

EduGenie App Overview

EduGenie operates in the B2B (Business-to-Business) segment by offering management software solutions tailored for educational institutions.

Questions & Answers

Q: What are the main categories in the EduGenie app?

A: The four main categories in the EduGenie app are:

1. School
2. Vendor
3. Teacher
4. Parents/Student

Q: What are the subcategories under the Vendor category?

A: The Vendor category has the following subcategories:

1. Food Services
 2. Transportation Services
 3. Facilities Management
 4. Technology Services
 5. Educational Support Services
 6. Security Services
 7. Administrative & School Management Services
 8. Health Services
 9. Academic & Instructional Support
 10. Extracurricular & Enrichment Programs
 11. Procurement & School Supplies
 12. Real Estate
- Q: What responses does the chatbot provide for common inputs?

A: The chatbot responds as follows:

User Input | Chatbot Response

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"hello" | "Hello! How can I assist you today?"

"hi" | "Hi there! What can I help you with?"

"how are you?" | "I'm just a bot, but I'm here to help!"

"who are you?" | "I'm a chatbot that can answer your questions."

"what can you do?" | "I can answer questions based on my knowledge and the PDF you provided."

"thank you" | "You're welcome!"

"bye" | "Goodbye! Have a great day!"

"exit" | "Goodbye! Hope to assist you again."

What is EduGenie app?

EduGenie is usually an educational platform (web or mobile app) that **connects schools, teachers, parents, and vendors** in one system to manage and improve school operations, learning, and communication.

Who are the 4 types of users?

1. **Vendor** – Provides services or products (e.g., books, uniforms, smart boards, event management, etc.)
 2. **School** – Main institute that manages students, teachers, events, academics.
 3. **Teacher** – Educators who manage classes, upload materials, track student progress.
 4. **Parent** – Guardians who view child progress, communicate with teachers, pay fees.
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Relationship between Vendor and others:

Let's understand how **Vendor** connects with each one:

| Vendor connects to | How? | What is purchased / service offered |
|--------------------|-----------------------------|---|
| School | Directly | <ul style="list-style-type: none">- School uniforms- Smart classroom equipment- Sports gear- Event Management services |
| Teacher | Indirect / Sometimes direct | <ul style="list-style-type: none">- Teaching materials- Stationery |

| Vendor connects to | How? | What is purchased / service offered |
|--------------------|------------------------------------|---|
| | | - Subscriptions for online tools (e.g., digital whiteboard, quiz apps) |
| Parent | Through school OR directly via app | - Books - School kits - Event tickets (annual day, science fair) - Tutoring services |

Think of it like this:

Vendor is like a **shopkeeper**. School is the **main customer**, while teachers and parents are **secondary customers**.

- Schools may **approve vendors**, and teachers or parents can purchase from them.
 - The app can have a **marketplace section** where users can buy products or book services.
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In 3 categories, what can be purchased:

1. School Purchases

- Projectors, lab equipment, benches
- Digital attendance system
- Annual day organizers
- Security services

2. Teacher Purchases

- Whiteboards, markers
- Online teaching subscriptions
- Customized test paper services

3. Parent Purchases

- School uniforms
- Notebooks, textbooks
- Private tutors (via app)

- Transportation services

CATEGORY 1: SCHOOL

Q: What kind of services or products does a *school* buy from vendors?

A: Schools purchase in bulk for their entire campus or students. Common purchases include:

- **Infrastructure items:** Benches, desks, smart boards, CCTV cameras, projectors
- **Learning tools:** Educational software, digital library subscriptions
- **Stationery supplies:** Registers, attendance books, ID cards
- **Event services:** Organizers for sports day, cultural fest, school trips
- **Uniforms & Shoes:** Sometimes schools manage their own uniforms in partnership with vendors
- **Cleaning & sanitation services:** For school hygiene

Q: Why does a school need vendors?

A: Schools need trusted partners to supply quality items in bulk at reasonable rates, often under contracts.

CATEGORY 2: TEACHER

Q: What does a *teacher* buy from vendors through the EduGenie app?

A: Teachers may need specific materials to teach better. Examples:

- **Teaching materials:** Flashcards, charts, lab kits, models
- **Software subscriptions:** Zoom premium, Google Classroom tools, educational games
- **Assessment tools:** Customized test creation platforms, online quiz generators
- **Classroom decor:** Posters, motivational banners, whiteboards, laser pointers

Q: Do teachers always buy directly?

A: Not always. Sometimes the school provides it. But if a teacher needs something personal or unique, they can directly order through the app (if allowed).

CATEGORY 3: PARENT

Q: What kind of products or services do *parents* buy from vendors?

A: Parents usually buy things that support their child’s school journey:

- **Textbooks & Notebooks** (based on school syllabus)
- **Uniforms & Shoes**
- **Stationery kits**
- **Tutoring services** (online or offline)
- **Event passes/tickets** (Annual day, PTA events)
- **School bus/transport subscription** (if vendor provides)
- **School photo packages**

Q: How do vendors reach parents?

A: Through the EduGenie app — school-approved vendors list their items, and parents can directly order them, like an online marketplace.

