Open (iii)

PROBLEM

GA current students and alumni:

- have gained new skills but do not have avenues to use them after graduation
- want to stay current on emerging trends
- sharpen their skills
- build their portfolio



HYPOTHESIS

Current GA students and alumni want to build upon their skills and connect back to the global GA community



ASSUMPTIONS

General Assembly students are:

- Eager and willing to spend additional time on GA-related work outside the classroom
- Looking for additional projects to work on
- Desire to collaborate with other General Assembly students



MARKET

- 70K students
- 150K students + alumni + employers

COMPETITIVE ANALYSIS

GA beta site

- mostly a job/project posting board
- relied on heavy GA moderation
- no quality assurance or ownership

Open IDEO

- participants are at varying levels of knowledge and commitment
- doesn't have a unifying community
- sponsorship is a plus



USER VALIDATION

Survey: Part Time Class

- 50 participants
- 40% of students feel like part of the GA family
- 35% of students agreed that they have sufficient opportunity to showcase skills
- 60% of students are supporting their in-class experiences with out of class opportunities at GA
- 70% of students want to spend more time on GA related work



QUALITATIVE FINDINGS

- Students feel that they are missing the "real world" context for their work at GA
- Students feel that there is less collaboration amongst students than they expected
- Students feel that they do not spend enough time practicing what they have learned
- Students are looking for project opportunities with timelines and deliverables



PERSONAS



PARTICIPANTS



STUDENT



ALUMNUS



INSTRUCTORS



SPECTATORS



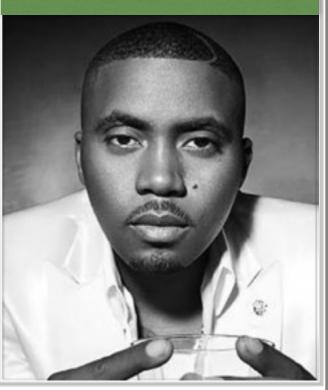
PROSPECTS



EMPLOYER



INVESTOR



TYPE 1. PARTICIPANTS

pains:

- 1. trends vs. legacy
- 2. doing > talking
- 3. 'boiling the ocean'

habits:

- 1. life—long learning
- 2. ideating
- 3. balancing work + play

goals:

- 1. powerful relationships
- 2. portfolio boost
- 3. unceasing

TYPE 2. SPECTATORS

pains:

- 1. pipedreams
- 2. scams
- 3. money > meaning

goals:

- 1. connect with talented folks
- 2. become a talented folk
- 3. create + establish with talented folks

habits:

- 1. searching for purpose
- 2. promoting good
- 3. establishing lasting communities

STUDENTS

pains:

- 1. not enough projects
- 2. lack of avenues to apply skills
- 3. lack of opps for structured collab.

habits:

- 1. learning new methodology
- 2. satisfying purpose
- 3. maintaining personal // pro. relationships

goals:

- 1. build portfolio
- 2. meaningful employment
- 3. no pressure

ALUMNI

pains:

- 1. minimal communication
- 2. losing personal connection with GA
- 3. after graduation, you're on 3. fearless pitching // your own

goals:

- 1. balancing thirst // portfolio boosting
- 2. recruiting
- ideation

habits:

- 1. extracurricular team collab.
- 2. pro. advice // mentorship
- 3. ambitious problem—solving

INSTRUCTORS

pains:

- 1. student disengagement
- 2. rust // father time
- 3. lack of feedback

habits:

- 1. life—long pro. learning
- 2. personal dev.
- 3. maintaining pro. relationships

goals:

- 1. constant student engagement
- 2. mentoring // encouraging growth
- 3. attracting new students

PROSPECTIVE STUDENTS

pains:

- 1. student loans
- 2. nothing near me
- 3. sedentary folks // no passion

goals:

- 1. unique edu. opp.
- 2. résumé booster
- 3. meaningful employment

habits:

- 1. social media
- 2. seeking opps.
- 3. cultivating brand // talents

EMPLOYERS

pains:

- 1. immaturity
- 2. lack of focus
- 3. lack of experience

goals:

- 1. optimal talent acquisition
- 2. quick turnovers
- 3. lasting partnerships

habits:

- 1. reading [terrible] résumés
- 2. interviewing [wrong] candidates
- 3. cultivating pro. relationships

INVESTORS

pains:

- 1. wasting time
- 2. wasting money
- 3. dated ideas

habits:

