

# LifeLink

Your all-in-one gamified healthcare community app.

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### Problem Statement

Revolutionizing Healthcare through an Integrated Mobile Platform: Empowering Individuals, Communities, and Reshaping the Future of Well-Being

- Lack of Awareness and Education
- Escalating Health Risks
- Dearth of Actionable Solutions
- Promoting Sustainable Healthy Lifestyles
- Fostering Community Engagement and Advocacy
- Bridging the Information Gap

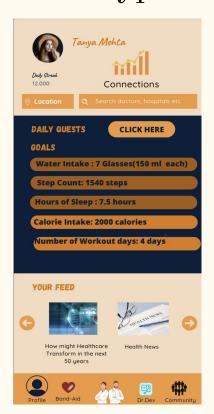


### Let's Solve Them.

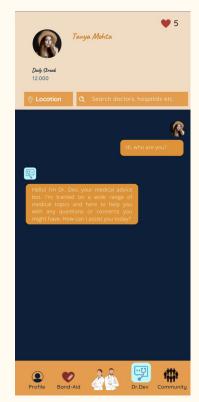
LifeLink is your all-in-one gamified community healthcare app. The app mainly consists of four tabs, which are:

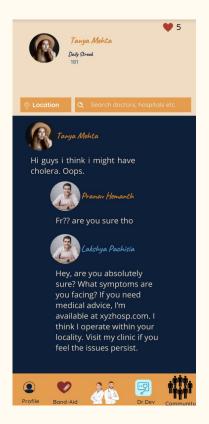
- *Profile Page*: Shows your current and cumulative health stats based on a daily survey system that evaluates your daily wellbeing. This page attempts to show a user's health progress over periods of time.
- *Unite* (Community): Upon login, users are segregated into Links (general crowd) and Knots (verified professionals in the medical field).
  - Short video format system (Educative marketing): Use of social media marketing + educative memes + addictive nature of reels + ability to disperse a lot of info in a short time.
  - Direct Messaging system for Links and Knots to connect and interact.
  - Knots are incentivized to use the app as a means of marketing and upgrading their reputation. Inspired by LinkedIn, Knots can also form networks of doctors and medical professionals.
  - Inspired by Community Notes on x.com, Knots can verify and acknowledge posts. Knots are automatically classified as community authors.
  - Filter system to find new connections with doctors (based on specialisation and location), inspired by practo.
- Band-Aid (Leaderboard): Encourage the adoption of healthy habits and raise awareness among Links about the advantages of incorporating
  these habits into their lives by gamifying their overall experience by
  - Providing lessons to them on the benefits of the habits.
  - Leaderboard system to incentivise them to learn about healthy habits.
  - o Daily tracker: Help users, set your own goals, track your daily habits and also provide points if they stay up to date with their own promise.
  - o Point system is implemented in *Unite* to incentivize community interaction.
  - Daily streak system + Leagues.
- *Dr.Dev*: A generative AI chatbot for general help with the app and small issues. It is trained on a database of medical terms, symptoms and diagnoses.

# Prototype









#### **Business Model Canvas**

**Key Partners** 

Information and R&D Partners: Medical professionals, Hospitals, and Pharmaceutical firms

Marketing and Development Partners:

Social media giants like Meta or X

We acquire medical information and create lesson plans based on this data. We actively work with them to create accurate and helpful lesson plans for the same.

MOTIVATIONS FOR PARTNERSHIPS: Building reputation, CSR initiatives, marketing, equity

#### **Key Activities**

For general users: We provide a general wellness tracker over periods of time. We encourage medical education through the gamified lesson plan.

We provide a community of like minded individuals and professionals facing similar issues and dealing with the same respectively.

For professional users:
We provide a collaborative effort
to market themselves and
promote medical wellbeing
We provide a means for
professionals to find a curated
customer base all in one place.

#### **Key Resources**

We require mainly intellectual data consisting of medical information and tips from our partners.

Designed for:

Patients and Medical Professionals

#### Value Propositions

We are managing to provide our users with a community of other patients and doctors as well as a means for a long term well being program in the form of a gamified learning system. We also help them to connect with doctors directly.

Multiple problems like
Accessibility
Lack of Awareness
Unhealthy habits
No available community.
Which customer needs are we satisfying?
We are providing them with a platform that has a community of medical professionals and patients with a gamified learning system to inculcate healthy habits in the long run.

Designed by:

The Bun Samosas

**Customer Relationships** 

includes medical experts.

Professional users should

expect a collaborative and

marketing and reputation.

Our customers are divided into

the general user base and the

General users should expect a

developer-user relationship with

symbiotic relationship that helps

better our app with more data

and content, while they receive

professional user base which

20-04-2024

Date:

1

Version:

#### **Customer Segments**

General user base (Links)

- Patients
- People wanting to better their lifestyles
- People wanting to find and connect with medical professionals

Professional user base (Knots)

- Medical experts
- Pharma firms
- Hospitals

#### Channels

our team

We reach out to customers with online ads on social media, physical campaigns and public collaborations.

#### **Cost Structure**

The important costs include: Collaboration costs with Hospitals and firms Servers to maintain our app Marketing costs

#### **Revenue Streams**

In-App Advertisements Subscription for Premium version of the app (can be segregated into tiers)t

# SWOT Analysis

#### Strengths:

- Increasing individuals awareness
- Curated community of doctors and patients
- Generative Al Bot
- Enhance your wellbeing over a long term with daily streaks.
- Marketplace for medical professionals and hospitals

#### Weaknesses:

Marketing to elderly and rural areas.

#### Opportunities:

- Question creation/suggestion mode for Knot users.
- Multilingual
- Doctor appointments and scheduling lab tests,
- Marketplace

#### Threats:

- Lack of starting funds
- Misinformation
- User privacy concerns
- Same threats most social media apps face
- Slow start