

Design Thinking Project Workbook

Don't find customers for your product but find products for your customers

1. Team

Team Name: SkillCraft AI

Team Logo (if any):

Team Members:

1. [D. Yathin, Team Leader and Ideate, 9063275562]
2. [P. Sushanth, Researched on Needs and Insights of Users, 7093601132]
3. [Ch. Deekshita, Identifying Project Challenges & Code Debugger, 9701572673]
4. [Y. Raghuram, Code Developer, 6300458303]

2. Problem/Opportunity Domain

Domain of Interest:

Educational Technology

Description of the Domain:

The educational technology domain focuses on enhancing learning experiences through digital tools and platforms. Key elements include personalized learning paths, adaptive assessments, and the integration of artificial intelligence for tailored recommendations. Challenges within this domain involve addressing diverse learner needs, overcoming information overload, and maintaining user engagement in a competitive landscape. Opportunities lie in developing innovative solutions that offer flexibility, accessibility, and effective skill development in trending areas like Generative AI and Web Development.

Why did you choose this domain?

This domain was chosen due to a deep-seated passion for education and a belief in the transformative power of technology. The market for educational technology is rapidly growing, driven by the increasing need for flexible and effective learning solutions. By addressing specific challenges such as the need for personalized learning experiences and timely reminders, **SkillCraft AI** aims to improve user engagement and outcomes. Additionally, the chance to empower learners to adapt to emerging technologies aligns with a commitment to fostering continuous learning and professional development.

3. Problem/Opportunity Statement

Problem Statement:

Many learners struggle to navigate the vast array of skills available, leading to confusion and inconsistent learning paths. Without personalized guidance, users may abandon their skill development efforts.

Problem Description:

The challenge lies in providing tailored learning experiences that adapt to individual interests and needs. Current solutions often lack personalization, leaving users overwhelmed by too many choices and insufficient structure.

Context (When does the problem occur):

This problem typically arises when individuals attempt to learn new skills but find themselves lost in generic resources and recommendations, leading to frustration and disengagement.

Alternatives (What does the customer do to fix the problem):

Users often resort to using generic online courses, following unstructured YouTube tutorials, or relying on community recommendations, which may not align with their personal learning styles or interests.

Customers (Who has the problem most often):

Primarily self-learners, students, and professionals seeking to upskill in areas like Generative AI and Web Development are most affected by this problem.

Emotional Impact (How does the customer feel):

Customers frequently experience frustration, anxiety, and a lack of motivation due to feeling overwhelmed by choices and uncertainty about which skills to pursue.

Quantifiable Impact (What is the measurable impact):

This confusion can lead to wasted time—often several hours per week—searching for appropriate resources, as well as lost opportunities for career advancement and skill mastery.

Alternative Shortcomings (What are the disadvantages of the alternatives):

Existing solutions often lack personalized roadmaps, timely reminders, and relevant skill recommendations, making it challenging for users to stay consistent and engaged in their learning journey.

Any Video or Images to showcase the problem:



3. Addressing SDGs

Relevant Sustainable Development Goals (SDGs)

Quality Education (SDG 4): Ensures inclusive and equitable quality education and promotes lifelong learning opportunities for all.

Decent Work and Economic Growth (SDG 8): Promotes sustained, inclusive economic growth, full and productive employment, and decent work for all.

Industry, Innovation, and Infrastructure (SDG 9): Builds resilient infrastructure, promotes sustainable industrialization, and fosters innovation.

How does your problem/opportunity address these SDGs?

Quality Education (SDG 4): "SkillCraft AI" enhances access to personalized learning, allowing users to acquire skills relevant to their interests and career goals. By providing structured learning paths and reminders, it supports continuous education and lifelong learning.

Decent Work and Economic Growth (SDG 8): The project helps users improve their employability by acquiring in-demand skills, thus contributing to a skilled workforce. This can lead to better job opportunities and economic growth for individuals and communities.

Industry, Innovation, and Infrastructure (SDG 9): By fostering skill development in emerging technologies, "SkillCraft AI" encourages innovation and supports the growth of industries that rely on a skilled workforce, driving technological advancement and economic development.

4. Stakeholders

Answer these below questions to understand the stakeholder related to your project

1. Who are the key stakeholders involved in or affected by this project?

The key stakeholders involved in the project include users (students), educators (trainers), developers (technical team), industry experts, and investors.

