

Survey on Caregiver and Financial Resources for Time Donation

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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 behavioral 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.*
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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.

II. RELATED WORK

1. We presented a focused study on prospecting the donation careers in crowd funding. By collecting and analyzing large-scale real-world data, we specifically formalized predicting tasks on donation recurrence.
2. In experiments, they analyzed the donations in crowd funding and validated the prediction performances on two tasks from various aspects.
3. The experimental results clearly demonstrated the effectiveness of their proposed models for analyzing and predicting the behavioral events, i.e., donation recurrence and donor retention.

Their study may bring some new insights from the application view of crowd funding and the technical view of exploiting deep learning for survival analysis to the research communities.

III. LITERATURE REVIEW

The First chapter described work. The problem statement gave a brief idea about the proposed work and the objectives gave a step wise. Execution process of the proposed work. This chapter includes the details of the related papers with this system and the respective author's work. These papers are close to the objectives of this system and the observations of this system and the observations of these research papers are analyzed in the proposed.

| Sr No. | Paper Title | Mechanism | Advantages | Disadvantages |
|--------|--|--|--|---|
| 1 | Voice of Charity: Prospecting the Donation Recurrence and Donor Retention in Crowdfunding (2019) | Crowdfunding, Donor – Retention | Crowdfunding is an emerging Internet-based fundraising mechanism soliciting small monetary contributions from crowd donors to help others in trouble or with dreams. | The main limitation of this method is that illiterate people cannot use it properly. |
| 2 | Tracking the Dynamics in Crowdfunding (2018) | Learning Base Forecasts in SWR. | The experimental results on our collected data clearly demonstrated the effectiveness of our solutions, especially SWR and the combination. | Tracking the dynamics in crowdfunding is very challenging and still under-explored |
| 3 | Donor Retention in Online Crowd funding Communities: A Case Study of Donors Choose org (2018) | Crowdfunding. | Models could prove to be very useful for crowdfunding platforms as well as nonprofit organizations to efficiently target fundraising campaign efforts. | It can be much more cost-effective to maintain relationships with existing donors |
| 4 | Inferring the Impacts of Social Media on Crowdfunding (2017) | Statistical characteristics of dataset, DYNAMICS OF CROWDFUNDING | As crowdfunding flourishes as a feasible fundraising strategy – through the collective efforts by participants who network and pool their money together – in many industries, it becomes useful to think about how to attract more contributions. | Getting the rewards or returns wrong can mean giving away too much of the business to investors |
| 5 | Project Success Prediction in Crowdfunding Environments. (2017) | Cox proportional hazards model | Author formulate the project success prediction as a survival analysis problem. | To predict the project success, there is a need for new prediction models like classification and regression. |
| 6 | Recommending Investors for Crowdfunding Projects.(2017) | logistic regression SVM. With Kickstarter dataset | Author are now able to recommend potential investors for a specific project. W | To recommend potential investors who are on Twitter, we need to link Kickstarter users to their Twitter accounts first. |
| 7 | Probabilistic Group Recommendation Model for Crowdfunding Domains | COM model and recommendation framework. | author introduced a recommendation framework for a popular crowdfunding platform. | The state-of-the-art group recommendation model that does not include the dynamic-status component. |

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| 8 | From friendfunding to crowdfunding: Relevance of relationships, social media, platform | Crowdfunding methods are used | The provision of financial resources either in form of donation or in exchange for some form of reward | It require large numbers of funders to reach funding targets single funder is not allowed. |
| 9 | Multi-Task Learning Formulation for Survival Analysis | Multi-Task Learning model for Survival Analysis (MTLSA) | Provide an accurate estimation of the survival time for each instance. | The solution of the optimization problem is not trivial since it contains nonnegative and non-increasing constraints |
| 10 | Product Supply Optimization for Crowdfunding Campaigns | Multi-task learning (MTL) Method | Enhancing the funding performance of the newly proposed campaigns in competitive crowdfunding by optimizing the product supply of perks. | limited budget of a creator is manually divided into several perks |
| 11 | Product and Pricing Decisions in Crowdfunding | two-period model and Two-Cohort Model | This Paper the effect of the crowdfunding mechanism on pricing dynamics over time | A project will be successfully funded only if the total value of committed purchases exceeds a specified goal within a certain time. |
| 12 | Modeling Dynamic Competition on Crowdfunding Markets | probabilistic generative model, Dynamic Market Competition (DMC) model, | captures a project's competitiveness over time based on its pledging result compared to others and the status of the market | Limitations to competition on crowdfunding markets can significantly affect project success. |
| 13 | The dynamics of crowdfunding: Determinants of Success and failure | Empirical description of funding through Kickstarter, and an analysis of the determinants of success and failure among Kickstarter | Crowdfunding model is whether successful crowd funding leads to the successful development of goods and services. To analyze the success of crowd funding efforts | Projects generally succeed by small margins, or fail by large ones. Social capital and project quality increase the chance of project success. |
| 14 | An Empirical Examination of the Antecedents and Consequences of Contribution Patterns in Crowdfunding Markets . | Crowdfunding or Crowd-sourced fundraising. | Permission to make digital or hard copies of all or part of this work for personal or classroom use if granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page | Tweet is limited to 140 characters , most URLs are shortened by a Url shortening service. |

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| 15 | Crowdfunding inside the enterprise : employee initiatives for innovation and collaboration . | Crowd work and Online Communities | Crowdfunding sites allow a kind of collaborative innovation, because proposers can describe new ideas and ask for financial and other kinds of support | These outcomes were achieved in a single research organization. Our experiment involved only one type of crowdfunding (see “Varieties of Crowdfunding” |
| 16 | Inferring Social roles and statuses in Social networks | Demographics are widely used in marketing to characterize different types of customers. | human interactions on demographics by investigating a country-wide mobile communication network. From this, we discover a set of social strategies stemming from human communications | Human interactions between demographics reveal homophily or cross generation phenomena not only in topologically but also in their dynamics |

Table 1: Literature Review

IV. CONCLUSION

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 work done in exchange of the time they have donated.

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