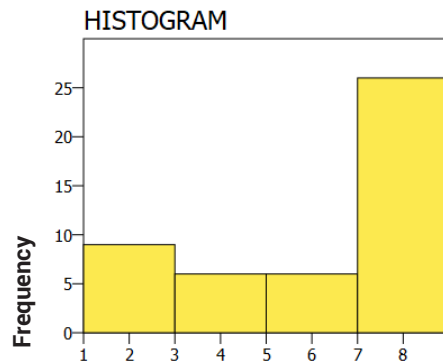
4-Which tools help you organize with the co-ordinators and volunteers who work with you?

Whatsapp	30 (76,9 %)
Facebook	11 (28,2 %)
Messenger	24 (61,5 %)
Facebook events / pages	5 (12,8 %)
E-mail	2 (5,1 %)
telephone	1 (2,6 %)
Friends	1 (2,6 %)
cell phone	1 (2,6 %)
phone call, mail.	1 (2,6 %)
Daily	1 (2,6 %)
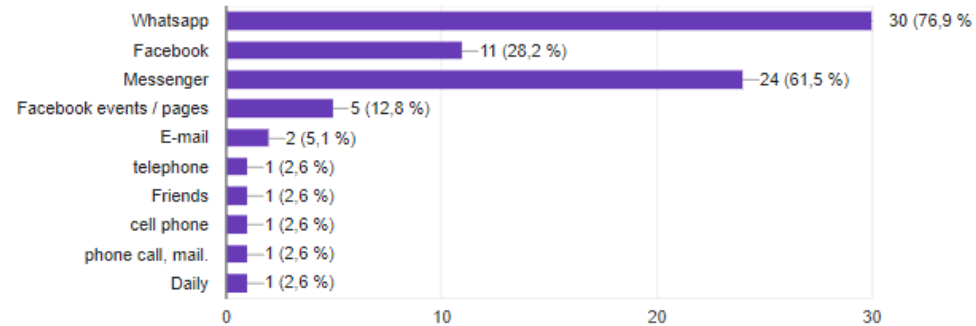
5-How much communication do you think there is between voluntary projects with similar focuses, working in the same country?

HISTOGRAM

6-How much communication do you think there is between voluntary projects with similar focuses, not working in the same country?

HISTOGRAM
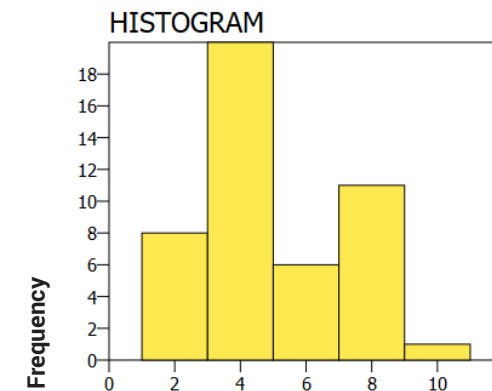
1.5 QUESTIONNAIRE

VOLUNTEERS 30% 48/160

ORGANIZATION 36/48 75%

1-How did you contact the organization or project?

ANSWER	Frequency	Percentage
E-mail	5	10,42
Facebook	1	2,08
Family	1	2,08
Friends	17	35,42
Personally	2	4,17
University	1	2,08
Web Page	9	18,75
Total	36	100

2-Did you work only for one organization?

NO 21- 58,33%

MISSING 1- 4,17%

YES 14- 37,5%
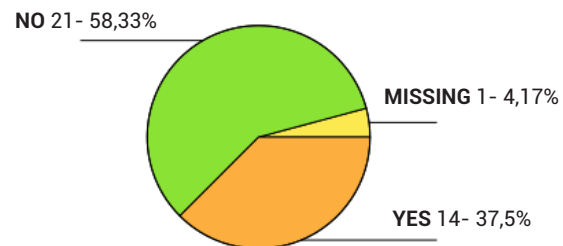
INDEPENDENTLY 11/48 75%

1-Which platforms do you use to find opportunities to volunteer?
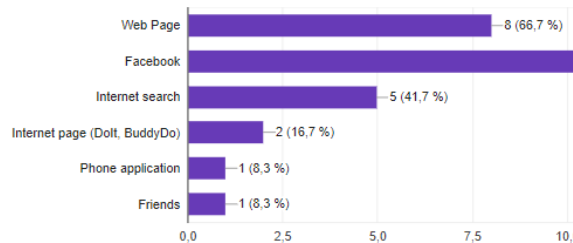
2-Do you have contact with other independent volunteers?

- Yes
- No

91,7% 8,3%
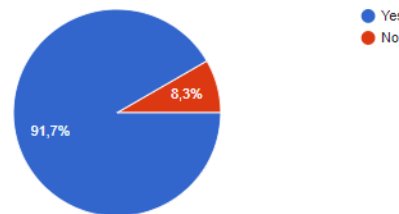
3-How you get the contact?

ANSWER	Frequency	Percentage
Events	2	20
Facebook	2	20
Friends	4	40
Personally	2	20
Total	10	100

1.6 CONCLUSIONS

TECHNOLOGY FACTORS

• **Average age of users of mobile devices:** 18-31 years old

• **Operating system:**We will design it at first for Android attending the android native characteristics.

FRAGMENTATION.

Is not possible to share the same application between different ecosystems.

• **Common part:** Bottom buttons. Superior line. Typography style, iconography and colors.

• **Changing part:** Typography size and hierarchy of posts

Adobe XD performs the adaptation on each device automatically. Possibility of verifying the correct vision of the prototype.

INSTITUTIONAL FACTORS

• We have verified that it is a unique and original idea.

• We will add the possibility of making a legal agreement between the one who asks for help and the one who gives it. In this way we prevent later problems that the app can cause.

MARKET

Leaders

- • Dynamism
- • Clear and accurate interface
- • Clear functionality

Volunteer apps

- • Volunteer trip is a successful concept; many offer connectivity aid between host and volunteer
- • They are not social networks, they are in fact search engines.
- • Nowaday volunteer apps are not intuitive and attractive
- • Mismanagement of content
- • Overload of information and choice
- • Inabilility to effectively use filters
- • Apps/services are usually dedicated to a particular type of work. Social or eco.

Related apps/services

- • Concept of ´Freecycle´ network
- • Various transport sharing services
- • Project chats with different chats for specific conversations
- • Food finder maps

USER

Most of the respondents have participated in voluntary projects but only know about 0-25% of the non-profit activities .They would like to have better access.

Those who don´t currently work as volunteers thought about it. The lack of information and time is the biggest problem. They also claim that if they knew someone with their same interests maybe they would be encouraged.

Most volunteers work for an organization and say that communication between projects is scarce.

Finally, respondents look for recycled items in stores or on the street. Also, they are willing to lend their resources.

2.1 NATIVE ELEMENTS

TYPES OF APPLICATIONS
According to the interface

1 • CUSTOM INTERFACE

Created by the designer of the App in the way he wants.

PROS
More identity and distinction

CONS
Difficult to maintain consistency with the device

2 • NATIVE INTERFACES

Preset elements
Color
Size of the font
Type of font

PROS
Elements that the user already knows and is accustomed to

Not represent new learning.

CONS
Less freedom in the design

A combination of both is recommended, prioritizing the elements suggested by the native interface, without abusing the custom elements.

NATIVE ELEMENTS ANDROID

The most used opperating system is android.So we will analyze the native elements established by this operating system.

1 • LAUNCH ICON
The person in charge of the platform's official develo-per blog, Roman Nurik, gives us these keys on how to create perfect icons for Android.

Avoid simple forms: Opt for complex shapes that give their creations a unique silhouette.