2. What roles do the stakeholders play in the success of the innovation?

Users provide feedback on the platform's usability, educators ensure content quality and effective learning outcomes, and developers are responsible for building and maintaining the system.

3. What are the main interests and concerns of each stakeholder?

Users are interested in effective learning and relevant skills but are concerned about retention and engagement. Educators prioritize content quality and user engagement while being concerned about the platform's effectiveness. Developers focus on technical feasibility and are concerned about project deadlines and scope.

4. How much influence does each stakeholder have on the outcome of the project?

Users have high influence through their engagement and feedback, educators have moderate influence on content quality, and developers have high influence on the technical implementation of the project.

5. What is the level of engagement or support expected from each stakeholder?

Users are expected to engage actively and provide feedback, educators will support content creation collaboratively, and developers will be continuously involved in the development and testing processes.

6. Are there any conflicts of interest between stakeholders? If so, how can they be addressed?

A potential conflict exists between users wanting low-cost solutions and investors seeking profitability. This can be addressed by exploring tiered pricing models to balance accessibility and financial viability.

7. How will you communicate and collaborate with stakeholders throughout the project?

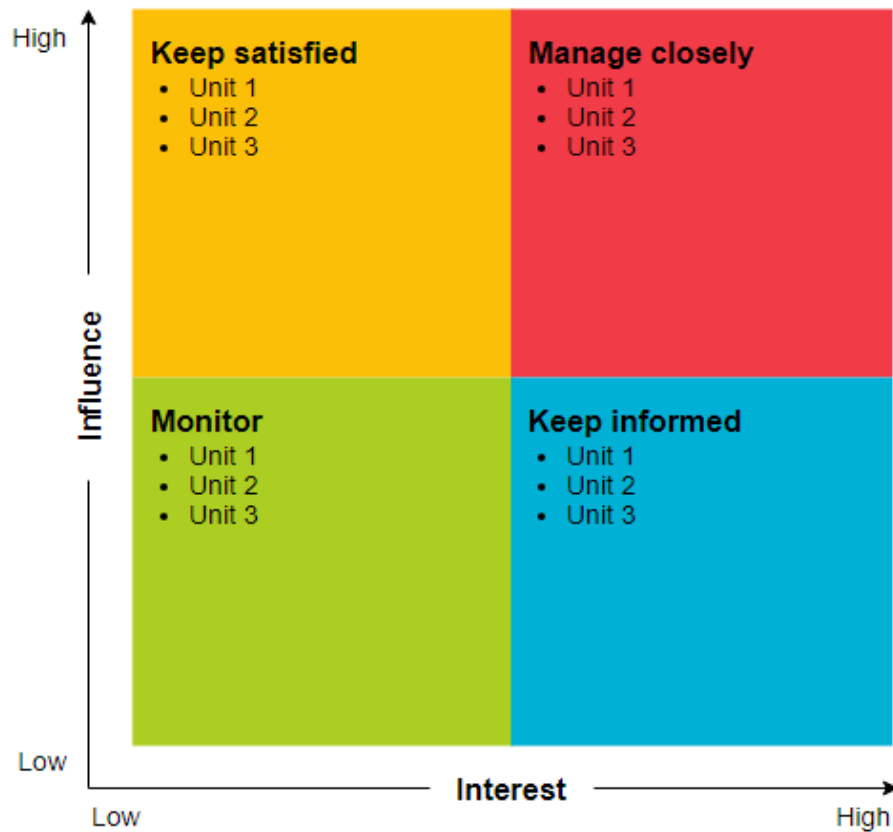
Communication will involve regular meetings for project updates, surveys and feedback forms to gather input from users and educators, and the use of collaboration tools for real-time updates and task management.

8. What potential risks do stakeholders bring to the project, and how can these be mitigated?

Potential risks include low user engagement, which can be mitigated with engaging content; technical challenges faced by developers, addressed through agile methodologies; and financial pressures from investors, managed by setting realistic budgets and expectations.

