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Caregiver and Financial Resources for Time Donation

Shital . T.Bhosale , Ankita .N. Chougule , Rahul . V. Modhave , Pratiksha . M .

Kanhere ,Vidhya . R . Vasekar

Dept of Computer Engineering,

SITS, Savitribai Phule Pune University, Pune, Maharashtra, India.

Abstract:

Online time donation-based caregivers has brought new life to needy people by soliciting small monetary contributions from time donors to help others in trouble or with dreams. However, a crucial issue for caregiver platforms as well as time donation process is the problem of high donor attrition, i.e., many donors donate only once or very few times within a rather short lifecycle and then leave. Thus, it is an urgent task to analyze the factors of and then further predict the donors' behaviors. Especially, we focus on two types of behavioral events, e.g., donation recurrence (whether one donor will make donations at some time slices in the future) and financial resources (whether one can take help by financially in future time). In this project, we present a focused study on donation recurrence and financial resource with the help of large-scale be havioral data collected from time donation. The experimental results clearly demonstrate the effectiveness of our proposed models for analyzing the donation recurrence and financially in time donation.

Key words: Time Donation, Donation Recurrence, Web application

I. INTRODUCTION

Time plays a significant role in our life. Time helps us make a good habit of structuring and organizing our daily activities. If you understand the value of time better, you can gain experience and develop skills over time. Time is the most valuable resource because you cannot take it back. Helping others by donating them your time and in return expecting the same amount of help from others when required. Crowdfunding is an emerging Internet-based fundraising mechanism soliciting small monetary contributions from crowd donors to help others in trouble or with dreams[1]. Recent years have witnessed the rapid development of crowdfunding platforms among which the donation-based ones are becoming increasingly popular such as Kiva.org and DonorsChoose.org. Leveraging Internet, crowdfunding has brought new life to charity, i.e., making it easy to donate any amount of money even every penny to help others across the globe[1]. For example, Kiva.org is an international nonprofit plat form, founded in 2005, with a mission to connect people through lending to alleviate poverty. Specifically, Kiva.org enables Field Partners (nonprofit organizations around the world) to screen the needy or suffering, and post requests in the form of projects to Kiva.org for funding[3]. Then the accessing donors crowdfund these projects in increments of $25 or more. Donors may act as individuals or teams. economical loss. This disease is more powerful in the cloudy environment and in the rainy season. Symptoms of bacterial blight on young and developing The critical component for the success of crowdfunding communities is the recruitment and continued engagement of donors .[4] However, because of the non-profit nature, the situation relating to donor retention for donation-based crowdfunding as well as traditional charities is extremely serious, i.e., usually, the donor attrition rate is above 70%[7]. Actually, customer attrition/churn is crucial and highly focused on inmany commercial scenarios, such as E-commerce, finance and services.

However, for a quite long time, relevant studies on analyzing donor retention in charity have been rather limited in the literature[6].

o address the aforementioned issues, in this paper, we present a focused study on holistically analyzing and predicting two specific behavioral events, i.e., the donation recurrence and donor retention, in crowdfunding. That is, we aim to learn whether one donor will make donations at each time slice in the future and whether she will remain on crowdfunding platform until a future time. Specifically, we propose a Joint Deep Survival model, i.e., JDS, to jointly model these two types of behavioral events[3].

II. RELATED WORK

The work related to this paper is mainly studies on crowdfunding, and studies on survival analysis. Crowdfunding is an emerging Internetbased fundraising mechanism soliciting small monetary contributions from crowd donors to help others in trouble or with dreams. Actually, more broadly speaking, crowdfunding is one spe cific practice of crowdsourcing in business or finance. In the typical crowdsourcing, researchers focus on the mechanism optimization or design, such as truth inference and task assign ments. Specific to crowdfunding, the topics around finance, trading or users are more concerned. Generally speaking, the mainstream crowdfunding platforms can be classified into four categories, i.e., donation-based, rewardbased, equity-based and lending based ones .

Among them, the donation-based ones are becoming increasingly popular. Recently, the rapid devel opment of crowdfunding has attracted much research atten tion from academics, which is mainly constructed from the project views and donor views . For projects, following the 'all-or-nothing' rule, the most critical concern is reaching their funding goals in time . Thus, some existing work focuses on predicting the project success . For example, Lu, et al. in vestigated the impacts of social media in crowdfunding and found the social features could help to predict the success of projects. Along this line, some researchers conducted fur ther studies toward some advanced tasks, such as tracking the funding dynamics modeling the latent market states recommending donors and finding potential donors dynamically for money-raising projects, and optimizing the settings for new-release projects . From the donor viewpoint, some intelligent functions, e.g., recommending projects for donors have been studied. For example, Zhao, et al. proposed recommending project portfolios to donors with multi objective optimization. Further, Rakesh, et al. studied the group recommendation problem, i.e., recommending crowdfunding projects to a group of donors, by a pro posed probabilistic generative model. In addition to the work on project recommendation, some researchers have focused on analyzing various donor behaviors, such as understanding the donation motives , and exploring the social communities of donors Especially, Althoff and

skovecexplored various factors impacting donor re tention in DonorsChoose.org from the statistical and empiri cal perspectives which was inspiring for our research. How ever, how to comprehensively analyze the heterogeneous factors affecting the donor retention and further predict the donor behaviors are still largely unexplored areas.

III. RESULT AND COMPARISON.

A dynamic website which allows one to create a job in return of time. A user can also apply for

the job and will get time in return for the same. This website can help people to utilize their time in the most effective manner and also get their time returned.

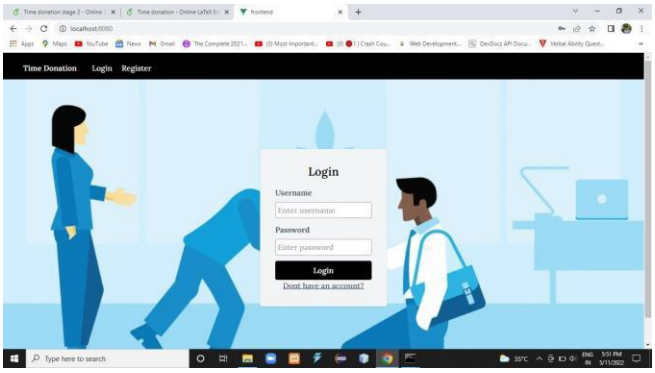

Figure : 1 Login Page

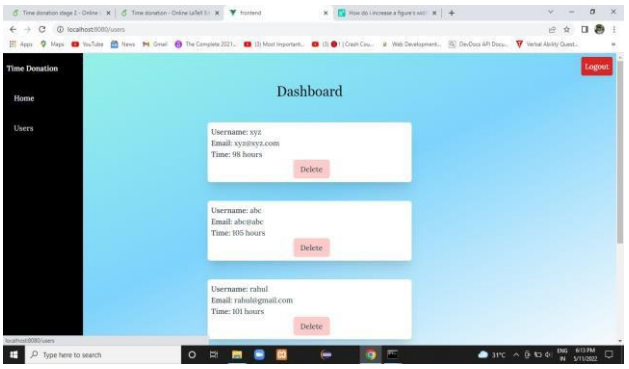

Figure 4: Admin Console 2

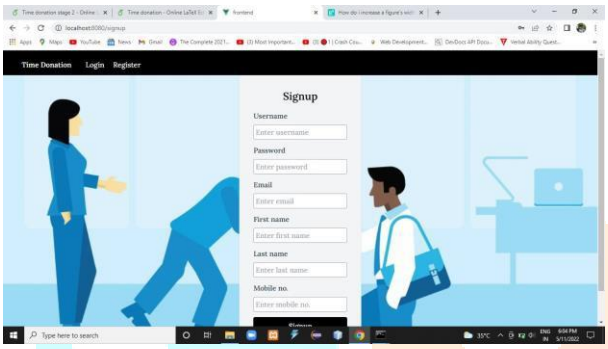

Figure 2: Register Page

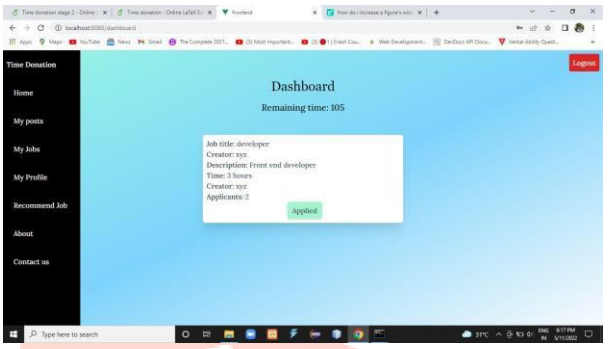

Figure 5: User Home Page

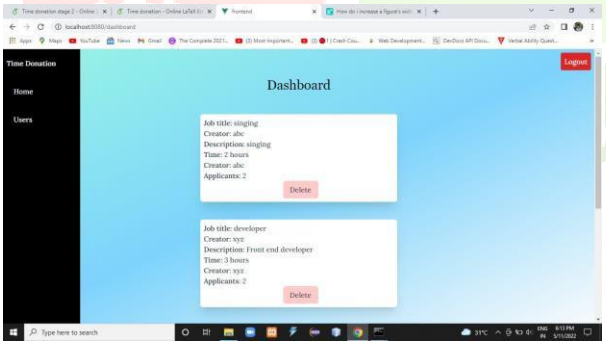

Figure 3: Admin Console 1

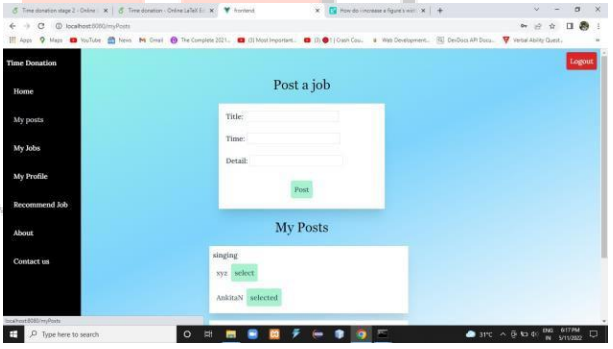

Figure 6: Post Job User

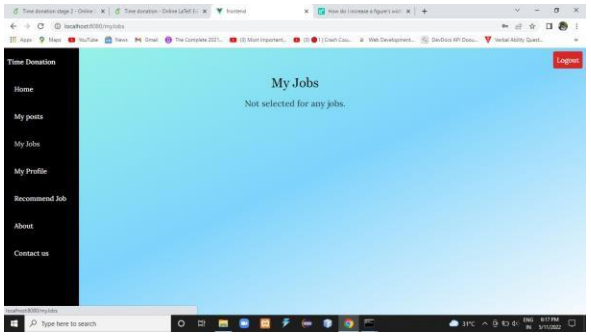

Figure 7: My Job

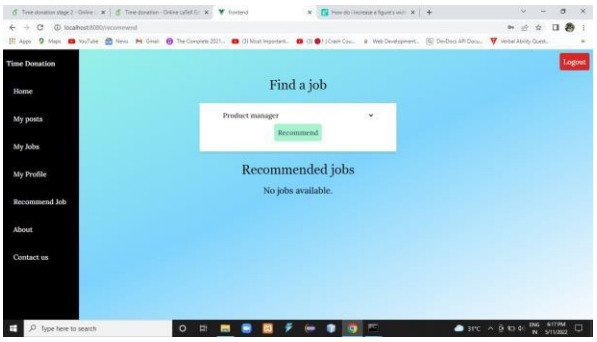

Figure 10 : Job recommendation system

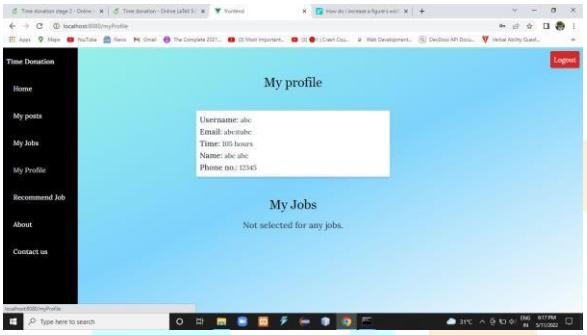

