

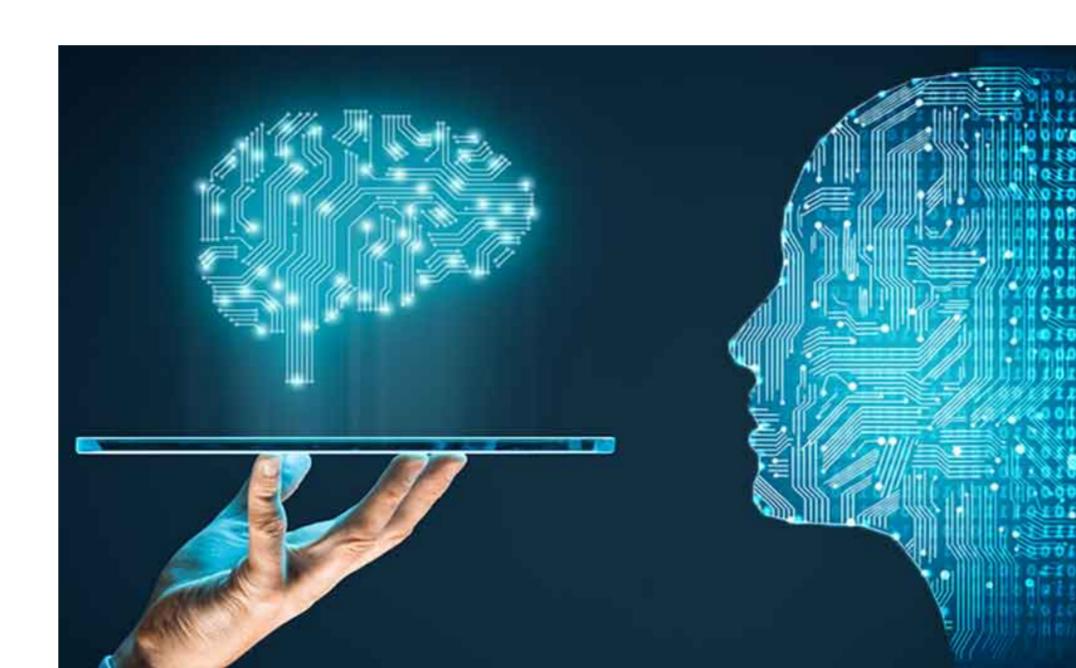
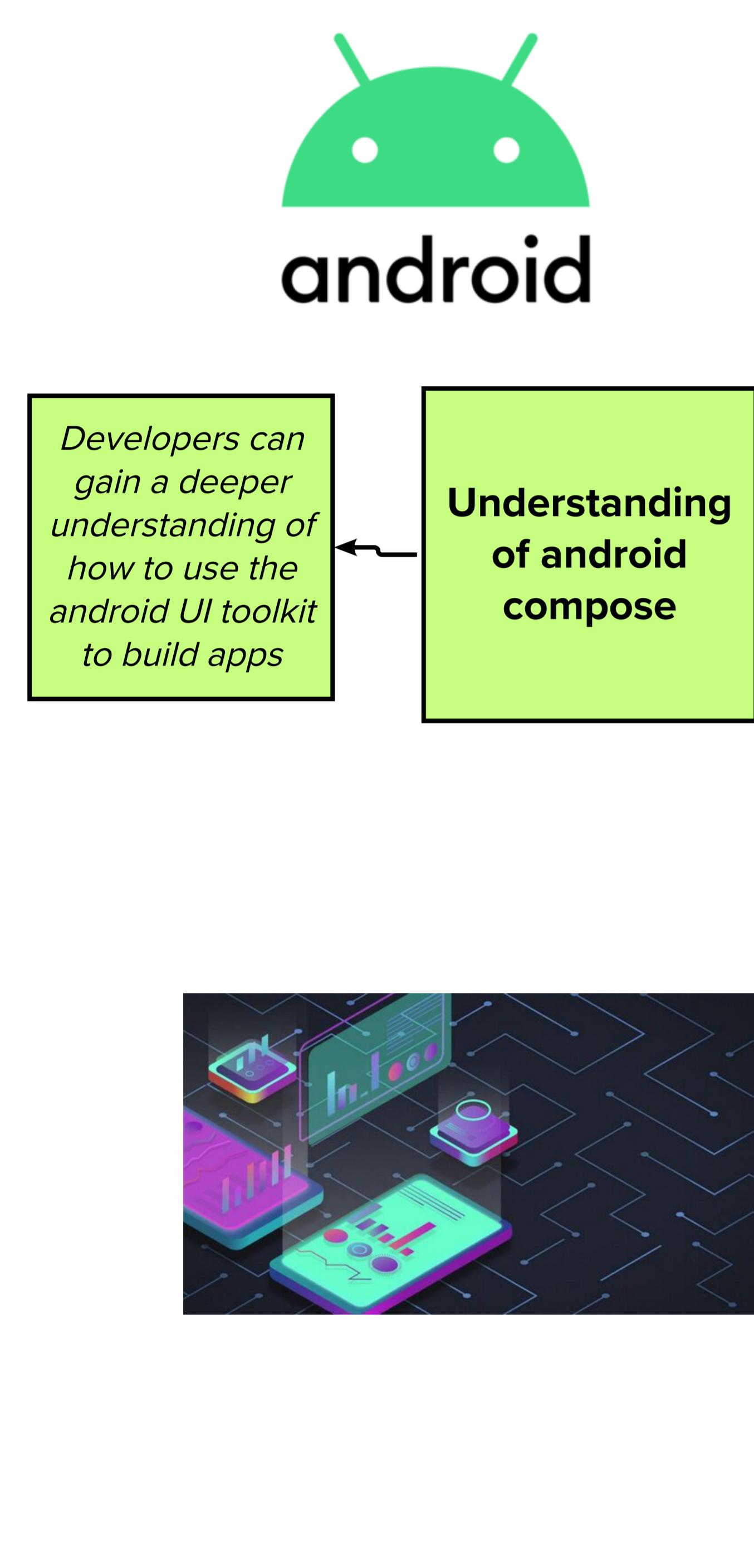


Build empathy

The information you add here should be representative of the observations and research you've done about your users.

Says

What have we heard them say?
What can we imagine them saying?



A Material Study App

Thinks

What are their wants, needs, hopes, and dreams? What other thoughts might influence their behavior?



Student can access high quality education resources from anywhere in the world



Everywhere can be a classroom. App learning is not time-bound learning, it is Relaxed knowledge.

People thoughts

No requirement to travel, so it saves commuting time.

Features like instant updates, unlimited learning, portability, etc. Saves a lot of time.

Students have started accepting the digitalization of education & learning, and soon this will change the entire education system in India.



This app provides several information about any kind of courses, this makes the uses more flexible to use this app

It provides education in virtual method

Lack of technology leads to disparity among children

App can't give unique answers for different kind of doubts

Learning is possible anytime and anywhere

Apps allows you to take quizzes on various subjects or create your own quizzes this makes the learning with more creative ideas



DRAWBACKS



No physical & direct interaction

Unexpected Software & Hardware issues

Does

What behavior have we observed?
What can we imagine them doing?

Feels

What are their fears, frustrations, and anxieties? What other feelings might influence their behavior?