Three-dimensional effect:

1-From a frontal point of view

2-Distinguished from the background by a slight shade.

Complexity: Simple in their general appearan ce and complex in their detail.

2 • SPLASH
Ephemeral caracter
Limited information:
Name
Version of the application

3 • INTERIOR ICONS
1-Reinforce information, for example, in a dialog box with an alert.

2-As a complement to interactive elements, such as when they are inside buttons or tabs.

3-To improve the use of space, summarizes something that in the form of text would be very extensive or complex to understand.
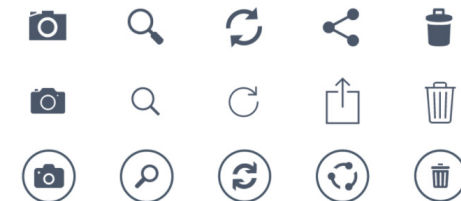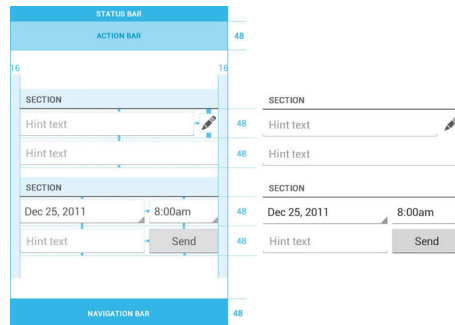
2.1 NATIVE ELEMENTS

4 • GRID OR GRID CONSTRUCCIÓN
Is the invisible structure on which all visual elements rest.

In Android, the base module is 48dp which is equivalent to approximately nine millimeters, the minimum size recommended for interactive elements.

5 • TYPOGRAPHY

    1-Minimum dimensions In Android, typographic size is measured in sp scaled pixels, a way to scale fonts according to the screen size and user-defined preferences in your phone's configuration.

The most common sizes range from 12sp to 22sp.

    2-Font In the latest versions of the operating system android has used Roboto typography

Roboto Regular
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz

Roboto Bold
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz

6 • COLORS RESERVED

    1-Red: For important errors and alerts.

    2-Yellow: Prevention.

    3-Green: Success messages
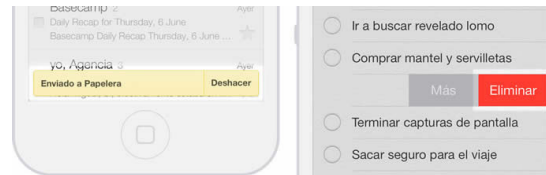
IN TEXTS

Interaction: Phrases or words that can be clicked, such as links.

Hierarchy: hierarchizing the content.

BACKGROUND

Dark backgrounds tend to tire the eyes more quickly

IN INTERACTIVE ELEMENTS

Selected or clicked items can be highlighted with a color

On disabled items, the color is generally lighter

HEADINGS

There should be color consistency as you navigate through the different parts of the app.

PALET

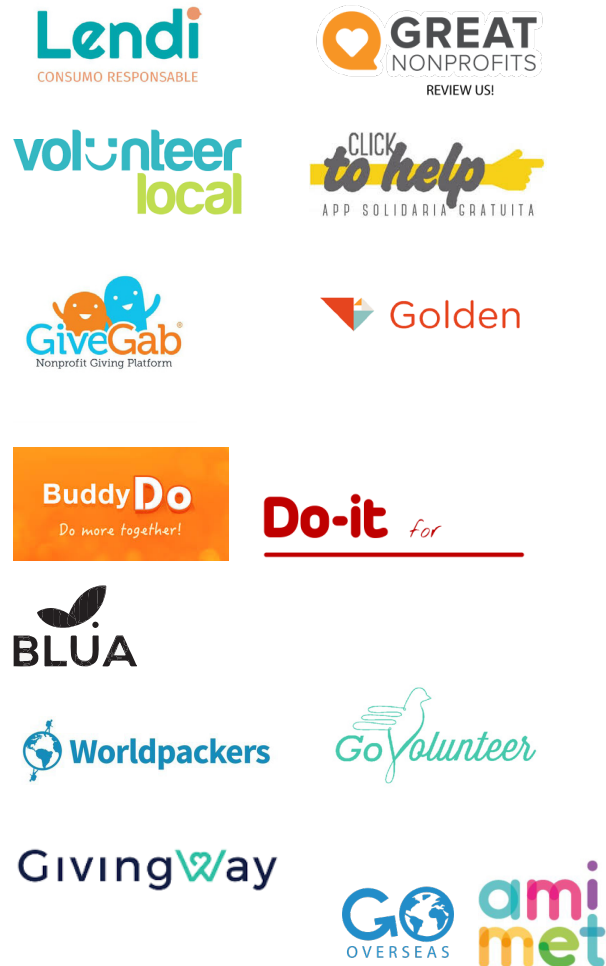Android suggests a color palette, although its main recommendation is to use blue.
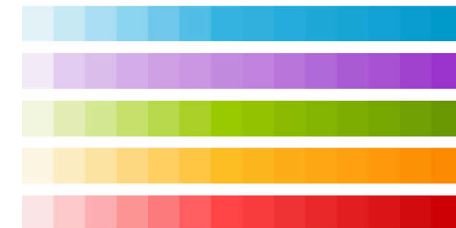
7 • COMMUNICATING ERRORS

    Friendly messages (not using incomprehensible technicalities or an accusatory tone)

2.2 LOGO

IMAGE OF COMPETITORS

This is a compilation of the logos of the brands of applications and web pages that currently have a related functionality that we are thinking about.

As we can see in these images, they have common graphic elements.

Tipofraphy: Mostly we find fine and simple typographies sans serif with rounded shapes and finishes or caligraphy fonts.

Color: The most commonly used colors are blue, turquoise and orange.

> **Blue:** It is the favorite color of most people. It transmits peace and confidence.
>
> **Turquoise:** It is associated with tranquility and nature.
>
> **Orange:** Orange is the young color, the color of action and movement.

Symbolism: In the elements related to peace, cooperation, ecology, human rights ... we have a very clear and powerful symbology:

-Silhouettes of humans
-Planet Earth
-Hands
-Smiles
-Hearts
-Flowers.
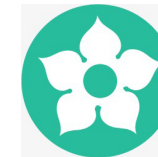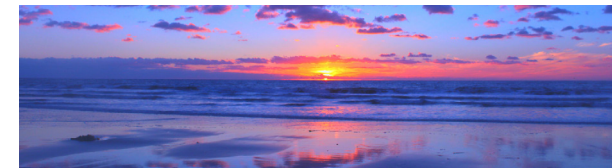
2.2 LOGO

WHAT WE NEED?

We want a symbol that transmits an environment of peace and collaboration but that at the same time is associated with action, movement and with a young user.

For this, we will be inspired by the symbology used in this sector of work, but when designing we will be inspired by the applications most used by the young user.

On the other hand we want the logo to help the understanding of the application. For now we are using these two following icons to convey what we are giving or receiving.

Both images present the hand inside a circle, recieving or giving ´love´, to better transmit that the button is interactive.

In the present day, social movement campaigns often choose to symbolise their left wing ideals with images of the love heart; placing themselves opposed to the often hateful ideals of the far-right.

We do believe that a point of unification across all users of ´Zeli´ is held within the love someone must feel for a cause or project, in order to share their time or resources.

The logo of ´Zeli´ will replace the heart eventually however. We want to suggest specifically that in using ´Zeli´, the user is acting in a good way, for the effort towards greater connectivity and efficiency that is facilitated by the app.

