<u>MONTHLY ASSESSMENT – II </u>(Ideation and Product Development Phase)

1. **Explain briefly Ideation thought process and efforts of your team to reach ideas for listed problems.**

   Our website gives the information about the opportunity, daily updates, recruiting and the brief about the about the esports culture in new India. User can analysis the website and check the updates about current situation in esports.

2. **Enlist any five effective ideas to address the probable listed problems with reason.**

   1). Find real esports influencers.

   2). Start an esports team.

   3). Sponsor a team through our website.

   .   4). daily updates about the different games and different events on our website.

   5). information about the recruiting for different things through the community tab in]our website

3. **Explain the most effective possible solution proposed for the problem.**

   The rise in popularity and market size of eSports has also seen a growing number of online gaming platforms emerge. These platforms allow players to become a part of the global gaming community, enabling them to share their experience, play with others, and even earn prizes. However, there are all too often drawbacks to these services, especially were earning from gaming is concerned, be it difficulty withdrawing funds, lack of transparency in the distribution of prize funds, and fraud on the part of third-party services. These problems, as well as many others, may be solved through the effective e-sports website – a technology which has found applications in a variety of other areas and is now poised to bring its benefits to esports gaming.

4. **Explain the features, functions and working principles/technology/pattern of your proposed solution.**

   If we playing online game so we get all information about it and this web is doing sufficient knowledge about the game and its esports news also.

   So that we provide feed option there so we can see it and game vise knowledge and its activity so that we are aware of running tournament or upcoming tournament

5. **Enlist major advantages and disadvantages (at least three) of the proposed solution.**

   Major advantage is users' point of view is that we can see all the news and growing esports community with that. If students involve too much in the game, they can't focus on their studies.

6. **Briefly mention refinement on PDC based on User/Stakeholder's feedback on your concept.**

   They really happy about it, because many of them just don't know about this kind of website and now they are happy that they can analyze the esports nature and its benefits and people can use this as a free time job or backup carrier perspective.

SUGESTIONS BY GUIDE:

IDEATION CANVAS SUGGESTIONS:
PRODUCT DEVELOPMENT CANVAS SUGGESTIONS:
LEARNING NEEDS MATRIX SUGGESTIONS (in case of 4th Sem and onwards):
GENERAL SUGGESTIONS:
Overall Mark, considering assessment I (Out of 05):

GUIDE SIGNATURE:

Date: