



## **Volunteer Shelter System using Location-Based Service**

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## DECLARATION BY THE CANDIDATE

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# CHAPTER ONE

## INTRODUCTION

### 1.1 Background of Study

Brabham (2013) defined crowdsourcing as a step on an online, distributed problem-solver and production platforms that function to collect online data from communities to serve certain organization means and goals. Online communities which also terms as crowds, provided the opportunity to respond to crowdsourcing activities establish by the organization which triggered the motivation for response of different aspects of reasons. This elaboration aimed to assist in empirical study or research related to crowdsourcing and its derivation concepts, even though many generalize the concepts of “crowdsourcing” only to relate for their studies.

Doan et al (2011) describe that a crowdsourcing program help to list out a group of participants to aid in solving a problem structured by the program owners. Hence, crowdsourcing can be sequences in the following steps: the online release of a problem, the provision of alternative or different solutions by the anticipated participants, the evaluation of the proposed solutions, selection of the best solution provided and the exploitation of the majorly selected solution from the participants by the related company or institution that initiate the problem pooling online (Papadopoulou & Giaoutzi, 2014).

The main focus of crowdsourcing was to acquire information used for problem solving by collecting and synthesis distribution of information. The information is collected by an integrated steps design such as unfiltered data collection, data elaboration and classification, information production thus the evaluation of the information produced (Papadopoulou & Giaoutzi, 2014). A highlighted differences between crowdsourcing and other related type of online participation program and user-generated design activity is that crowdsourcing focuses on a mix of top-down, traditional, hierarchy management steps and a bottom-up of open processes which involve the online community. In crowdsourcing sequences, the center of the control must situated in between of the organization and online community rather than belongs to one or the other (see Figure 1.1).