5. Power Interest Matrix of Stakeholders

Power Interest Matrix: **Provide a diagrammatic representation of Power Interest Matrix**



- High Power, High Interest: [Product Owners, Development Team]
- High Power, Low Interest: [Senior Executives, Financial Backers]
- Low Power, High Interest: [Users (Learners), Course Designers]
- Low Power, Low Interest: [Support Staff, System Administrators]

5. Empathetic Interviews

Conduct Skilled interview with at least 30 citizens/Users by asking open ended questions (What, why/How etc) and list the insights as per the format below

| I need to know (thoughts, feelings, actions) | Questions I will ask (open questions) | Insights I hope to gain |
|--|--|--|
| Thoughts | What are your thoughts on using AI for learning recommendations? | Whether users trust AI-powered recommendations. |
| | How do you decide what learning path to follow? | What users consider when selecting learning goals. |
| Feelings | How does receiving frequent learning reminders make you feel? | Users' emotional responses to AI-driven reminders and task scheduling. |
| | How do you feel about the system adapting to your learning pace? | How users feel about having custom-tailored learning paths. |
| Actions | How do you use the learning assistant? | Understanding common workflows and where the tool may need optimization. |
| | How do you handle tasks the system assigns? | Whether users take manual steps to adjust the provided roadmaps. |

SKILLED INTERVIEW REPORT

(Examples are given. Erase them and fill with your user information.)

| User/Interviewee | Questions Asked | Insights gained (NOT THEIR ANSWERS) |
|--------------------------|--|--|
| Rahul, Software Engineer | How do you feel about AI selecting the next skills for you to learn? | Some users are unsure whether AI recommendations match their real needs. |
| Priya, Student | How do you manage tasks that the system assigns for your learning? | Some users skip tasks when they feel the AI-generated roadmap doesn't align with their priorities. |
| Arjun, Student | How often do you follow the reminders sent by the system? | Users tend to ignore reminders if they feel overwhelmed. |
| Kavya, Lecturer | How do you feel about the system adapting to your learning pace? | Some users feel the system's pace doesn't always match their needs. |

Key Insights Gained:

- **Insight 1:** Users may not fully trust AI recommendations.
- **Insight 2:** Some users prefer to manually adjust the roadmap.

Empathy Map Canvas

Who is your Customer?

Idea/Innovation Title:

**SOFT
ED**

Designed By:

Date of Submission:

Your Answer:

1 WHO are we empathising with?
Who is the person we want to understand?
What is the situation they are in?
What is their role in the situation?

Your Answer:

2 What do they need to DO
What do they need to do differently?
What job(s) do they want to need to get done?
What decision(s) do they need to make?
How will we know they were successful?

Your Answer:

6 What do they HEAR?
What are they hearing others say?
What are they hearing from friends?
What are they hearing from colleagues?
What are they hearing second hand?

Your Answer:

7 What do they THINK and FEEL

PAINS
What are their fears,
frustrations, and anxieties?

GAINS
What are their wants,
needs, hopes and dreams?

Your Answer:

Your Answer:

3 What do they SEE
What do they see in the marketplace?
What do they see in their immediate environment?
What do they see others saying and doing?
What are they watching and reading?

Your Answer:

4 What do they SAY
What have we heard them say?
What can we imagine them saying?

Your Answer:

What other thoughts and feelings
might motivate their behaviour?

Your Answer:

5 What do they DO
What do they do today?
What behaviour have we observed?
What can we imagine them doing?

Empathy Map Canvas created by Dave Gray, xplane.com

Empathy Map

6. Empathy Map

a. Who is your customer?

Customer Profile:

- **Age:** 18-35 years
- **Profession:** Students, working professionals, or self-learners.
- **Interests:** Upskilling in areas like Generative AI, Web Development, modern tech skills.

Goals and Needs:

- To improve skills and stay relevant in the job market
- To have an efficient, personalized learning experience

Context:

- Users interact with the learning assistant via desktop or mobile, during personal or professional development time.

b. Who are we empathizing with?

User Characteristics:

- **Personality:** Goal-driven, self-motivated, tech-savvy
- **Values:** Continuous learning, staying up-to-date with tech trends
- **Responsibilities:** Balancing learning with work or academic commitments

Goals and Challenges:

- **Goal:** Master new technologies
- **Challenge:** Time management, avoiding information overload

Broader Situation:

- Professional growth, preparing for career advancement or change.

c. What do they need to DO?

Tasks and Actions:

- Follow personalized learning paths
- Complete assigned learning milestones

Decisions:

- Prioritize what skills or topics to focus on
- Choose how much time to spend on learning daily or weekly

Success Definition:

- Completing milestones on time
- Feeling progress in skill development, securing relevant opportunities.

d. What do they SEE?

