

Requirement gathering (Design Thinking)

1)Empathize (Interview):

Asked questions:

- *What type of videos do you watch to learn (tutorials, lectures)?
- *How do you check that you learned the topic? (notes, practice, tests?)
- *Would a certificate for a single YouTube video be valuable? For whom?
- *Walk me through the last time you learned from YouTube — how did you test yourself?
- *Would you trust a short test generated automatically from the video content?
Why/why not?

Conducted these 30 min interview and retrieve these info and understood the problem statement: ("Users need a lightweight way to *prove* they understood a video without spending hours creating a portfolio").

2)Define & Ideate (brief):

- *Convert insights into 3–5 high-level solutions: auto-quiz generation, micro-certificates, shareable badges, progress-tracking, video-synopsis.
- *Prioritize ideas by feasibility, desirability, and viability.

3)Prototype & Test (quick loop):

- *Build low-fi prototype: flow for "watch video → take quiz → get certificate".
- *Run 5 usability tests; iterate.