Background
In everyday life, people have to deal with different sorts of problems. It is impossible for anyone to know the solution to everything; therefore people often search for others’ help. Most of the time, people can easily reach people among the same social circle, but it is not so easy to meet people from other circles. However, there is still no platform that serves just to match the need for help, which leads to the motivation to design this mobile application – “Find Your Hands” (FYH).

Objective
- Serve as a convenient platform for people to search for the perfect helpers on broad scope of problems.
- Allow users to post request with freely offer various rewards
- Encourage people to make the best use of their strengths to help each other on their weaknesses
- Analyze the usage differences among male and female

System Block diagram
The diagram shows the working flow of three main servers which maintain FYH.

Demonstration
Figure (a) is the main page of the application. The information is showed as following:
- The post overview (status, the post creator, the post title, date and reward type)
- A category button for post topic classifications
- A pencil button for creating a new post
- A person button for quickly linking to users’ related post or completed post.

After users (the helpers) click into the post they are interested in, the system will lead them to the post detail shown in Figure(b). The information is showed as following:
- The content of the post
- The details of rewards
- Comments by others
- The button of rewards type (money icon for currency, box icon for goods, card icon for “FYH points”)

User can click the reward icon and leave a comment to the help-requester.
- For post creator, he or she can slide the comment of interested helper to re-comment or make the deal as shown in Figure(c).
- If the post creator press the deal button to confirm the deal, both the post creator and helper will get each other’s contact method for further communication.

Data Analyzing
This administration interface is non-accessible by users. The back end system is used for data collection and analysis, such statistical management as shown in Figure (d) and Figure (e). The analysis focuses on the dependent variable of gender, to study their difference in using habit, like time of usage/popular category/respective success rate.

Further Development
By using the data analysis, the application can be improved by editing the category lists, and/or placing different sponsors’ advertisements on specific category on time.

It is wished that the FYH points not only used as virtual currency in bargaining the deals, but the currency that can accumulated and exchange physical products in return. This is hoped to be launched in near future, thus to further encourage more people to actively offer their hands.