Environment:

- Online platforms with courses and learning materials
- Digital reminders and learning progress dashboards

Trends and Competitors:

- Competitive platforms like Udemy, Coursera, or LinkedIn Learning
- Trends in emerging technologies (AI, cloud computing, etc.)

Influence of Visual Elements:

- Personalized recommendations encourage engagement, but too many reminders can feel overwhelming.

e. What do they SAY?

Open Expressions:

- "I need to stay relevant in this fast-changing tech world."
- "I want control over my learning pace."

Goals and Frustrations:

- "I love that I can learn new skills, but sometimes it feels too structured."
- "The reminders help, but too many notifications can be annoying."

Feedback:

- Express a need for flexibility in roadmaps and fewer notifications

f. What do they DO?

Observable Actions:

- They sign up for new courses and follow the learning roadmap
- They engage with milestone reminders but may skip some tasks

Habits and Routines:

- Spend a few hours each week on self-paced learning
- Use reminders to stay on track but occasionally ignore them if too frequent

Problem Solving:

- Adjust or personalize their learning plans when the system's roadmap doesn't fully match their needs

g. What do they HEAR?

From Peers and Mentors:

- Encouragement to upskill in the latest technologies
- Feedback about other learning platforms and course recommendations

Media and Information Channels:

- Tech blogs, industry news, social media trends (LinkedIn, Twitter)
- Podcasts or webinars on emerging technologies

Strong Influencers:

- Influential figures in tech industries (e.g., AI experts, tech YouTubers).

h. What do they THINK and FEEL?

Fears and Anxieties:

- Fear of falling behind in a rapidly changing tech landscape
- Overwhelmed by the pace of learning or pressure to stay updated

Motivations and Desires:

- Desire to stay competitive in the job market
- Motivated to achieve mastery in emerging technologies

Alignment of Thoughts and Actions:

- Driven to learn and improve but may struggle with consistent action due to time constraints

i. Pains and Gains

Pains:

- Too many reminders can feel intrusive
- Learning roadmap may feel restrictive for some users
- Difficulty managing time for learning alongside other commitments

Gains:

- Achieve efficient, personalized learning
- Feel a sense of progress and accomplishment with each milestone completed
- Gain new skills for career advancement

8. Persona of Stakeholders

Stakeholder Name: Yathin

Demographics:

Age: 20

Gender: Male

Income: Student

Location: Hyderabad

Goals:

Stakeholders, particularly tech-savvy individuals like Sushanth, have several key objectives they wish to achieve with the Learning Assistant platform. Primarily, they seek efficient skill development, wanting to stay updated with the latest technologies like Generative AI and Web Development. They aim to enhance their career growth by transitioning from mid-level developer roles to lead or managerial positions. Additionally, stakeholders hope to earn certifications in AI/ML to increase their job marketability. An intuitive user experience is crucial; they want a system that adapts to their busy schedules and provides personalized learning paths tailored to their specific needs.

Challenges:

Stakeholders face several challenges that the Learning Assistant aims to address. One of the primary obstacles is time management; users often struggle to balance learning with full-time jobs. Sushanth feels overwhelmed by the sheer volume of learning resources available, making it difficult to prioritize effectively. Additionally, he often needs reminders to stay consistent but tends to ignore them when they accumulate, leading to delayed progress.

Aspirations:

The long-term aspirations of stakeholders using the Learning Assistant revolve around becoming recognized experts in emerging technologies. Sushanth aspires to achieve a fulfilling level in both his technical skills and job position. He hopes to maintain a work-life balance to avoid burnout while advancing in his career.

Needs:

Users need the Learning Assistant to provide a personalized learning path that tailors the roadmap based on their current skills and learning pace. Clear progress tracking is essential, with milestones that show their progression and accomplishments. Timely and manageable reminders are crucial, as stakeholders prefer reminders tailored to their schedules that are not overwhelming.

