Discussion

Crowdsourcing Platform for Long Term Social Impact Projects





भाग 2

Project Communities



भाग 3

Tasks



Objective is to provide dedicated vibrant digital communities to participant towards solving societal situations in their own way

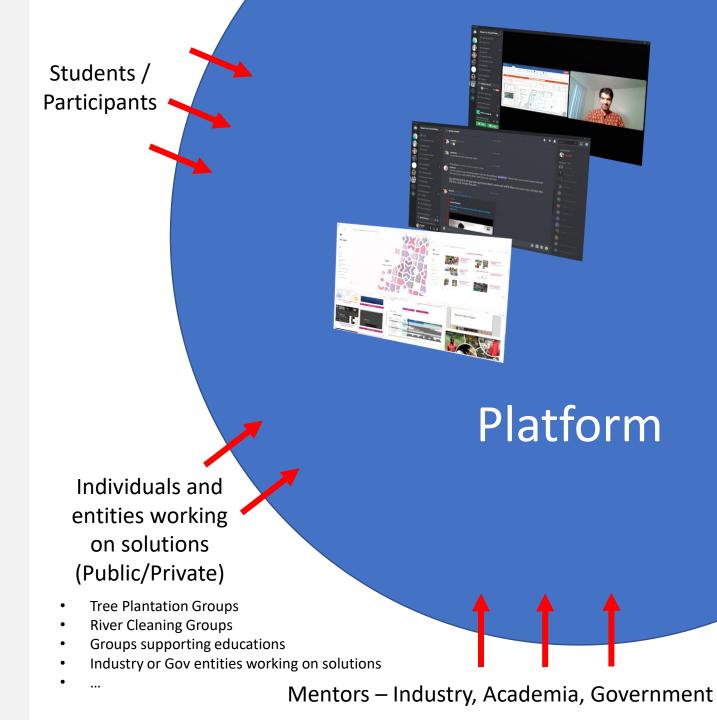
- Climate change
- Agriculture
- Dying art forms
- Rural education
- Elderly care
- Promote Sports
- Healthcare

1 2 3 4 5 6 7 8

Academic projects are an integral part of curriculum for most students at most levels

- No specified curriculum constrains
- Opportunity to innovate and practice creativity for students
- Possibility to infuse interest

Bring people on board



Sync tasks & Reuse outputs

- Capture experiences, data, patterns, templates, heuristics, etc
- Reuse Work products
- Schedule tasks considering dependencies, sequence, parallelizm and coupling
- Single solution divided in multiple projects
- Example of Reuse 3D Map component of dashboard built for Mizoram tourism can be used to build 3D Map component of Rajasthan Handloom Supply Chain Situational Awareness tool.



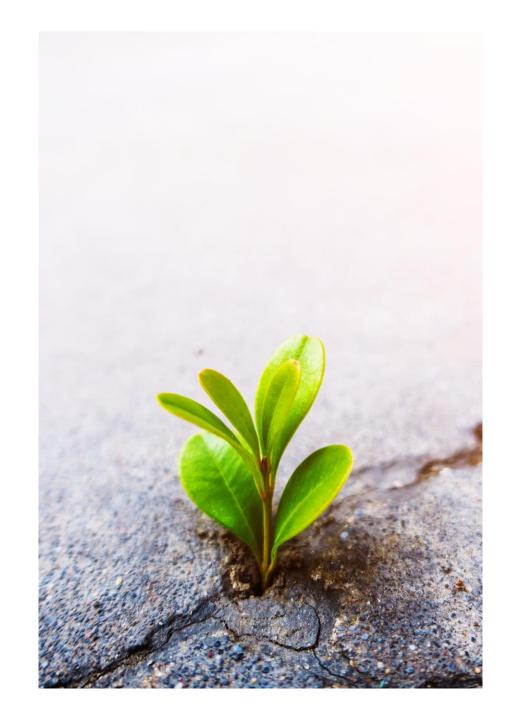
Tourism Map



Supply Chain Map

How can one support?

- By joining as a participant
- By joining as a mentor



Why should one join?

A member can utilize the initiative in many different ways; the following are the selected few:

- 1. Get opportunities to develop skills and gain experience while working on real-world situations
- 2. Get chance to be part of, learn from and help shape an open multidisciplinary community
- 3. Get ideas, guidance, and support for academic projects
- 4. Get opportunities to build scientific and research temperament
- 5. Get support to participate in project competitions, hackathons, and social entrepreneurship competitions
- 6. Get help to develop business plans
- 7. Get opportunities to be part of research publications
- 8. Get access to projects with the potential of creating significant impact by working with professionals and researchers from academia, industry, and government
- 9. Get access to state-of-the-art resources in various disciplines
- 10. Technically mentor a group of motivated participants or get mentored towards successfully solving challenges
- 11. Define new problem statements and help shape the onward journey of communities

What is expected?