For this, we will be inspired by the symbology used in this sector of work, but when designing we will follow the stetic of the applications most used by the young user.
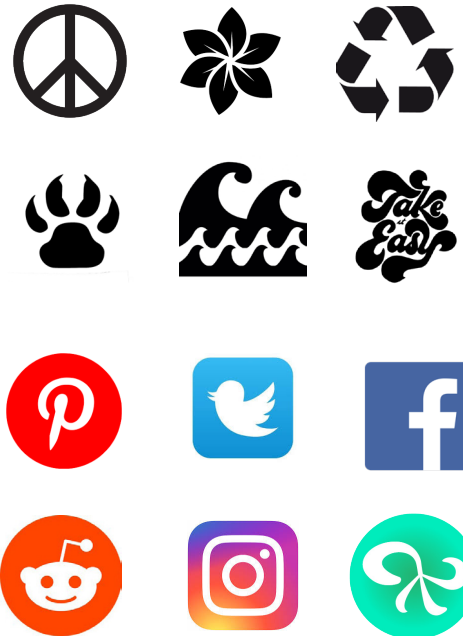
Our logo

LOGO AND LAUCH ICON
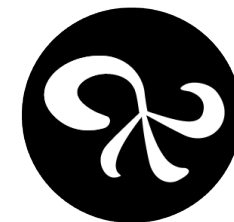
2.2 LOGO

NAMING

Different specialists give us advice on how to listen to an appropriate name for the App. They are not established rules that are always met but we will collect recommendations and common mistakes to help us choose an attractive brand name

RECOMMENDATIONS:

1-List of attributes. When you know everything about the company, make a simple list of the values that your future brand should communicate.

> *Help and cooperation*
> *Peace*
> *Movement*
> *Humanity*
> *Environment*
> *Technology*
> *Young*
> *Clean and easy*

2-Relate to its functions. Choose a name that most closely describes the app. Also, make it easy for users to remember and pronounce.

Principal Function: Share time, resources and skills to the ones who need or want and vice versa.

3-Length: the shorter the sweeter and more easy to remember recommended one or two syllables.

3-Check If Name Is Present
Check if there is already an app by the same or a similar name in any of the app stores, before submitting the same to an app store.

4-App Name for Marketplace Ranking
Your app name has to uniquely identify with the app's functions. The name of your mobile app and the list of keywords that you submit along with it are most vital to its success in the marketplace.

Also include the phrases "free", "lite" or "cheap" wherever applicable. This will drive additional traffic to your app

5-It has to sound similar in all languages. Not to induce the error when writing the name.

WHAT TO AVOID:

Similarity with popular apps – These names don't generally lend credibility to the app but gives an immediate impression of a rip-off.

Get wild or playful – Beware of using profanity, sexually explicit or offensive words to create your app title.

2.2 LOGO

ZELI

We have chosen the following name for the following reasons:

- Number of syllables: 2 It is the number of syllables most recommended for the name of a brand.

- Vocals: The purpose of our application has a sweet and friendly connotation. We have chosen the E and the I for being the soft vowels.

- Consonants: Z and L are consonants used in most languages.

- Pronunciation: Through Google translator we have seen that most of the languages would pronounce this name in the same way.

-Meaning. In Greek Theli means Wants in the third person.

-Cell: In both English and Spanish, this sound is linked to the cell phone/ cellular. Celli would be the diminutive version.

-Originality: There is no application or company with such name written in the way we are thinking about.

θ and Σ

The word Θελει has been written with Z instead of Th as in English for the following reasons:

TH different in all the languages. The sound θ in English is written with the consonants TH together, in Spanish instead with C or a Z depending on the vowel. This sound is written in different ways according to the language.

In Spanish,there is a tendency to pronounce any word in English that contains the TH as only T. For example Thessaloniki-Tessaloniki.

International Phonetic Alphabet.To avoid this pro- blem, this word will be written with a less conflictive consonant in the internathional phonetic alphabet ,Z. Although the Z is changed between languages like Z o Σ, it is pronounced similar in more languages. For example both in English, Spanish and Greek Zeli would be Ζελει.

More Global. Θ, Z υ Σ are close sounds so this change would not be dastric in the understanding of the word. I emphasize that more than a limited meaning in one language we look for an easy and friendly word in a global environment.

This change in the consonant changes the pronun- ciation of the word but makes the name of our APP constant in all languages, maintaining consistency and reaching a wider audience.

2.3 FUNCTIONS

1 · BROWSING FUNCTIONALITY

Principal Function: Connect need for people´s time, resources and skills with those able to provide solutions

The news, events and posts will be differentiated in the news sector. The search engine will be used to find those who can provide for you, or to seek those in need.

1 · 1 · TYPE OF USE (by icons)

1 · 1 · 1 Who are you?

The App will allow the user to choose between these three options of use at all times. This states and will indicate in the upper left and can be changed by clicking.

Browsing as; Giver. This option will show the posts, where people or groups are requesting to be given or lent some of your time, skills and/or resources.

Browsing as; In-need: In this mode you are presented the posts by people or groups who are offering out their time, skills and/or resources.

All: Finally there is the option where you can consult options without browsing as a specific user-type.

In need   Giver   All

1 · 1 · 2 Key distinction categories

Individual: This is the search only for posts and profiles of individual users.

Group-Organizations: Here you view only posts and profiles of groups and organizations.

Trip (´Givers´ accomodated when helping): This section is slightly different;

Browsing as; Giver. You will see posts and profiles typically of groups, but also individuals, who are offering at least accomodation to enable staying on-site for those giving help.

Browsing as; In-need: You will see posts and profiles typically of individuals, but also groups, who are offering their help and are able to stay on-site whilst working.

(Some clarification; The option available to all users to turn on filtered notifications to make them aware of posts and profiles that appear to match their needs, should reduce the amount of browsing that groups or individuals will need to do to find help. And vice versa)

2.3 FUNCTIONS

1 • 2 • TYPE OF WORK (by icons)

These are the icons that will represent the skills and the types of work.

Then the user would have the possibility to specify the task but in this way we damaged a main idea of what the post is about.

1 • 3 • TYPE OF VOLUNTEERING by colors

Social action: Social action has as its main objective to satisfy basic needs that, for different reasons, a group of the population can not satisfy. It is one in which one collaborates in fields such as disability, migration, exclusion, etc.

Environmental volunteering: It is related to projects in defense and protection of the environment and animals.

Cultural volunteering: It is one in which we collaborate in the organization of activities in art galleries, museums, libraries and other spaces or entities related to culture.

Any: Any type of help that is personal or that has no purpose as defined above

Through this method, combining the two options we can choose a wide range of type of activities.

For example "clean":

The user once familiarized with the application will relate the colors to the different purposes.

In this way, even if we do not know exactly what the task related to cleaning will be, by understanding the main purpose we can have a more exact idea.

2.3 FUNCTIONS

BROWSER

FILTERS

At all times when using the app, the user will have the possibility to select between viewing based on adjustable ´dynamic filters,´ or based on their ´profile filters´.

• **Profile filters:** Viewing is filtered, based upon the preferences that the user has indicated for their profile. It means once their profile has been created, there is a choice for a user-defined default for their filters.

(It is these filters that create also the possibility for users to be searched based upon availabilty, skills, interests etc)
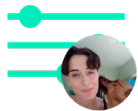
The activation of this setting is represented by a small photo of the user below the Filters icon. This will be painted blue.which indicates that the filter is full.

• **Dynamic filters:** The user can modify their view based on filters, without having to change the profile preferences. Any different filter combinations, can be saved and subsequently loaded, if user wishes.
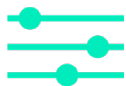
This type of filter will be represented with the filter icon in blue, but in this case without the photo.

