

Project Design Phase

Proposed Solution Template

Date	1 July 2025
Team ID	LTVIP2025TMID49753
Project Name	UNESCO World Heritage Treasures
Maximum Marks	2 Marks

Proposed Solution Template:

Project team shall fill the following information in the proposed solution template.

S.No.	Parameter	Description
1	Problem Statement (Problem to be solved)	Lack of awareness and engagement with UNESCO World Heritage Sites, especially among youth. Many valuable sites are ignored or forgotten.
2	Idea / Solution description	A digital platform that showcases UNESCO World Heritage Treasures through interactive virtual tours, multilingual storytelling, and gamified content (quizzes, badges). Aims to educate, inspire, and preserve cultural knowledge.
3	Novelty / Uniqueness	Combines education, tourism, and gamification in one platform. Offers immersive experiences using VR, bite-sized facts, and social sharing features to attract modern users.
4	Social Impact / Customer Satisfaction	Encourages cultural pride, boosts tourism, and raises awareness about conservation. Educators, students, and travelers will find it engaging, informative, and user-friendly.
5	Business Model (Revenue Model)	Freemium model: free access to general content, premium subscription for advanced features like

		guided VR tours and certificate-based learning. Collaborations with tourism boards, schools, and NGOs.
6	Scalability of the Solution	Can be expanded globally by covering UNESCO sites from multiple countries. Scalable through mobile apps, language support, partnerships, and local heritage campaigns.