

The Grant Model Canvas

Alejandro Ochoa — alejandro.ochoa@duke.edu — <https://ochoalab.github.io/>

Version: 2018-11-28— Due date: 2019-06-05

<u>1. Problem</u> <ul style="list-style-type: none">• Text• More text	<u>2. Target audience</u> <ul style="list-style-type: none">• Text• More text	<u>6. Value Propositions</u> <ul style="list-style-type: none">• Text• More text	<u>7. Unfair Advantage</u> <ul style="list-style-type: none">• Text• More text	<u>9. Key Resources Needed</u> <ul style="list-style-type: none">• Text• More text
	<u>3. Solution</u> <ul style="list-style-type: none">• Text• More text		<u>8. Expected Impact</u> <ul style="list-style-type: none">• Text• More text	<u>10. Novelty</u> <ul style="list-style-type: none">• Text• More text
<u>4. What is Known?</u> <ul style="list-style-type: none">• Text• More text		<u>5. What is Unknown?</u> <ul style="list-style-type: none">• Text• More text		