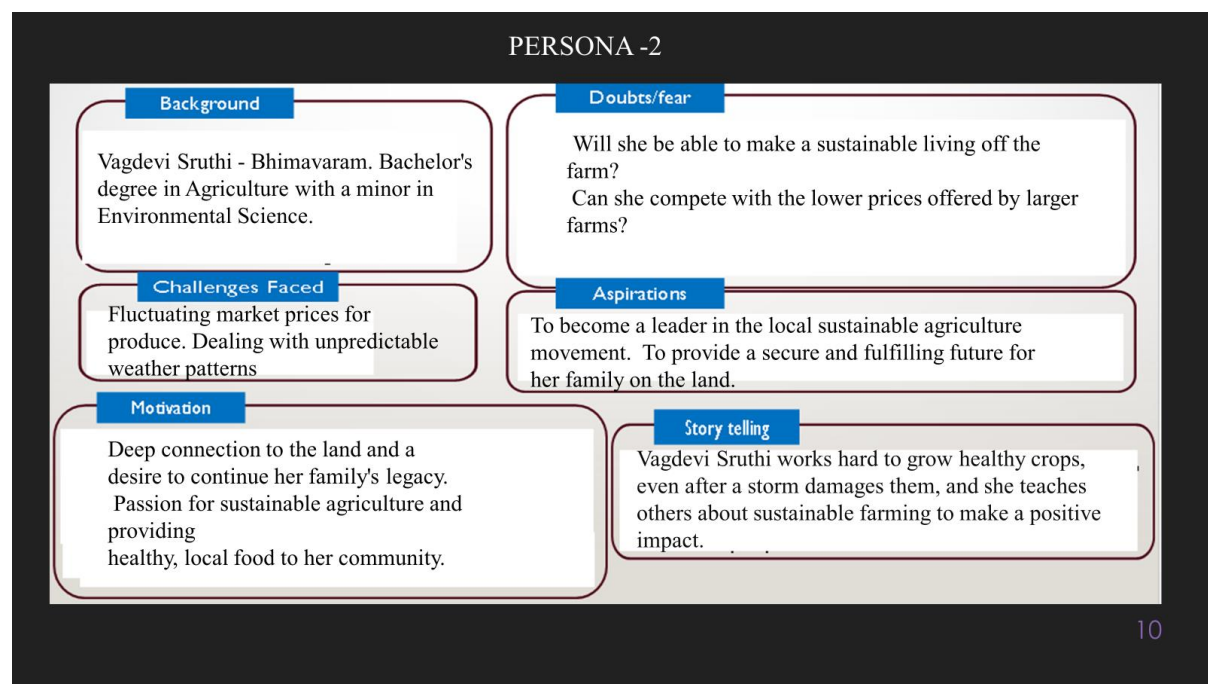
Pain Points:

One significant frustration is the feeling of being overwhelmed by too many notifications and learning suggestions, which can lead to information overload. Users frequently struggle to dedicate consistent hours to learning due to work commitments, and they prefer more flexibility in choosing areas to focus on rather than following a strict, pre-defined roadmap.

Storytelling:

Sushanth, a 28-year-old software developer, feels the pressure to stay updated in the fast-paced tech world. His busy job leaves little time for learning. When he discovered the Learning Assistant, it seemed perfect for his needs. However, he quickly became overwhelmed by too many reminders and a rigid structure. He often ignored the notifications, which slowed his progress. Sushanth needed a system that allowed him to take control of his learning. With recent updates offering flexible paths and manageable reminders, his experience improved significantly, reigniting his motivation to master Generative AI and reach his career goals.

Sample:



10. Look for Common Themes, Behaviors, Needs, and Pain Points among the Users

Analyse the data from your affinity diagram to uncover recurring patterns among your users, helping you better understand their expectations and challenges.

Common Themes:

1. **Information Overload:** Users often feel overwhelmed by too many learning resources, making it hard to find what's relevant quickly.
2. **Need for Accuracy:** Users want reliable and trustworthy information, especially in tech areas like AI and web development.

Common Behaviors:

1. **Searching for Resources:** Users spend a lot of time looking for learning materials across different platforms due to information overload.
2. **Trial-and-Error Learning:** Many users try different resources to see what works best, which can be frustrating.
3. **Checking Credibility:** Users often verify information from multiple sources to ensure its accuracy.

Common Needs:

1. **Reliable Information:** Users need accurate and trustworthy content to support their learning.
2. **User-Friendly Interface:** There's a strong desire for an easy-to-navigate platform that reduces technical barriers.
3. **Quick Responses:** Users expect the Learning Assistant to provide fast and relevant answers to their questions.