Figure 8: User Profile

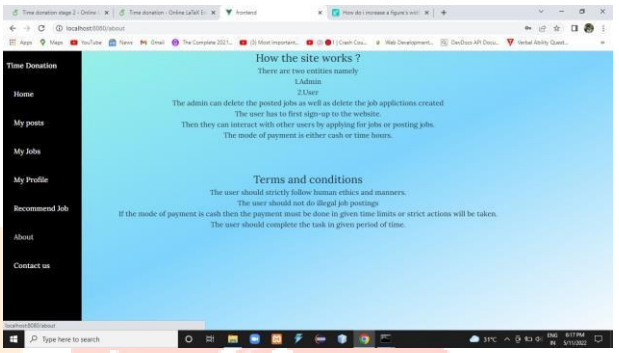

Figure 11 : About user

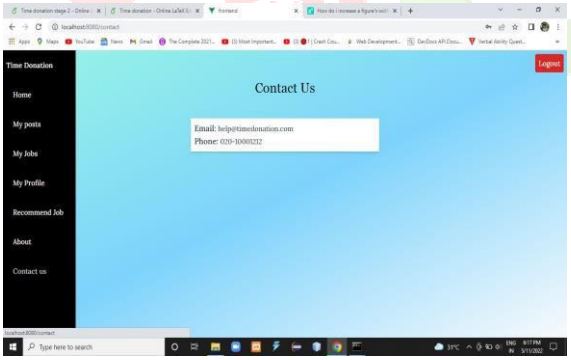

Figure 9: Contact Us user

IV. PROPOSED METHODOLOGY

A. Overview

system design consists of architecture and the system implementation flow. It included functional requirements, non-functional requirements, hardware and software requirements, external requirements, system requirements. This SRS needed to be represented into pictorial form for better understanding. This chapter is about system design. The system design consists of architecture and the system implementation flow. It includes diagrams like system architecture, data flow diagram, use case diagram, activity diagram, class diagram. requirements. This SRS needed to be represented into pictorial form for better understanding. This chapter is
about system design.