• **Without filter:** Finally, there is the option of not using any filters in the search.
If the user has not selected any filter the icon will be gray.
Here the user´s view is more unexpected; they may see posts in desparate need; something interesting or promoted-posts that have been paid-for.
The chance of surprise may be attractive to some users.

CALENDAR

These are the icons that represent the date and duration of the activities. Being the kind of activities that can be posted so broad we need a good classification.

Date irrelevant: The time and date for the listing is irrelevant. If anything is to take place on a specific day, it can be planned and discussed later.
(Giver availability or a need)

Anytime between dates: A range of dates relate to the listing, but no specific date within the range.
(Giver availability or a need)

Specific dates: There are specific date/s that relate to the listing.
(Giver availability or a need)

Across period: There is a whole period to which the listing relates.
(Giver availability or a need)

Reoccuring: The listing relates to a reoccuring need or availability.
(Giver availability or a need)

2.3 FUNCTIONS

CALENDAR
We're going to include a proper schedule storage system since it is essential to be able to take maximum advantage of people's time.

SEARCH FOR CALENDAR

In the news section the user can consult different calendars and plans that have been published.

City plan: You can check the calendar of a location and surroundings. A compilation of the events will be done by all the groups in that area.

Groups: You can search specifically the calendar of an organization.

Friends: Each user can make their personalized calendars and schedules in the profile. These can be made visible to your contacts so they can be incorporated into your plans.

Travel plan: This will be the most complex function, the application will allow the user to find the most suitable travel plan for offering different volunteering opportunities abroad according to their indications.

PERSONAL CALENDARS

In the user profile it will be a section where the user can save the calendars that are interesting for him from the previous sector. So it would be possible to consult, share or use them directly.

On the other hand, you can also make custom your own calendars of weeks and months.

CONNECT FREE HOURS WITH NEEDS

In the personal calendars of the users we will offer the possibility of indicating when they would like to carry out some volunteer activity. It is in what time range they are looking for a task to be carried out.

This information would connect with the tasks to be proposed by people and organizations. If the user has this option activated, notifications of possibilities would arrive and those who need help could also search for this contact.
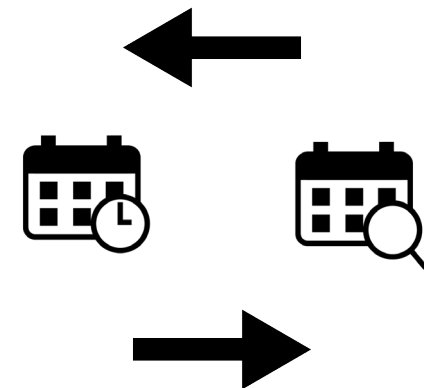
2.3 FUNCTIONS

NEWS SECTION

In the news sector it is possible to find information on:

ARTICLES - EVENTS - SITUATIONS

By analyzing the market, we have seen the different algorithms used by the various search engines of different applications.

Currently most of them follow a model that organizes the news section according to your interests and the pages you have visited most. Applications such as Facebook, Instagram, Pinterest, twitter.... follow this model.

On the other hand, other applications such as snapchat have decided to keep the chronological order to organize the news sector, emphasizing the ephiemeral character of the application itself. In our case both options are valid.

1-LOCAL

We are mainly looking for a spontaneous application that shows what is happening here and now.

The local news sector will show what is being published at all times, primarily by attending to place and time. Through this method of chronological operation, users will be informed of what is happening in their surroundings, thus keeping the dynamism alive.

2-GLOBAL

On the other hand, it is important that the user has a sector where he can see the news according to the interests. The search engine will show you the information that it thinks is most interesting according to what you marked in your profile.

In this way it is possible to be aware of the activities that are underway in other places, this will help the community to have more information about other projects of the same nature feeding the internationality, knowledge and inspiration of all users.

These two options can be customized if you click on the filters icon explained before.

MAP

We will add a map to the application so that the user can navigate through the city investigating the locations and opportunities

Organizations
The location of groups and organizations will be indicated.

Events
The events that are happening at this moment or those that will take place in a short time.

Situations
 Finally the user will have the possibility of alerting of situations that can be found on the street such as.

Parks, rivers, sea in poor condition

Abandoned resources that may be of interest to someone

These location indicators will have the correspondent color according to the character they have. These three colors will be repeated consistently next to its icon so that the user goes associating it to the function.

2.3 FUNCTIONS

PROFILE

The application can be used with limited functionality without registration.

The user will be able to search and consult news but can not confirm any assistance, can not consult private profiles, can not send personal messages and can not make any post.

If you click on any button of these 4 options will be directed to the registration page.

All registration takes place in the same way you can login with facebook or you give a name and e-mail.

After a confirmation email is verified, a password can be set.

This registers the user as an indiviudal. A group profile can then be created, with administrator privileges being set acordingly for other individuals.

INDIVIDUAL

GENERAL INFORMATION: Along with the photo, general information can be chosen to appear:

The name, skills, age, work, location and languages known. If the user wishes, the calendar can be put in visible format so that others can consult your plans; this will also help the user appear in algorithm-based and manual searches, based on location/availability.

ACCOUNT ACTIVITY: This section can not be modified by the user. Here the user activity will be logged. It will show how many times help has been given; how many times help has been received and how many times involved in a trip voluntier. The ´ghost´ icon represents the number of times a commitment was made, but unfulfilled wiithout due-awareness of the necessay parties.

Finally, you can see the user's uploaded photos, the posts the people and organizations followed by the userd.

GROUP

The group profile is going to be the same page but will show the type of group that has been set.

On the other hand, the location and contact will be added more visibly than in the individual profile.
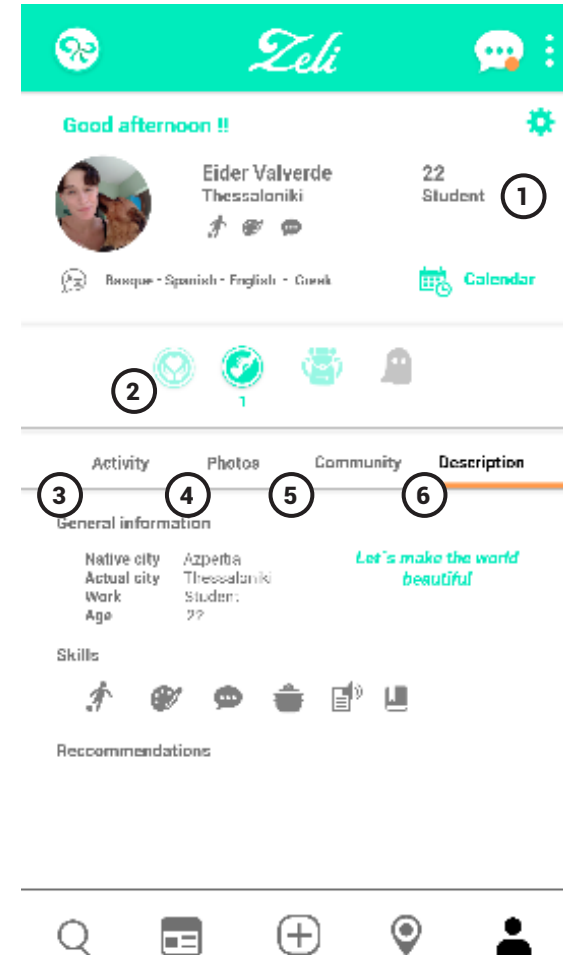
3.1 FUNCTIONALITIES DIAGRAM