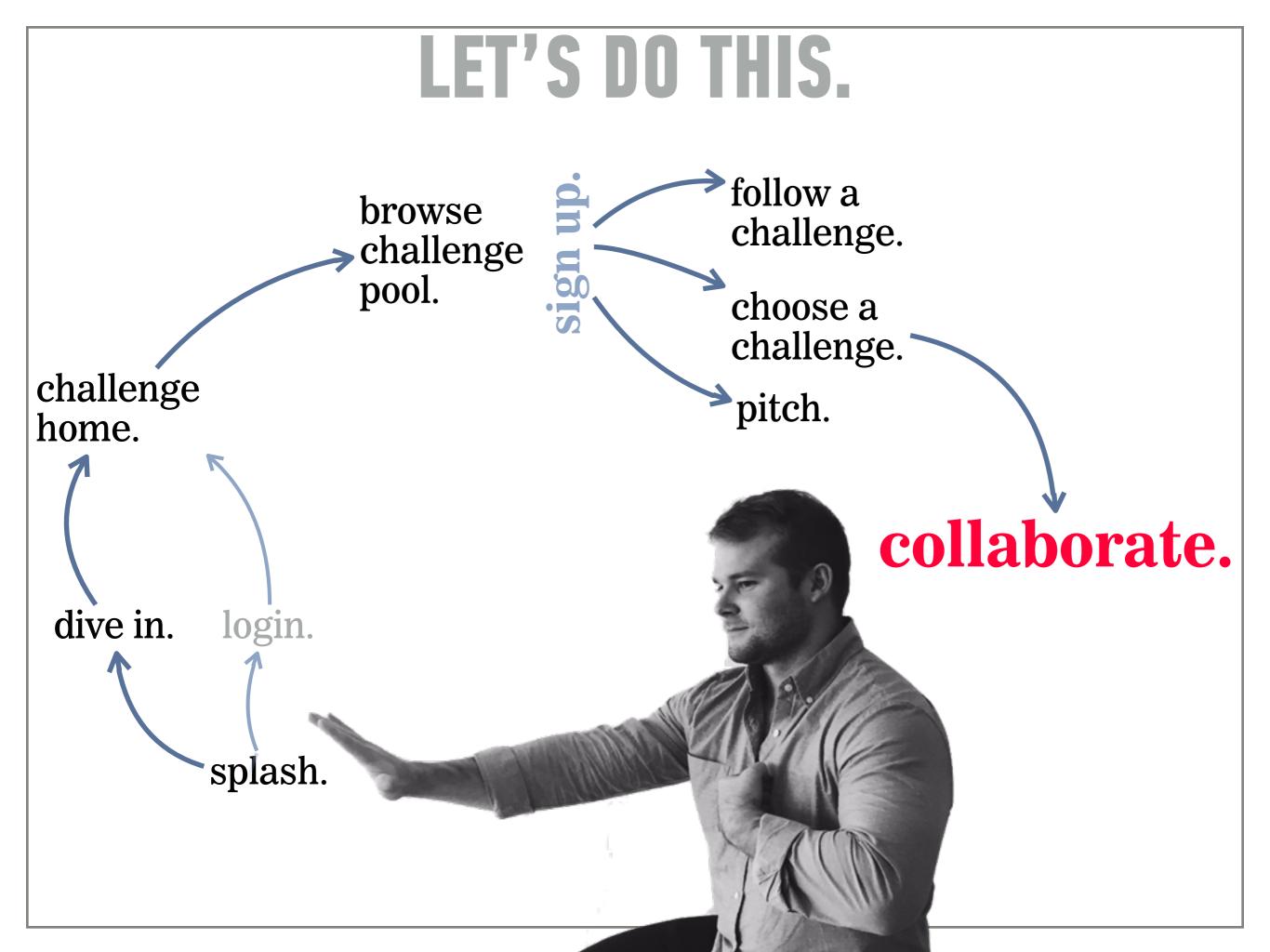
- 1. meetings + forecast
- 2. stocks // digital prophecy
- 3. schmoozing

goals:

- 1. marketability
- 2. pro. relationships
- 3. pooling incredible ideas

CURRENT STUDENT FLOW





"I JUST WANT TO CONTINUE THE HAPPY FEELINGS.."

goals:

- 1. build portfolio
- 2. meaningful employment
- 3. no pressure

pains:

- 1. not enough projects
- 2. lack of avenues to apply skills
- 3. lack of opps for structured collab.