Common Pain Points:

1. **Feeling Overwhelmed:** Too much information makes it difficult to find useful resources, prolonging the learning process.
2. **Complex Designs:** Confusing interfaces can discourage users from fully engaging with the platform.
3. **Scepticism About Information:** Users worry about the reliability of the information they find, especially in important subjects.

12. Define Needs and Insights of Your Users

User Needs:

1. **Accurate Information:** Users require reliable and precise content, especially in areas like AI and web development, where incorrect information can lead to misunderstandings.
2. **User-Friendly Experience:** An intuitive interface is essential, allowing users to navigate the platform easily without technical difficulties.
3. **Personalized Learning Paths:** Users need tailored learning experiences that reflect their skills and interests, helping them progress at their own pace.
4. **Timely Responses:** Quick and relevant answers are crucial, as users want to minimize waiting time and enhance their learning efficiency.
5. **Progress Tracking:** Users desire clear milestones and visual indicators to help them see their achievements and stay motivated.

User Insights:

1. **Frustration with Overload:** Users often feel overwhelmed by the abundance of resources available online, leading to difficulty in finding the most useful information.
2. **Desire for Control:** Many users prefer a system that allows them to choose their learning focus rather than following a rigid path, reflecting a need for autonomy in their learning journey.
3. **Cautious Decision-Making:** Users tend to verify information from multiple sources due to concerns about reliability, indicating a careful approach to learning.
4. **Time Constraints:** Users struggle to balance learning with full-time jobs, making efficiency a key priority in their learning experiences.
5. **Motivation through Milestones:** Clear progress tracking can significantly boost users' motivation and commitment, as seeing tangible achievements helps them stay engaged.

13. POV Statements

POV Statements:

- [User] needs a way to [need] because [insight].

| PoV Statements (At least ten) | Role-based or Situation-Based | Benefit, Way to Benefit, Job TBD, Need (more/less) | PoV Questions (At least one per statement) |
|---|-------------------------------|--|--|
| Student needs a way to find reliable learning resources quickly because they often feel overwhelmed by the amount of information available online. | Situation | Way to Benefit | What can we design that helps students quickly find accurate resources? |
| Job seeker needs timely notifications about relevant courses and certifications because they want to enhance their skills to improve employability. | Situation | Way to Benefit | How can we ensure job seekers receive timely updates on learning opportunities that match their goals? |
| Placement candidate needs personalized learning paths because they want to learn at their own pace and focus on topics that will help them succeed in interviews. | Role-Based | Way to Benefit | What features can we implement to tailor learning paths for placement candidates? |
| Student needs progress tracking features because they want to monitor their achievements and stay motivated throughout their learning journey. | Situation | Benefit | What tools can we implement to help students visualize their learning progress? |
| Intern needs to verify information from multiple sources because they are cautious about the reliability of what they learn during their internship. | Role-Based | Way to Benefit | How can we provide verification tools to ensure the accuracy of information for interns? |
| A user wants to measure their learning progress because they are unsure if they are improving. | Situation | Way to Benefit | How can we design a feature that helps users measure and track their learning progress ? |

| PoV Statements (At least ten) | Role-based or Situation-Based | Benefit, Way to Benefit, Job TBD, Need (more/less) | PoV Questions (At least one per statement) |
|---|-------------------------------|--|--|
| Tech enthusiast needs access to trending topics and resources because they want to stay informed about the latest advancements in technology. | Situation | Benefit | What can we create to help learners focus on specific technologies without feeling scattered? |
| Intern needs clear guidance on projects because they want to gain confidence and perform well in their role. | Situation | Benefit | How can we provide structured guidance to support interns in their tasks? |
| Learner needs access to skill-specific resources because they want to quickly improve their abilities in targeted areas | Role-Based | Way to Benefit | What can we design to provide learners with curated resources focused on specific skills they want to develop? |
| Course participant needs collaborative tools because they want to interact with peers and share knowledge effectively | Situation | Way to Benefit | What tools can we implement to enhance collaboration among course participants? |

14. Develop POV/How Might We (HMW) Questions to Transform Insights/Needs into Opportunities for Design

Turn your user needs and insights into actionable opportunities by framing them as "How Might We" (HMW) questions. These questions will spark creative problem-solving and guide your innovation process.

