1. INTRODUCTION

1.1 Background

By giving help to others, people will feel better about themselves (Vesterlund, 2006) [1]. One of the ways to help others is by becoming Fundraisers. A Fundraiser is a person or group of people who raise funds for anyone who needs help in fulfilling their life needs. Assistance can be in the form of money, food, clothing, mental support, or educational facilities. There are many groups that need assistance from Fundraisers in Indonesia, one of which is the Orphanage. According to the Central Statistical Agency(BPS) of Central Java Province (2019), there are more than 35.758 Orphanages in Central Java province [2].

An Orphanage is a place for underage children and young people who do not have parents and want to get a better place to make them feel safe. Orphanages in Indonesia can be found at the district to city level. Some are easy to reach, some are hard to find. Lack of information about the location of the Orphanage and what the Orphanage needs are a problem for Fundraisers as well as for the Orphanage itself. The Donation that does not suit the Orphanage's needs results in piling up of items at the Orphanage, such as used clothes.

This application will provide what information features the Orphanage needs and complete addresses for Fundraisers so that Fundraisers can come to visit and can provide assistance according to what the Orphanage needs at that time. According to Statcounter (2021), most Indonesian used Android, Android users in Indonesia reaches 91.84% of device users in Indonesia [3]. From this data, it is evident that Android users do dominate so that this application can make it easier for more Fundraisers to find Orphanages. Therefore, this application will be developed by using Android operating system. The application used Firebase as a real-time database to store the data and sync it. Firebase is a framework from Google it considers as a web application platform that is used as a database (Khawas, 2018) [4].

1.2 Related Work

Research relevant to the development of this application is "The Use of Location Based Service Technology for Locating Android-Based Orphanages" by Wahyu Eko Justino, Rahmalia Saputri, and Nurfiana. This application aims to display the Orphanage's profile, donate, see the location and distance of the Orphanage, and find out the number of Orphanages in Bandar Lampung.

Esa Unggul

Universita

1.3 Problem Identification

Based on the background, the author can identify problems that faced on the development of this application, as follows:

- 1. How to design and build an application that can show the information about an Orphanage's needs for Fundraisers?
- 2. How does the application save the information from Orphanages and share the information for Fundraisers?
- 3. How does the application can be used easily?

1.4 Purpose

The purpose of this application development are listed, as follows:

- 1. This application is designed to help Fundraisers to find an Orphanage based on information in the application.
- 2. This application is designed to help Fundraisers to know what Orphanage needs based on information in the application.

1.5 Limitation

Some limitations of this study are listed, as follows:

- 1. This application can only be operated in Android operating system.
- 2. The application is dedicated to Fundraisers and Orphanages.
- 3. This application provides the English Language.
- 4. The Orphanage only can sign in by email and password
- 5. The Fundraisers are only able to see the information and an Orphanage's needs and get Orphanage location by using Google Maps.

1.6 Benefit

The benefits of designing this application are listed, as follows:

- 1. The application can help an Orphanage gives the information about their needs for Fundraisers
- 2. The application can help a Fundraiser find the Orphanages and contact them by reading the information in the application

Universitas Esa Unggul Universita

1.7 Writing Structure

The structure of this thesis divided into five chapters, as follows:

1. INTRODUCTION

This chapter explains the background what the problem that was chosen by the author, problem identification, purpose, limitation, benefit, and schedule.

2. REVIEW OF LITERATURE AND THEORETICAL BASIS

Chapter 2 talks about basic theory that the author used that related to the thesis research during the development of an application and the theoretical basis.

3. ANALYSIS AND DESIGN

This section explains the system's analysis and the design of how an application runs and creates the user interface.

4. IMPLEMENTATION AND TESTING

Chapter 4 explains the implementation of system how it works and testing the application to search an error or bugs.

5. SUMMARY, CONCLUSION, AND RECOMMENDATIONS

This sections talks about summary of the thesis, the conclusion, and advice for everyone who used this thesis as references.

1.8 Schedule

Table 1.1. Thesis Project Schedule

No	Activities	Weeks									
		1	2	3	4	5	6	7	8	9	10
1	Analysis of	Las									
1	Requirements										
2	Design										
3	Prototype										
4	Coding										
5	Testing										
6	Documentation										

Esa Unggul

Universita **Esa**