

## Project Design Phase

### Problem – Solution Fit Template

Date	23 June 2025
Team ID	LTVIP2025TMID56697
Project Name	LearnHub: Your Center for Skill Enhancement
Maximum Marks	2 Marks

#### Problem–Solution Fit Template: Online Learning Platform (OLP)

##### Definition

The Problem–Solution Fit in the context of the Online Learning Platform (OLP) means identifying the real learning struggles faced by students and offering a solution that directly and effectively addresses those problems—enabling flexible, engaging, and accessible learning.

##### Purpose:

- Solve real-world learning challenges for students such as lack of access, rigid schedules, expensive courses, and uninspiring content with a modern, interactive platform.
- Accelerate user adoption and success by offering features like self-paced learning, certifications, and mobile accessibility—meeting learners where they are.
- Enhance communication and marketing by understanding student pain points and targeting messages (e.g., “Learn anytime, anywhere” or “Certified skills at your own pace”) that resonate with real needs.
- Increase user engagement and retention by removing barriers (cost, access, support) and building trust through consistent value delivery (e.g., progress tracking, live sessions, certifications).
- Understand the student’s current learning experience, whether traditional or digital, and improve it with technology, intuitive design, interactivity, and practical outcomes.

##### Template:

<b>1. STUDENT SEGMENT(S)</b> Who are your students? All ages seeking flexible and interactive education	<b>CS</b>	<b>6. CUSTOMER CONSTRAINTS</b> Which constraints prevent your customers from buying online or meeting fit problem? 6.1 – lack of job done: low completion rate 1.3 – detects quality that very 8.3 – the better does not have 4.5% – us letter: compatibility, then validity time Unfilled due 6.7.3 – before cost increases: courses when complex, older 6.1. Po valid 1.0 – no delay possible: complexity.	<b>CC</b>	<b>8. AVAILABLE SOLUTIONS</b> Which solutions are available to or may offer face the problem: crucial to other products, forced to get the availability Rate high 6.9 – with the dialog 4.3 – no calling de-clutter obviate Lmhere as conceal 1.3 – meieen delivers, completes complets, presential- position, poor nuts star support or solve them for auto he them facial class solvers #	<b>AS</b>
<b>2. JOBS: TO BE DONE / PROBLEMS</b> Which job to plan that you address for your customers? There could be more than one explored differently in step 6	<b>JAP</b>	<b>9. PROBLEM DOOR CAUSE</b> What is the main reason that this problem exist switch? What is the core evidence or failing to gain the job low does? While the students (Job 6.4.0 – no dialog # – ongoing digital learning	<b>RC</b>	<b>7. BEHAVIOUR</b> What does your customer do solve problem and get the job done? To different officials in case self-service mode defly in genome drop out early this: avoid challenges or drag educational regulations	<b>BE</b>
<b>3. TRIGGERS</b> Which trigger to customers to act? i.e., doing their peers. enroll in a web development bootcamp of fear being left behind.	<b>TR</b>	<b>10. YOUR SOLUTION</b> If you are working on an existing business, with down your current solution first If you have or they have been better great if you can come together than the problem than enact figure and automatically features. Shifts a user in and watches customer behaviour	<b>SL</b>	<b>8. CHANNELS OF BEHAVIOR</b> What kind of actions do customers take online channels from #?	<b>CH</b>
<b>4. EMOTIONS: BEFORE / AFTER</b> How do customers feel when they face a problem / job afterward? Lo, there are n/mixed – in control, use # in your communication etag	<b>EM</b>	<b>4. ENTHUSIASM LEVEL</b> 4. ONLINE SETON / AFTER		<b>8. CHANNELS OF BEHAVIOR</b> What kind of actions do customers take offline channels from #?	<b>OF</b>

References:

1. <https://www.ideahackers.network/problem-solution-fit-canvas/>
2. <https://medium.com/@epicantus/problem-solution-fit-canvas-aa3dd59cb4fe>