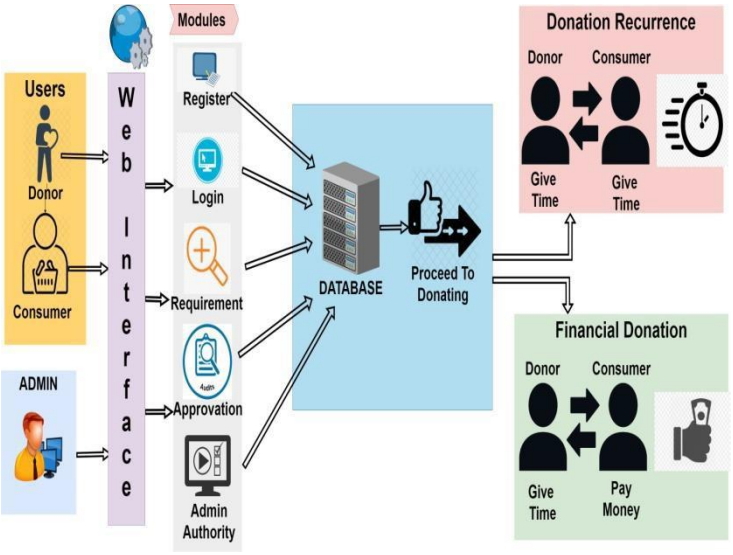

Fig: Proposed system architecture

System architecture is the conceptual model that defines the structure, behav ior, and more views of a system. System architecture of our project is System design defines the system architecture. It also describes the modules and inter faces. As shown in fig 4.1 explains the architecture of our system.

The system architecture provides an insight of how the flow of process will be. Entire pro cess of how the system will move forward that will generate the end-result .

It included functional requirements, nonfunctional requirements, hardware and software requirements, external requirements, system

A. Proposed System

The proposed system, consist of time donation and job recommendation It is the force that drives people to fulfill a need. The reason or reasons one has for acting or behaving in a particular way. The general desire or willingness of someone to do something. Itbehind selecting this project is as. Some times unwillingly peoples are not able to spend time with their parents or childrens. In that time they need such donors or caregivers that spend their time with needy peoples . Time donation based caregiving has brought new life to charity by sharing valuable time with needy peoples .,

Algorithm:

Machine learning technique i.e. random forest algorithm used for regression and classification problems.

2. It is based on the concept of ensemble learning, which is a process of combining multiple classifiers to solve a complex problem and to improve the performance of the model.

3. A random forest algorithm consists of many decision trees. It provides higher accuracy through cross validation.

B. Mathematical Model

• The basic CoCoMo equations are

- E = ab(KLOC) bb (1.1)

D = cb(E) db (1.2) SS = E/D (1.3)

Estimated size of the project = 5 KLOC So,using equations 1.1 & 1.2, we get E = 2.4(5)

1.05 = 13.01PM

D = 2.5(13.01)0.38 = 6.63M

SS = 13.01/6.63 = 1.96P Here, E is Effort (measured in Person Months)

D is Deployment Time (measured in Months) SS is Staff Size (units is Persons) Hence, Total Effort required is 13 person months(approx.) yielding a Development Time of 6.63 months and a Staff Size of 2 persons. As, the team size is 4 persons, the development time of 6.63 months can be speeded up and calculated as follows: Persons D 2 1/6.63 4 1/x So, x = 2 ∗ 6.63/4 = 3.3 Hence, the project will require 3 month (approx.) to complete (theoretically). This ends the first chapter which talks briefly about the introduction, relevance and motivation of project.The budget and the scheduling is done and the effort required to implement the project is discussed. In the next chapter, literature survey of the project would be discussed

V. CONCLUSION AND FUTUR SCOPE

We presented a focused study on prospecting the donation careers in crowdfunding. By collecting and analyzing large-scale real world data, we specifically formalized tasks on donation recurrence. In experiments, we analyzed the donations in crowdfunding and validated the performances on tasks from various aspects. The experimental results clearly demonstrated the effectiveness of their proposed models for analyzing and predicting the behavioral events, i.e., donation recurrence. Their study may bring some new insights from the application view of crowdfunding and the technical view of exploiting deep learning for survival analysis to the research communities.

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