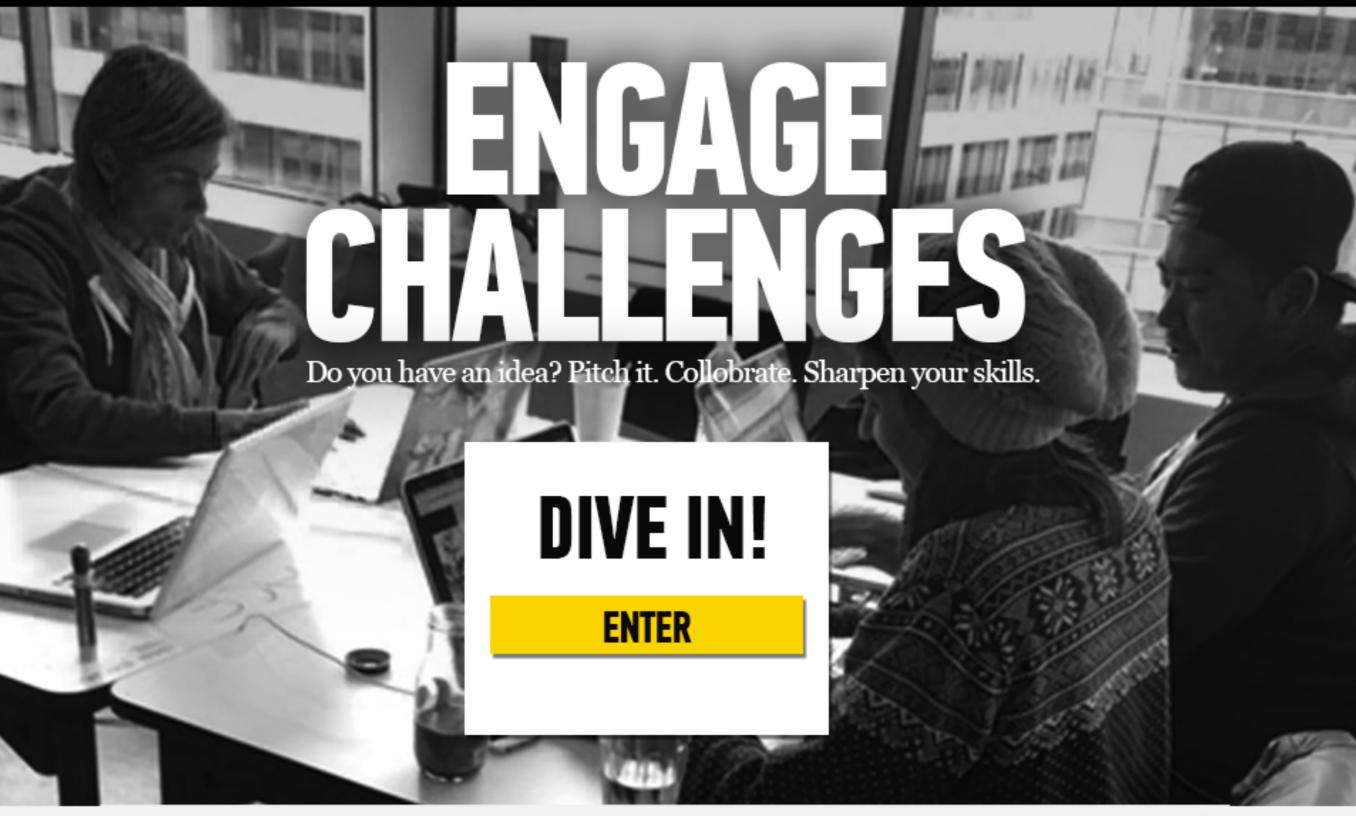
HOW DOES A CHALLENGE WORK?