1-PROFILES

Activity
Description
Community
Photos

INDIVIDUAL   **GROUP**

4-BROWSER

TYPE OF USE   **WHO POSTS**

In need   Individuals
Givers   Groups
                                            Travellers

6-NEWS

LOCAL   **GLOBAL**   **CALENDARS**

Events   Events   Schedules
Articles   Articles   Plans
Circumstances

2-CHAT

MESSAGES   **PROJECT CHAT**   **ANNOUNCEMENTS**

Channels
Followers
Participants

5-MAKE A POST

Type of post
Type of work
Date
Location
Quantity
Nature
Photos
Links
Add your agreement
Description

7-MAP

Groups Location
Events
Circumstances

3-CALENDAR

ACTIVITIES   **SCHEDULE**   **PLANS**

3.2 ZELI FUNCTIONS

PROFILE

1-PRINCIPAL

Greeting

Descripcion summary

Languages

Calendar

2-ACTIVITY SUMMARY

No. of times you have given help

No. of times you have received help

Travel mode indicates if you are currently traveling as a volunteer

Number of times you have missed an engagement

3-ACTIVITY

The post that you have made

The posts of others that you have shared

The recommendations that you have written

4-PHOTOS

Uploaded

Shared

5-COMMUNITY

The people you follow

The groups that you follow

The groups where you are an administrator

6-DESCRIPTION

General information
Name, city, date of birth, e-mail.

Aditional information
Location, All the skills,work.

Optional Phrase
Free writting

Recommendations

3.2 ZELI FUNCTIONS

7-FOLLOW

8-SEND A MESSAGE

9- ACTIVE POSTS

Bright colors

10- PAST POSTS

Muted colors

3.2 ZELI FUNCTIONS

PROFILE
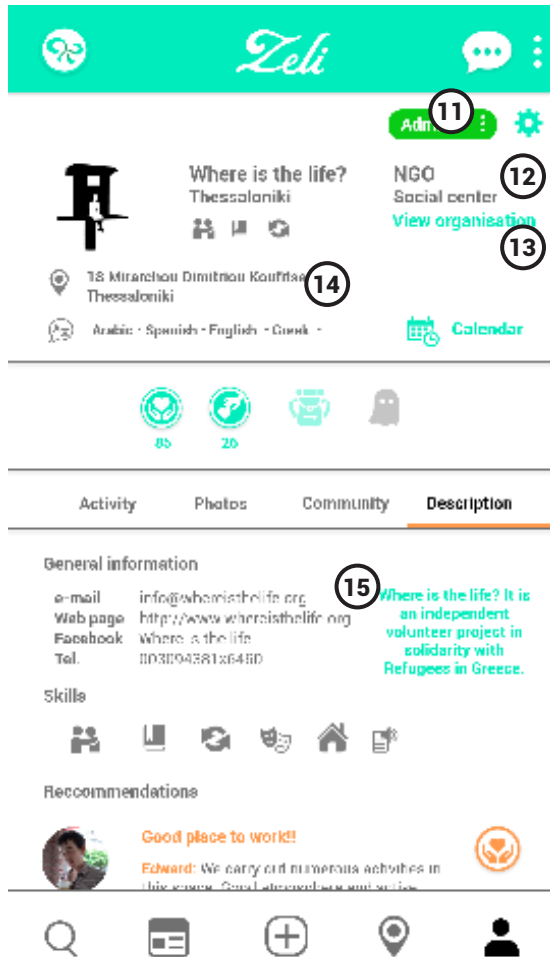
11-ARE YOU AN ADMINISTER?

8-WHAT TYPE OF GROUP IS THIS?

9- VIEW ORGANISATION

Participants
Related groups
Structure

14-LOCATION

15-LINKS AND CONTACT

3.2 ZELI FUNCTIONS   CHAT
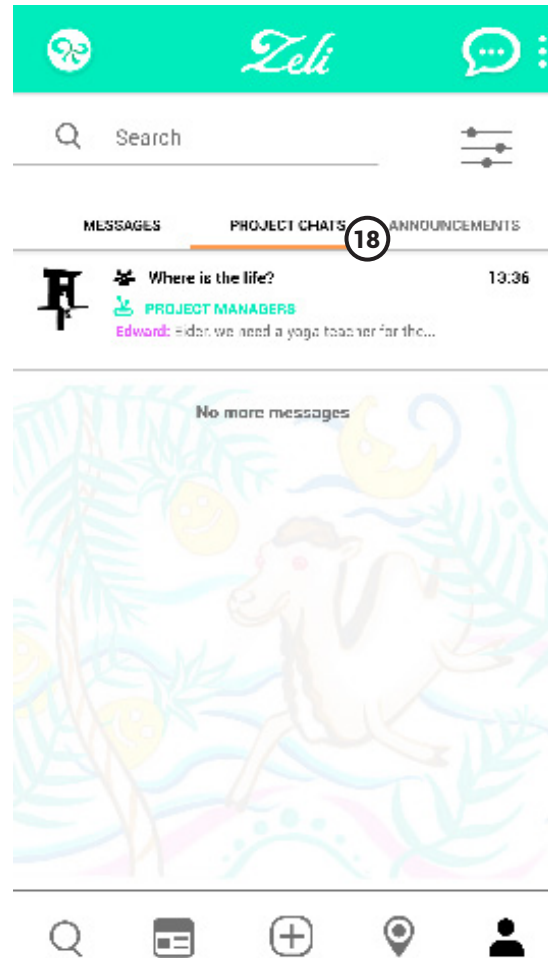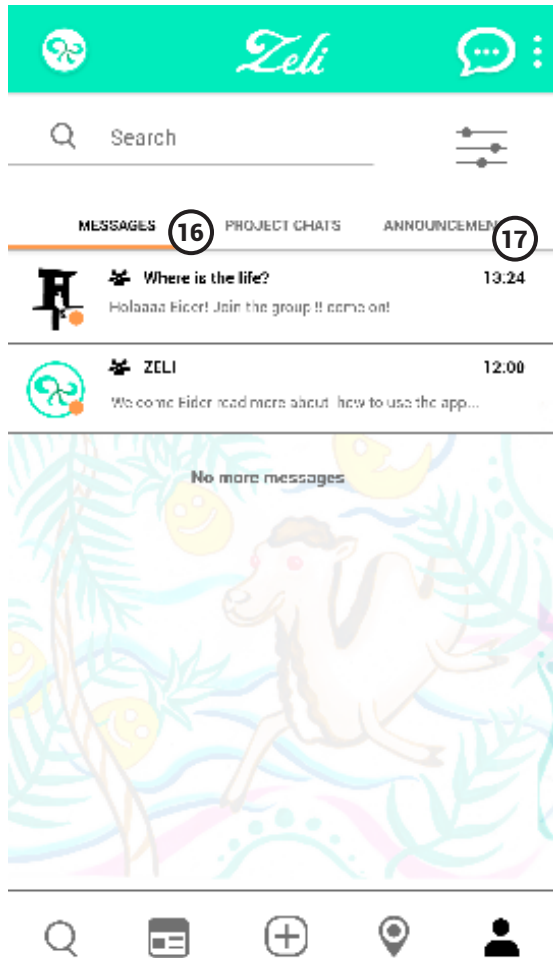
16-MESSAGES
Direct messages for you

17-ANNOUNCEMENTS
Urgent messages from people
you follow.
Directed for all.