Summary Table:

| Category | What they buy | Why they buy |
|-----------------|---------------------------------------|------------------------------------|
| School | Equipment, software, event services | For bulk needs and campus-wide use |
| Teacher | Tools, subscriptions, class materials | To enhance teaching quality |
| Parent | Books, uniforms, tutoring | To support their child’s education |

Q: What are the three main categories in the EduGenie app for Vendor Services?

A: The three main categories are based on **who the buyer is**:

1. **School Purchases**
2. **Teacher Purchases**
3. **Parent Purchases**

Each category includes specific items or services related to their roles in the education system.

CATEGORY 1: SCHOOL PURCHASES

Q: What falls under the “School Purchases” category?

A: Items/services a school might buy in bulk or for campus use:

- **Infrastructure:** Benches, desks, fans, lights
 - **Technology:** Smart boards, projectors, biometric attendance systems
 - **Event Services:** Decorations, stage setup, photographer, anchoring
 - **Security:** CCTV cameras, fire extinguishers
 - **Cleaning Services:** Daily cleaning tools, staff uniforms
 - **Software:** School ERP system, attendance tracking, online learning platforms
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CATEGORY 2: TEACHER PURCHASES

Q: What falls under the “Teacher Purchases” category?

A: Items/tools teachers use to teach or manage students better:

- **Stationery:** Markers, planners, attendance registers
 - **Digital Tools:** Quiz platforms, video editing software for lessons
 - **Teaching Aids:** Flashcards, human body models, charts
 - **Training Courses:** Online certifications, workshops
 - **Gifts & Rewards:** Small gifts for students, stickers, certificates
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CATEGORY 3: PARENT PURCHASES

Q: What falls under the “Parent Purchases” category?

A: Items or services parents purchase to support their children:

- **Textbooks & Notebooks:** As per school curriculum
- **Uniforms & Shoes:** Daily wear, winter/summer kits
- **Transport Services:** Bus/van passes
- **Tutoring & Coaching:** Online classes, home tutors
- **Event Tickets:** Entry passes for annual functions, science fairs
- **ID Card Replacement:** If child loses it

Now we have 5 key user categories:

1. **Vendor**
2. **School**

3. **Teacher**
 4. **Parent**
 5. **Student**
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Q: How is the *Student* category connected to Vendors in EduGenie?

A: Students are **indirect buyers** in the system. While students don't usually purchase directly, **they are the end users** of the items or services purchased by schools, teachers, or parents.

Q: What do students use that comes from vendors?

A:

- **Books & Study Materials:** Provided by parents or school via vendor
 - **Uniforms & Shoes:** Purchased by parents from approved vendors
 - **Stationery Kits:** Pens, notebooks, art supplies
 - **E-learning subscriptions:** Provided by school, paid by parent
 - **Event goodies:** Certificates, medals, trophies (arranged by vendor)
 - **Transport services:** Bus passes, ID cards
 - **School bags, water bottles, lunch boxes** — often sold by school-approved vendors
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Q: Can students ever directly interact with vendors?

A: Usually **no**, but in EduGenie, if the app has a **student marketplace section**, older students (secondary/senior level) may:

- Buy books for projects
 - Subscribe to courses or test series (with parent permission)
 - Register for school events with vendor-supplied goodies
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Q: What is the relationship between *Student* and *Vendor*?

A:

Role Relationship with Vendor

Student Final user or beneficiary of vendor products/services. Receives what parents, teachers, or school buy.

Vendor Supplies goods/services that help students learn, participate, or commute.

Summary: All 5 Users & Vendor Relation

| User | What they get from Vendor | How they use it |
|----------------|-----------------------------------|--|
| School | Bulk goods, tech, services | To manage and run the school |
| Teacher | Teaching tools, digital resources | To teach and evaluate |
| Parent | Books, uniforms, transport | To support child's school journey |
| Student | End user of all items | Uses items to study, travel, attend events |
| Vendor | Central supplier to all above | Offers items, services, and support |

why this app is all about?

Q: Why does the EduGenie app exist? What is it all about?

A:

The **EduGenie app** is an **all-in-one school ecosystem platform** designed to **connect schools, teachers, parents, students, and vendors** — making education management smarter, smoother, and more digital.

Think of it as the “**Justdial + Amazon + WhatsApp + ERP**” for the **education world**.

Main Purpose of the EduGenie App:

To simplify, digitize, and improve the entire school environment — from learning to management to communication and shopping.

□ What are the core features?

| Area | Features |
|---------------------------|--|
| School Management | Timetable, student data, attendance, fee management, event planning |
| Teacher Tools | Online classes, assignments, test creation, student tracking |
| Parent Involvement | Track student progress, get notifications, pay fees, communicate |
| Student Access | Study materials, announcements, exam schedules, homework |
| Vendor Marketplace | Purchase books, uniforms, equipment, event services — all in one place |

Who uses it and how?

User What they do in the app

School Manage academics, staff, students, vendors

Teacher Teach, assign work, track students

Parent Monitor child's progress, pay fees, contact school

Student Learn, submit homework, view timetable

Vendor Sell products/services to schools, teachers, parents

Why is it important?

- Saves time for schools and teachers
- Improves parent-teacher communication
- Gives students easier access to learning
- Brings trusted vendors into one verified space
- Makes everything digital: no paperwork, no confusion

In one line:

EduGenie is your smart education partner — bringing the school world together in one simple app.