Task:

- **User Need:** "Learners need personalized learning paths to enhance their engagement."

HMW Question: "How might we develop a system that creates customized learning paths based on individual skills and interests?"

- **Insight:** "Users struggle with information overload when searching for resources."

HMW Question: "How might we design a streamlined resource retrieval system that minimizes information overload?"

- **User Need:** "Professionals need timely notifications about relevant courses."

HMW Question: "How might we create an alert system that sends personalized course recommendations in real-time?"

- **Insight:** "Users often seek reliable information but are skeptical about sources."

HMW Question: "How might we build a verification feature that ensures users receive trustworthy information in critical areas?"

| User Need/Insight | "How Might We" Question |
|--|--|
| 1)Users feel overwhelmed by the abundance of learning resources available. | 1) How might we simplify the process of selecting relevant learning materials for users? |
| 2) Users want to stay consistent with their learning but struggle to remember tasks and deadlines. | 2) How might we create a reminder system that seamlessly integrates into users' daily routines? |
| 3) Users need personalized learning paths tailored to their interests and skill levels. | 3) How might we design personalized learning roadmaps that adapt as users progress? |
| 4) Users are unsure which skills are trending and in demand in the technology industry. | 4) How might we provide dynamic recommendations based on real-time industry trends? |
| 5) Users have limited time to dedicate to learning but want to make consistent progress. | 5) How might we break down learning into smaller, time-efficient tasks to help users manage their time better? |

16. Crafting a Balanced and Actionable Design Challenge

The Design Challenge Should Neither Be Too Narrow nor Too Broad and It Should Be an Actionable Statement with a quantifiable goal. It should be a culmination of the POV questions developed.

Our project, **Learning Assistant with Custom Roadmaps and Precision Reminders using AIML**, seeks to address these issues by designing a learning system that tailors personalized roadmaps, provides timely reminders, and uses Artificial Intelligence (AI) and Machine Learning (ML) algorithms to offer precise, real-time recommendations. However, developing such a system requires a clear and actionable design challenge that is not too narrow to stifle innovation, nor too broad to be unachievable

Design Challenge:

How might we create a personalized learning platform that provides tailored resources and progress tracking for self-learners, aiming to increase user engagement by 60% within six months?

17. Validating the Problem Statement with Stakeholders for Alignment

Ensure your problem statement accurately represents the needs and concerns of your stakeholders and users. This involves gathering feedback from these groups to confirm that the problem is relevant and significant from their perspective. By validating early, you can refine the problem statement to better align with real-world challenges, ensuring your solution addresses the correct issues.

Validation Plan:

Stakeholder/User Feedback (Min. 10 Stakeholders/Experts):

| Stakeholder/User | Role | Feedback on Problem Statement | Suggestions for Improvement |
|------------------|----------------------|--|---|
| Yathin | Student | I agree that tailored learning is important for engagement. | Suggest adding features for peer collaboration. |
| Sushanth | Self-Learner | The problem resonates as I often feel lost in available resources. | Include a focus on specific learning outcomes. |
| Sai Prasad | Professional Trainer | The problem aligns with what I see in my training sessions. | Focus on practical applications and hands-on projects. |
| Shashank | Course Designer | I see the value in tailored learning for diverse audiences. | Suggest adding adaptive learning features. |
| Shivaram | Technology Advocate | The problem statement is relevant; technology should simplify learning | Emphasize the integration of new tech tools for efficiency. |
| Neha | Learning Specialist | It aligns well with what I've observed in learners today. | Include emphasis on mental well-being and avoiding burnout. |
| Deekshita | UX Researcher | The challenge resonates; users need a seamless and intuitive experience. | Recommend more user testing during the design phase. |
| Sreya | Placement Candidate | The problem is significant; I often struggle to find the right resources. | Consider adding features for job market alignment. |
| Rahul | Software Developer | The need for personalized paths is clear, especially with so many options. | Emphasize the need for flexibility in learning schedules |
| Raghuram | Tech Enthusiast | I find the concept relevant as I seek quick access to new skills. | Suggest incorporating trending topics in recommendations. |