18-PROJECT CHATS
Chat for projects where you are
working or are you interested

3.2 ZELI FUNCTIONS
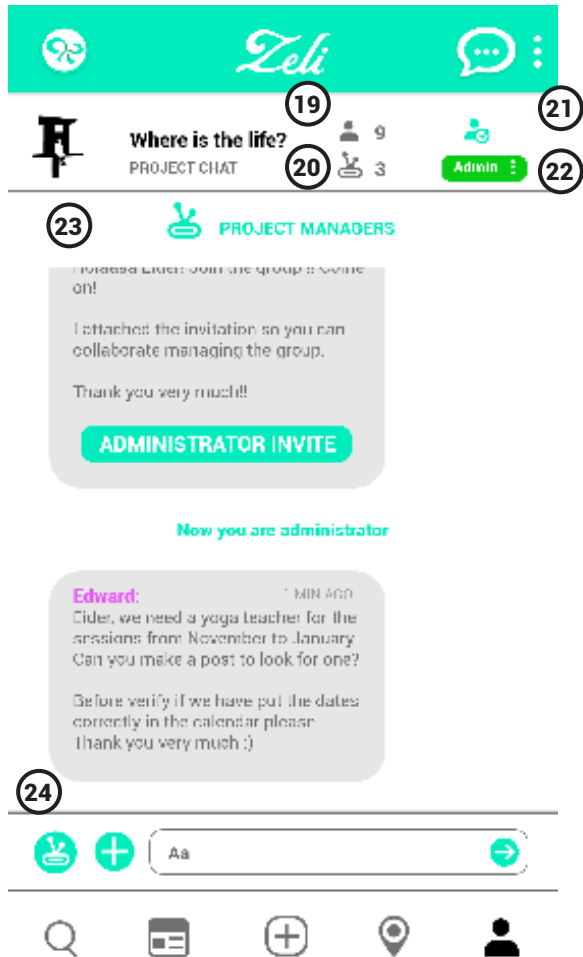
19-PARTICIPANTS
No. of participants

21-FOLLOW
Follow this project

22-ARE YOU AN ADMINISTER?

CHANNEL
Channels are different types of conver-
sations within the same project.

20-Nº CHANNELS

23-TITLE OF THE CHANNEL IN WHICH YOU ARE

24-CHANGE CHANNEL

3.2 ZELI FUNCTIONS

MAKE NEW QUICK POST
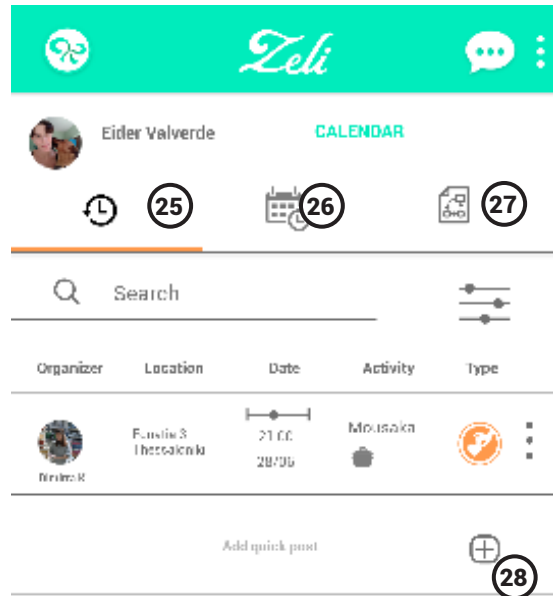
25-ACTIVITIES-QUICK POST
All your saved posts are archived here and you have the possibility to make one quickly

26-SCHEDULE
You can check your established schedules

27-PLAN SCHEDULE
Your plans not yet specified and the external calendars that interest you will be archived in this section.

29-DATE AND TIME
Types of dates:

○   Date irrelevant

├──○──┤   Any between dates

├──●──┤   Specific dates

〜〜〜〜   Across period

⋈⋈   Reoccuring

29-PROGRAM TYPE

Social   Eco   Cultural   Any
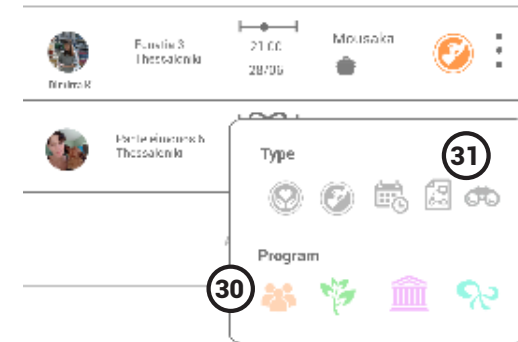
31-TYPE OF POST

I am in a need

I am a giver

EVENT

PLAN

LOOKING FOR

3.2 ZELI FUNCTIONS

CALENDAR
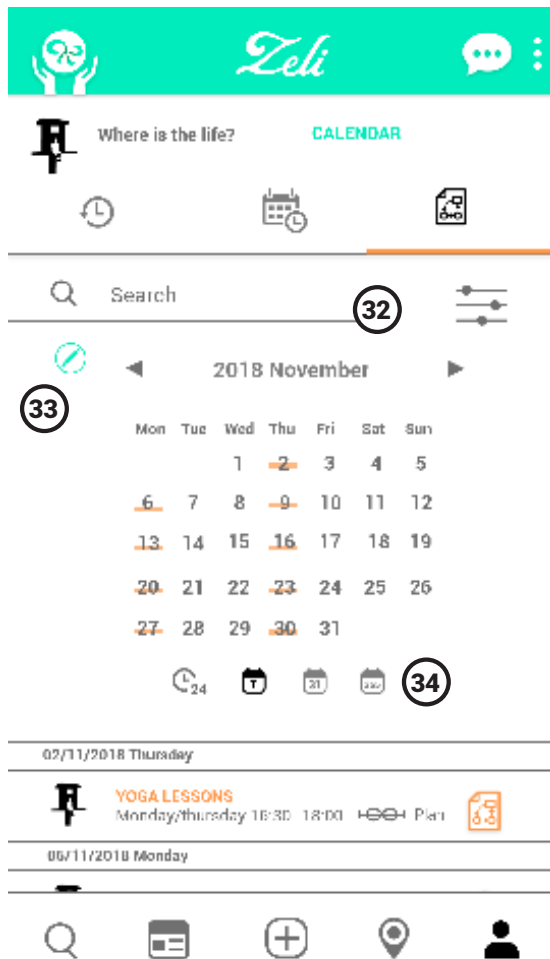
32- SEARCH PLANS
Search for specific plans, yours
and the others that you have saved.
Depending on keywords and filters.

33-EDIT SCHEDULE
Change schedules, add activities ...

