EXPERIMENT: 06

● <u>**Project Title**</u>: **Crowdfunding in Education Using Blockchain**

● <u>**Aim:**</u> To demonstrate the Research Methodology with reference to Scope Define in the industrial perspective.

● <u>**Theory:**</u>

Research Methodology:

1. **Literature Review:**

- **Objective:** Conduct a comprehensive review of existing literature on crowdfunding, blockchain technology, and their applications in education and industrial sectors.

- **Method:** Utilize academic databases, journals, conference proceedings, and relevant publications to gather insights into the current state of research and industry practices.

- **References:** Pedersen et al. (2020), Azouaou & Xu (2019), Li et al. (2019), Swan & Nissen (2019), Thomas et al. (n.d.).

2. **Case Studies:**

- **Objective:** Analyze existing case studies and real-world implementations of blockchain-based crowdfunding platforms in the education sector.

- **Method:** Collect and examine case studies from educational institutions, non-profit organizations, and industrial entities that have successfully utilized blockchain technology for fundraising purposes.

- **References:** Case studies from relevant organizations and institutions implementing blockchain-based crowdfunding solutions.

3. **Interviews and Surveys:**

- **Objective:** Gather insights from stakeholders including students, educators, industrial professionals, and crowdfunding platform operators.

- **Method:** Conduct interviews and surveys to understand the challenges, requirements, and expectations regarding crowdfunding in education using blockchain technology.

- **References:** Responses from stakeholders participating in the interviews and surveys.

4. **Prototype Development:**

- **Objective:** Develop a prototype blockchain-based crowdfunding platform tailored to the industrial perspective on education fundraising.

- **Method:** Utilize the findings from the literature review, case studies, and stakeholder interviews to design and implement the prototype platform.

- **References:** Technical documentation and specifications of the developed prototype.

5. **Evaluation and Validation:**

- **Objective:** Evaluate the effectiveness, usability, and impact of the prototype platform in addressing the identified challenges and meeting the defined scope.

- **Method:** Conduct usability testing, user feedback sessions, and performance evaluations to assess the prototype's functionality and suitability for industrial use.

- **References:** Evaluation reports, feedback from users, and performance metrics of the prototype platform.

Conclusion: -

This Research Methodology outlines the approach to be taken in conducting the project on "Crowdfunding in Education Using Blockchain" within an industrial perspective. It leverages a combination of literature review, case studies, stakeholder engagement, prototype development, and evaluation to address the identified scope and contribute to the advancement of knowledge and practice in the field.