18. Ideation

Ideation Process:

| Idea Number | Proposed Solution | Key Features/Benefits | Challenges/Concerns |
|-------------|---|--|--|
| Idea 1 | AI-driven skill learning assistant that suggests skills | Personalized skill recommendations, a complete learning roadmap, and reminders for progress tracking. | Data personalization, user engagement, managing different skill types. |
| Idea 2 | Social integration for collaborative learning | Users can learn skills together, share progress, and motivate each other. | Difficulty in tailoring roadmaps for every user's pace |
| Idea 3 | Custom Learning Roadmaps | Step-by-step roadmap for each skill, guiding users through the process | [What challenges or concerns exist?] |
| Idea 4 | AI-Driven Progress Reminders | Sends timely notifications to keep users on track with learning goals | Avoiding overwhelming users with too many reminders |
| Idea 5 | AI analysis of learning patterns to optimize roadmaps | Uses user data to adapt and improve learning roadmaps based on progress and challenges faced by other users. | Ensuring accurate data interpretation and real-time adaptation. |

18. Idea Evaluation

Evaluate the Idea based on 10/100/1000 grams

| Idea | Impact (10/100/1000 grams) | Feasibility (10/100/1000 grams) | Alignment (10/100/1000 grams) | Total Weight |
|--------|----------------------------------|------------------------------------|-------------------------------------|--------------|
| Idea 1 | 1000 | 1000 | 1000 | 3000 |
| Idea 2 | 1000 | 100 | 1000 | 2100 |
| Idea 3 | 1000 | 1000 | 100 | 2100 |
| Idea 4 | 1000 | 100 | 100 | 1200 |
| Idea 5 | 1000 | 1000 | 100 | 2100 |

Example:

| Idea | Impact (10/100/1000 grams) | Feasibility (10/100/1000 grams) | Alignment (10/100/1000 grams) | Total Weight |
|--------|----------------------------------|------------------------------------|----------------------------------|-----------------|
| Idea 1 | 1000 | 100 | 1000 | 2100 |
| Idea 2 | 100 | 1000 | 100 | 1200 |
| Idea 3 | 100 | 100 | 100 | 300 |

Further, use solution concept form to scrutinize the idea

Solution Concept Form

1. Problem Statement:

- The validated problem addressed by "**SkillCraft AI**" is the difficulty users face in identifying relevant skills and creating structured learning paths, leading to inefficient skill development and missed career opportunities.

2. Target Audience:

- The main users benefiting from this solution include tech-savvy individuals, students, and professionals seeking to upskill in emerging technologies like Generative AI and Web Development.

3. Solution Overview:

- "**SkillCraft AI**" is an intelligent skill-learning assistant that offers personalized learning roadmaps and timely reminders to help users develop specific skills based on their interests and career goals.

4. Key Features:

| Feature | Description |
|-----------|---|
| Feature 1 | Custom Roadmaps: Provides personalized learning paths tailored to individual user interests and skills. |
| Feature 2 | Precision Reminders: Sends timely notifications to keep users on track with their learning milestones. |
| Feature 3 | AIML-Powered Recommendations: Uses AI and ML algorithms to suggest trending technologies and relevant skills based on user data. |

5. Benefits:

| Benefit | Description |
|-----------|---|
| Benefit 1 | Enhanced Skill Acquisition: Users gain access to structured learning paths that facilitate efficient skill development. |
| Benefit 2 | Increased Engagement: Timely reminders help users stay consistent and motivated throughout their learning journey. |
| Benefit 3 | Tailored Learning Experience: AI-driven recommendations ensure users focus on skills that align with their career goals and industry trends. |

6. Unique Value Proposition (UVP):

- "SkillCraft AI" stands out by offering a fully personalized learning experience that combines structured roadmaps, AI-driven skill suggestions, and precision reminders, making skill acquisition seamless and engaging for users.
-

7. Key Metrics:

| Metric | Measurement |
|----------|--|
| Metric 1 | User Engagement Rate: Percentage of users completing their learning paths. |
| Metric 2 | Skill Acquisition Success Rate: Number of users successfully mastering recommended skills within a specified timeframe. |

8. Feasibility Assessment:

- The solution is practical, leveraging existing technologies in AI and ML. With adequate resources and a defined timeline, the development of "SkillCraft AI" is achievable, aiming for a user-friendly interface and robust recommendation algorithms.
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9. Next Steps:

- Conduct user testing to gather feedback on prototype features.
 - Refine AI algorithms based on user data and preferences.
 - Develop a marketing strategy to reach the target audience effectively.
-