

Model of Information System Aimed at Increasing Social Activity

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In today's realities, the issue of social activity and involvement of society in the processes related to the social sphere is quite acute. The level of social activity can be changed by creating convenient, accessible, and reliable information technology solutions that will ensure involvement in volunteer and charitable processes. The purpose of the work is to develop an information system aimed at enhancing the level of social activity and social responsibility. This service is designed to create a comfortable environment for volunteering and charity. The project's ideology is based on the dreams of socially disadvantaged children. Crowdfunding is gaining popularity on social networks and media, which is why it is raising people's awareness of how to get involved in volunteering as a simple and accessible method [2]. Tasks that are to fulfill the purpose of the work:

- Conducting analysis of the phenomenon of volunteering and specialized information systems to support social projects.
- Developing a model of the information system workflow.
- Description and definition of platform functionality requirements.
- Forming roles for all members of the system.

There were several volunteer services: Mrii.in.ua (<http://www.mrii.in.ua/wish>), deals with the fulfillment of desires of HIV-infected children, Live the dream (<https://wish.lplus1.ua>) focuses mainly on raising funds for dream children-patients of hospitals, the Site of fulfillment of desires (<http://mrii.at.ua/>), life (<https://ubb.org.ua/uk/projects/>) raises funds for "Operators to help." Each of these information technologies were evaluated for the following characteristics: scalability, standardization, interoperability, scope, functionality, suitability for use, performance, reliability, portability, usability, user experience, accreditation Performers, the prevalence and accessibility, convenience for the volunteer organizations. Results of the comparison of existing systems and the needs of the participants of the process formulated a list of system requirements of an information system embodiment of dreams: availability for volunteer organizations and Artists; the veracity of published dreams; the transparency of information about finances and confirmation of fulfillment of dreams; easy to use; adaptation to different target audience; involvement of large corporations to use the system with the help of advertising campaigns. The designed information system will provide the interaction of three key stakeholders: volunteer organisations, philanthropist and artist. Voluntary organization (VO) will perform the function of collecting and publishing dreams. That is, having its own database of information on vulnerable children, collaborating

with other agencies, organizations will collect the children's dreams. The contractor implements the chosen dreams must go through the accreditation process.

The simplified model of the information system is represented by a UML diagram, namely Use case, which shows the functionality of two actors - the volunteer organization and the Executant (Fig. 1).

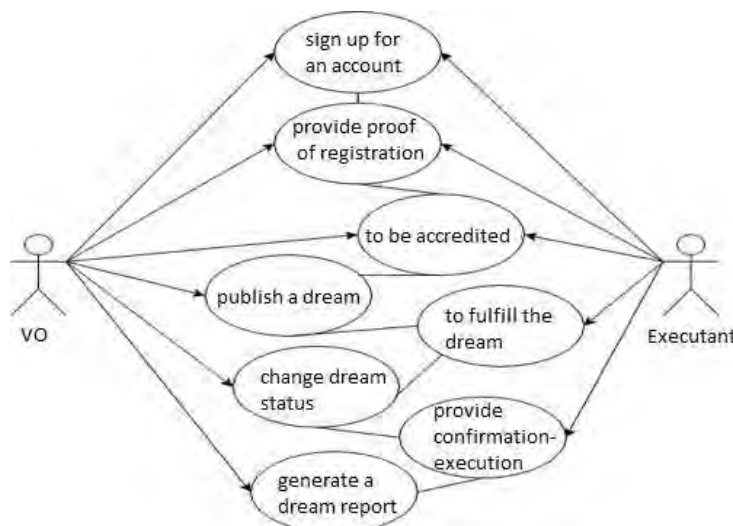


Fig. 1. Use Case of designed IS "Dreaming"

The analysis of the studied subject area formed the list of analogues of information systems for volunteering, determined the functionality of the platform, which is necessary to ensure the innovativeness of the solution and the goal, and the requirements for the developed system. A simplified model of an information system was developed to support processes in the social sphere. Further research involves the development of a detailed model of the information system and an expanded list of information system functionalities.

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