MOCKUP







The coaches who will endorse your ideas are associated with:











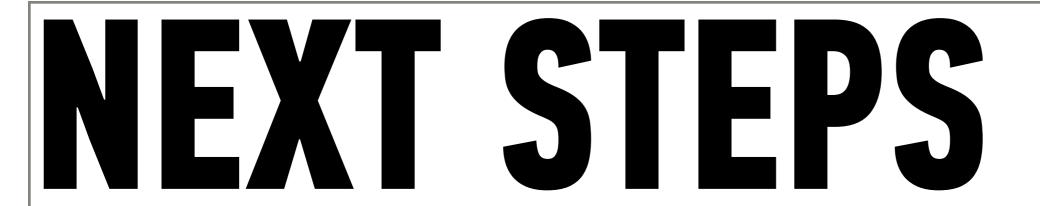


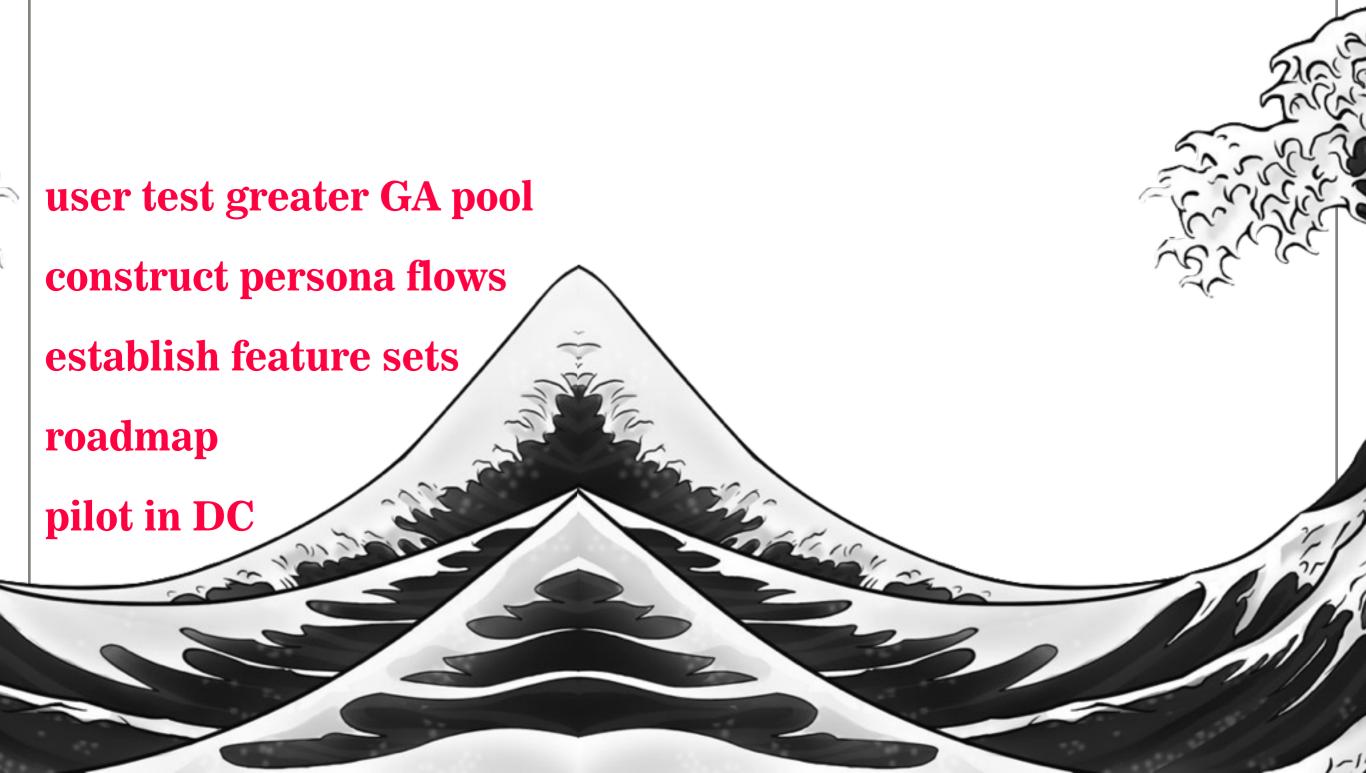
GO LIVE



PROTOTYPE

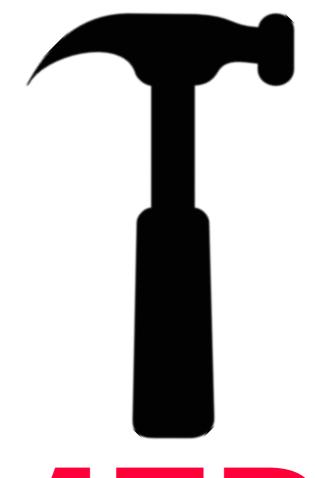






open 🐠

LET'S DO THIS.



HAMMERTIME