Product idea

- 1.A mobile app that tracks students. progress
- 2.A game experience with points.
- 3. A personalized daily/ weekly goal for assignments.
- 4. An app to meet students who also struggle with motivation
- 5. Integration with calendar apps for automatic reminders

Social Media Engagement

- 1. Students share their achievements.
- 2.A community discussion board to discuss with others.
- 3. Push notifications with motivational messages.

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<u>Platform</u>

- 1. Mobile app for apple and androids.
- 2.Website via browser

Long-Term Support

- 1. Mentorships matching with older students or alumni.
- 2. Weekly goal reminders.
- 3. Access to online courses or workshops.
- 4. Tracking progress over multiple semesters.

<u>Hurdles</u>

- 1. Students may lack time to use app.
- 2. Lack of motivation over a long periods of time
- 3. Limited resources for creating a game.
- 4. Privacy Concerns
- 5. Technical issues syncing with other apps
- 6.Students don't want to try a new app.

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