= BUSINESS MODEL GAME =

PARTNERS

Market &
Brand expoure
Teachers,
who recommend
platform to
their students

ACTIVITIES

Start 7 112017

End 17.05.2018

Davelopment of
the platform:

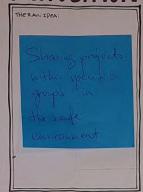
Setting tech base
Design & Pretotypy

User testing

Coding the Age
Website

After salas

VALUE PROPOSITION



CUSTOMER RELATIONSHIPS

AUTOMATED SERVICE HUHAN
INTERACTION
With Communication
Fach Soprar +

CUSTOMERS

Juclude 60+ in interest groups

Education Institution

Students in groups

RESOURCES

NETWORK

KNOWLEDGE

WEBSITE

CHANNELS

SOCIAL MEDIA

COST STRUCTURE

Platform development Marketing & Sales

Maintaining Sustaining Improving

NOTES

BRAND THAGE OUR CUSTOMERS CAN

> Growth Knowledge Greatinity