34-CHANGE THE VIEW
-Day
-Week
-Month
-Year

The operation of the fixed schedule and
schedule of the plans is the same. But they
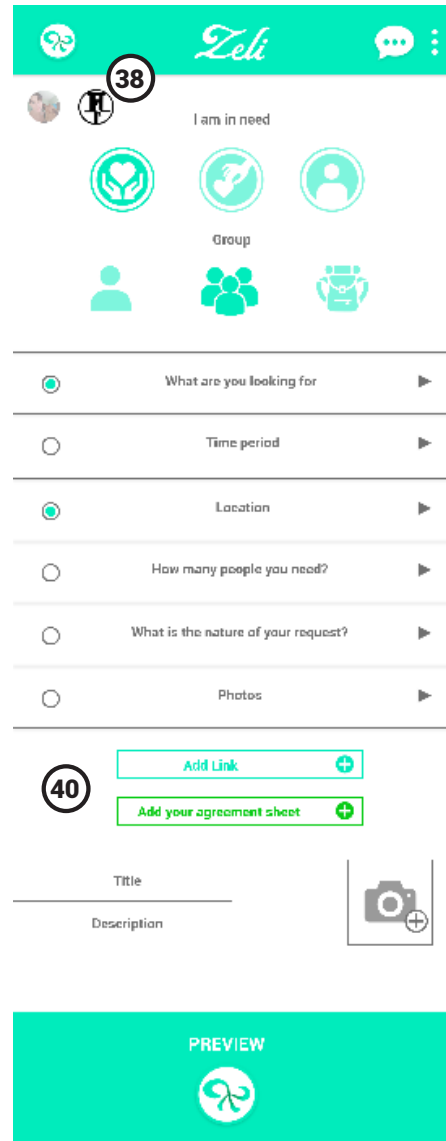are differentiated
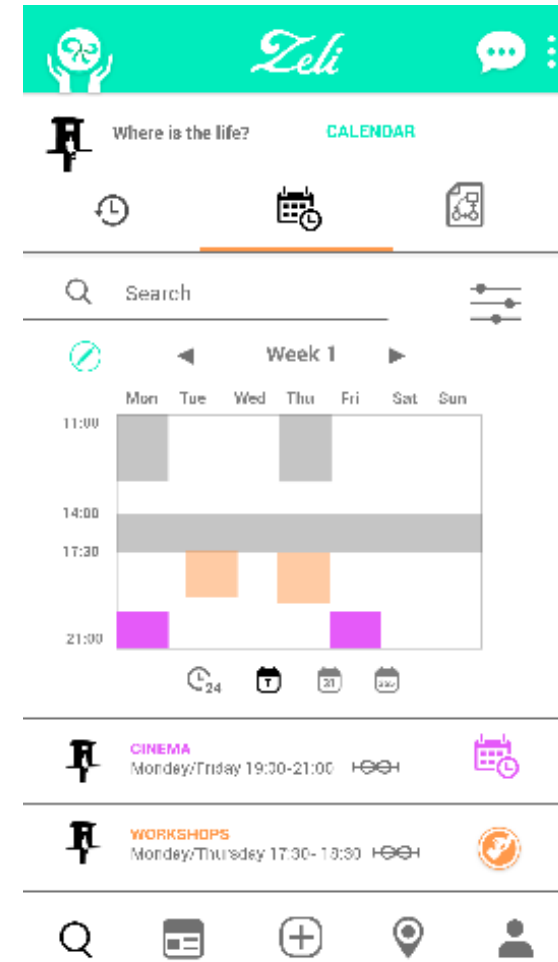
3.2 ZELI FUNCTIONS

BROWSER

35- TYPE OF USE	**36- BROWSER**	**37- WHO POSTS**
In need	Search with	Individual
Giver	Keywords and filters	Group
All.		Traveller or Host

3.2 ZELI FUNCTIONS
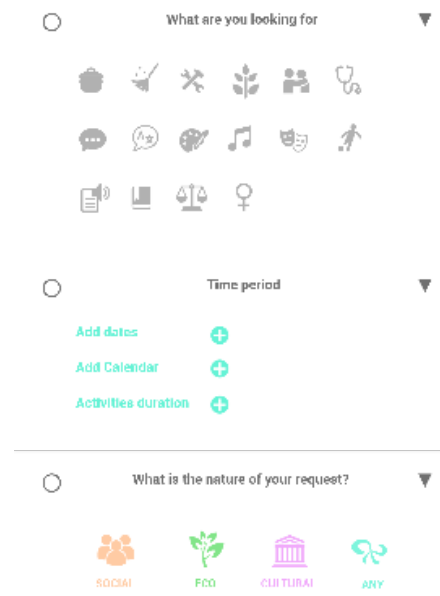
MAKE A POST

38- ACCOUNT
With what account are you making the post?
    You
    Your groups

39- FILTERS
Filters connected to your profile and calendar.

But change the data if you want.

40- LINKS
Put the link to the websites, pages, profiles of participants ...

3.2 ZELI FUNCTIONS

MAKE A POST
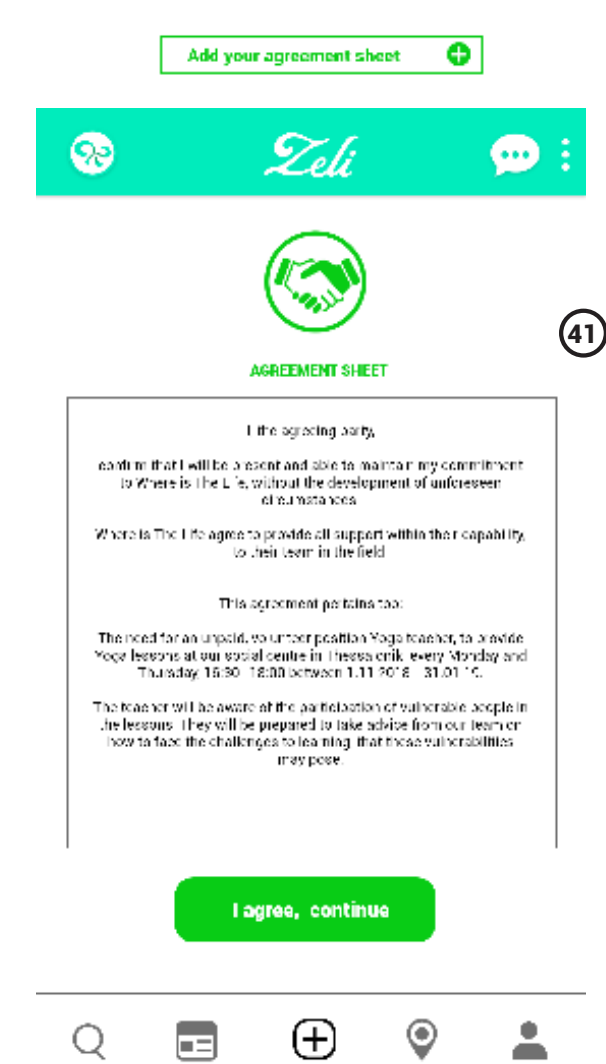
AGREEMENT

When making a post the user will have the freedom to write their own agreement that they think is necessary for the correct accomplishment of the task.

41- LONG AGREEMENT
If the agreement has more than 500 characters.
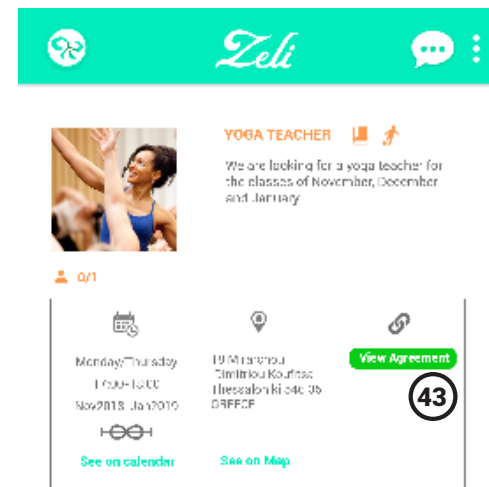It will appear in a full screen page.
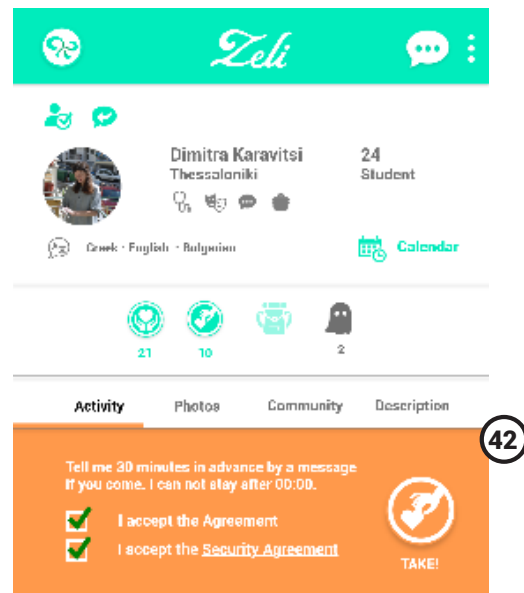
42- SHORT AGREEMENT
If the agreement has less than 500 characters, it will appear on the same screen where you click.

