



Matchmaking framework

Simplified version for milestone 2

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Outline

1. Introduction
2. Matchmaking framework
3. Help vs. activity
4. Sociological view
5. What's next?

Introduction

- Summary of the meeting with SOHPIA from Sep/25/2012
- **Milestone 1**
 - Early version of the matchmaking framework
 - Doesn't have full support of all requirements
 - Has among other things:
 - Simplified user interface of entire system
 - Forms to create users (seniors, volunteers)
 - Forms to announce own participation at the project
 - Form to search and announce 'help' and 'activities'
 - A database (MongoDB, SQLite)

Matchmaking framework

- Applying Iterative Software Development
- Purpose of an early version
 - User experience and evaluation of the system
 - Finding requirements which hasn't thought about
 - Delivering the right piece of software
- Naïve matchmaking algorithm (returns all results for an category)
- Forms for participating as a volunteer will be similar to the one SOHPIA has been proposed

Matchmaking framework

- **Security issues**
 - Used in intranet of SOPHIA
 - Volunteers have to pass a screening and training (in SOPHIA's concern)
 - Privacy regulations are an important issue

How to ensure users are trustworthy?

- **Its not a problem in Milestone 1**
 - Volunteers are screened + trained
 - SOPHIA knows its clients (seniors)
 - People who are interested can fill out the online form (e.g. people from participating districts)
- **It's a problem in successive releases**
 - Misuse of the system has to be prevented (like ads, unreliable offers, privacy of users + data, etc.)
- In general, system should be freely accessible & usable to everyone

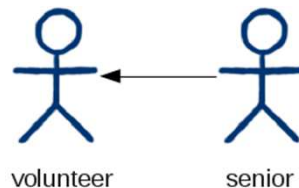
Help vs. activity

■ Action radius

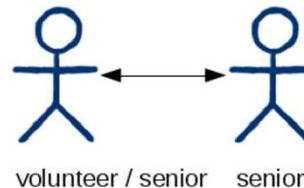
- The distance one is willing to cover
- $\text{action_radius}_{\text{activity}} > \text{action_radius}_{\text{help}}$
- Help → usually restricted to a small area (district)
- Activity → covers greater area (city, region)

■ Relationship

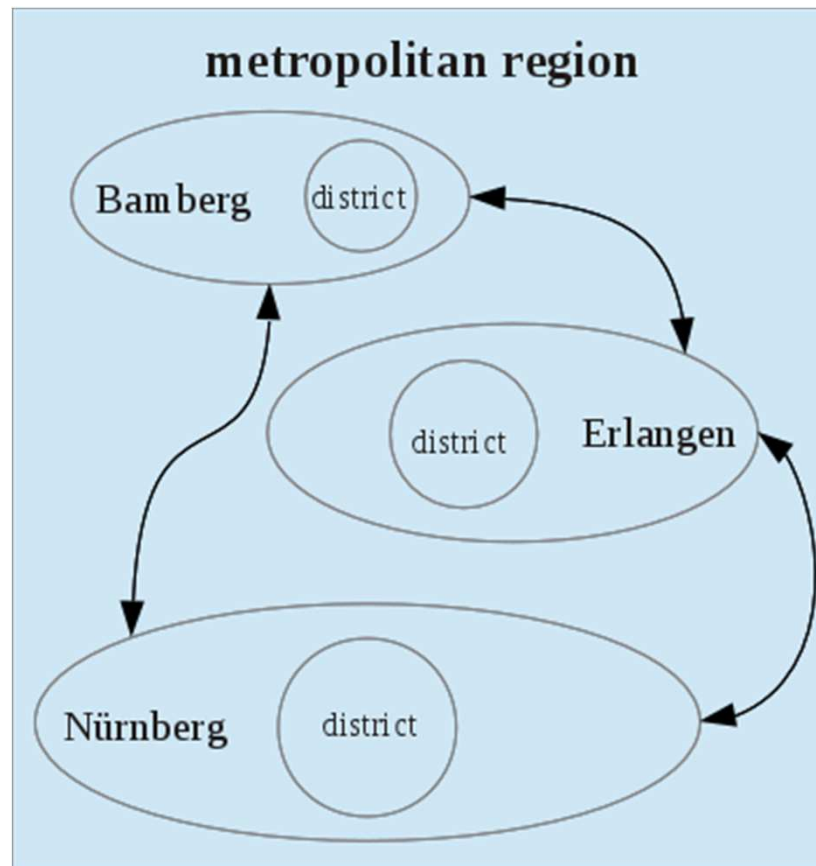
- Asymmetric



symmetric



Help vs. activity



Sociological view

- **Considering sociological dimensions**
 - Social structure of people is important, can't be ignored
 - *Example:*
 - **Activity:** a craftsman and a professor go together to a football game
 - **Clash:** have different opinion, use different language
 - A lot of older people still live on the countryside
- **Privacy regulations**
 - Consult a lawyer (from the university)
 - Personal rights of people are not going to be violated

Sociological view

- **Term for matchmaking**
 - Ask participating seniors for a term that fits
 - Older people should make propositions
- Distinguish matchmaking platform from similar approaches (e.g. platform with credits)
- **Criterion of success**
 - People not stored in the matchmaking DB is a good sign not a bad
 - *Example:*
 - 100 people in DB → 300 other people brought together (e.g. word-of-mouth advertising)

What's next?

- Applying iterative software development
 - Creating user stories (and tasks)
 - Implementing those user stories that matter for Milestone 1