43- EN EL POST
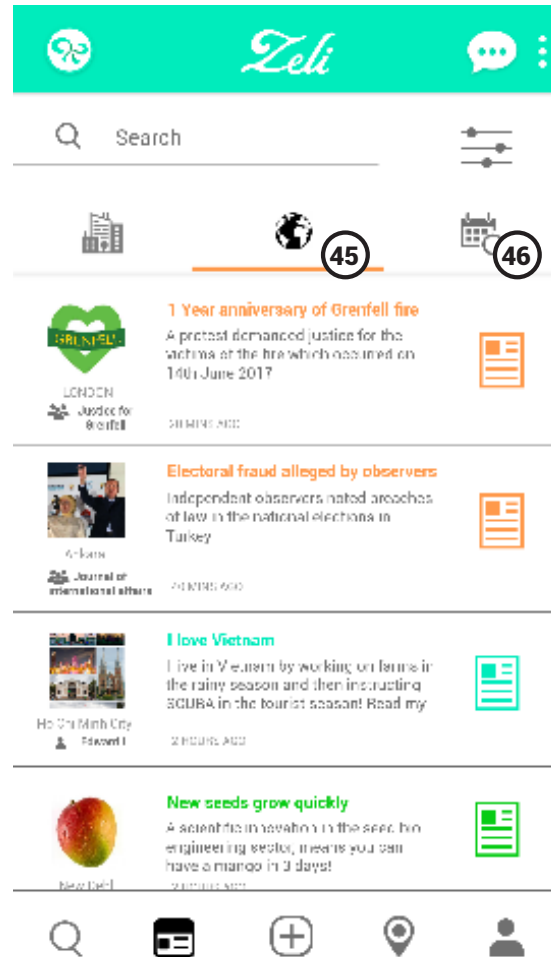The agreement will be very visible in the post so that it can be consulted beforehand.

3.2 ZELI FUNCTIONS   NEWS

44- LOCAL NEWS
ARTICLES
EVENTS
CIRCUMSTANCES

45-GLOBAL NEWS
ARTICLES
EVENTS

46-CALENDARS

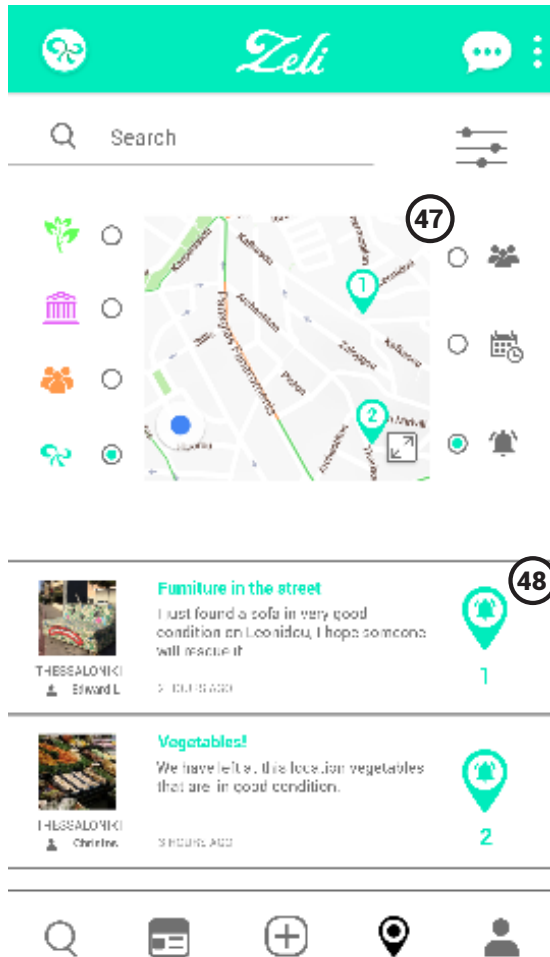Possibility of searching calendars and plans of people, groups and cities.

SCHEDULERS
PLANS

3.2 ZELI FUNCTIONS   MAPS
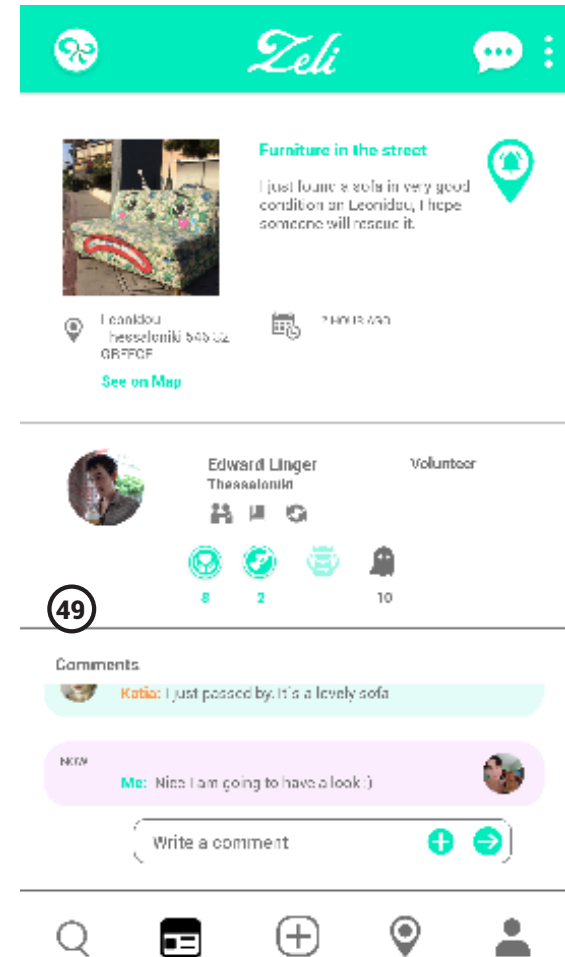

47-SHOW IN MAP

         GROUPS LOCATION
         EVENTS
         CIRCUMSTANCES

48-DESCRIPTION

49-COMMENTS

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**Escuela de
Ingeniería y Arquitectura
Universidad** Zaragoza

**DECLARACIÓN DE
AUTORÍA Y ORIGINALIDAD**

(Este documento debe acompañar al Trabajo Fin de Grado (TFG)/Trabajo Fin de
Máster (TFM) cuando sea depositado para su evaluación).

D./Dª. Eider Agirre Ezama ,

con nº de DNI 44332263Q en aplicación de lo dispuesto en el art.

14 (Derechos de autor) del Acuerdo de 11 de septiembre de 2014, del Consejo

de Gobierno, por el que se aprueba el Reglamento de los TFG y TFM de la

Universidad de Zaragoza,

Declaro que el presente Trabajo de Fin de (Grado)/Máster)

Ing. en diseño industrial y desarrollo del producto , (Título del Trabajo)

Prototype of an App for volunteering and resource sharing

(Prototipo de una aplicación para el voluntariado y el intercambio de recursos)

,

es de mi autoría y es original, no habiéndose utilizado fuente sin ser citada

debidamente.

Zaragoza, 6 de septiembre de 2018

Fdo: Eider Agirre Ezama