It is a voluntary community. There is no financial benefit for any member. However, we will provide access to tools and resources for experimentation and solution development



We expect members to be driven by passion along lines outlined here



The time-commitment made by each individual could vary

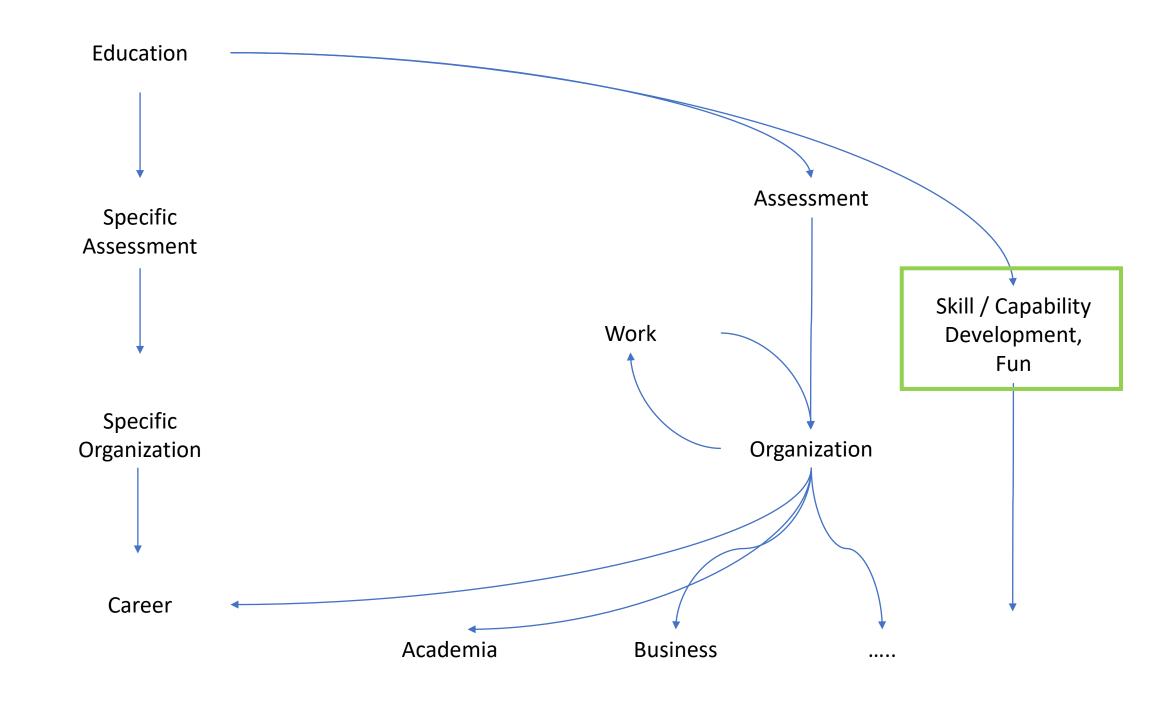


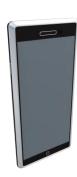
Members are expected to spend at least 2-4 hours/month

- Initiative has a flat organization built around project communities
- Each project will move through a lifecycle
- Each project will be monitored by moderators
- Members of a project are expected to regularly e-meet, with a recommended frequency
- All projects are required to update their progress quarterly.

Initiative is built around project communities















भाग 3

Tasks

Long Term Project Based Skill Development

दीर्घकालीन प्रकल्प आधारित कौशल विकास







ENTERTAINMENT AND EDUCATION



ROBOTS FOR SOCIAL PROBLEMS



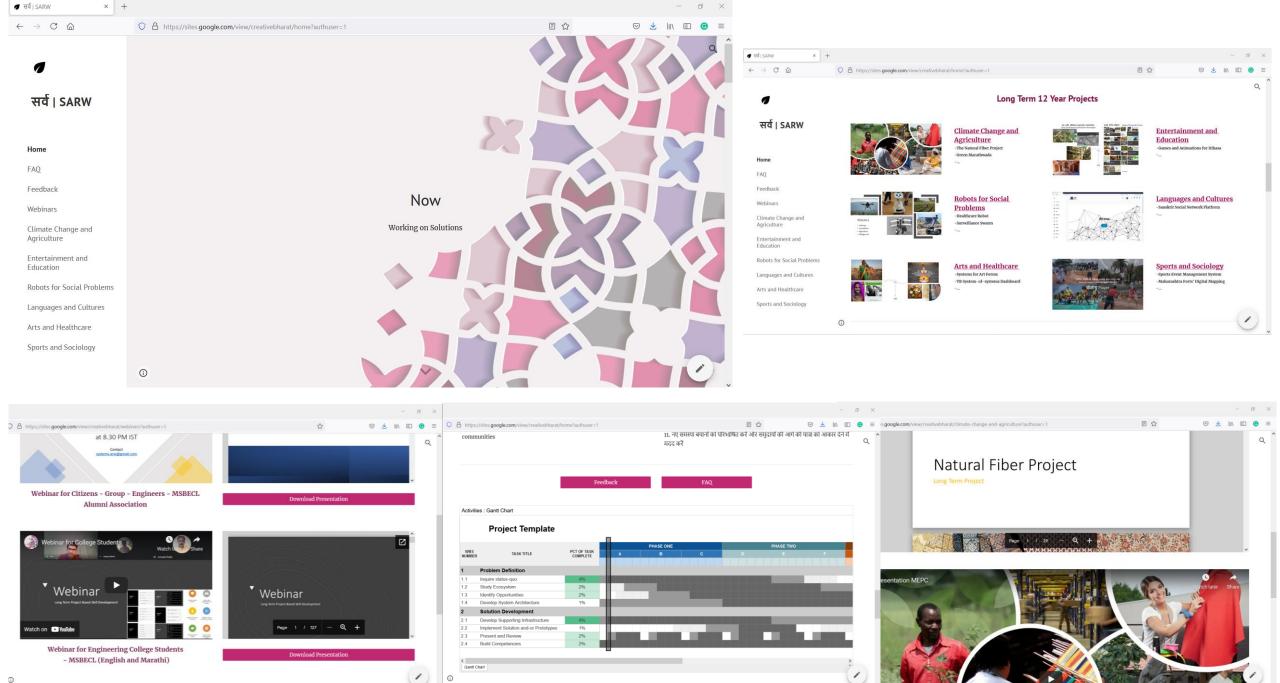
LANGUAGES AND CULTURES

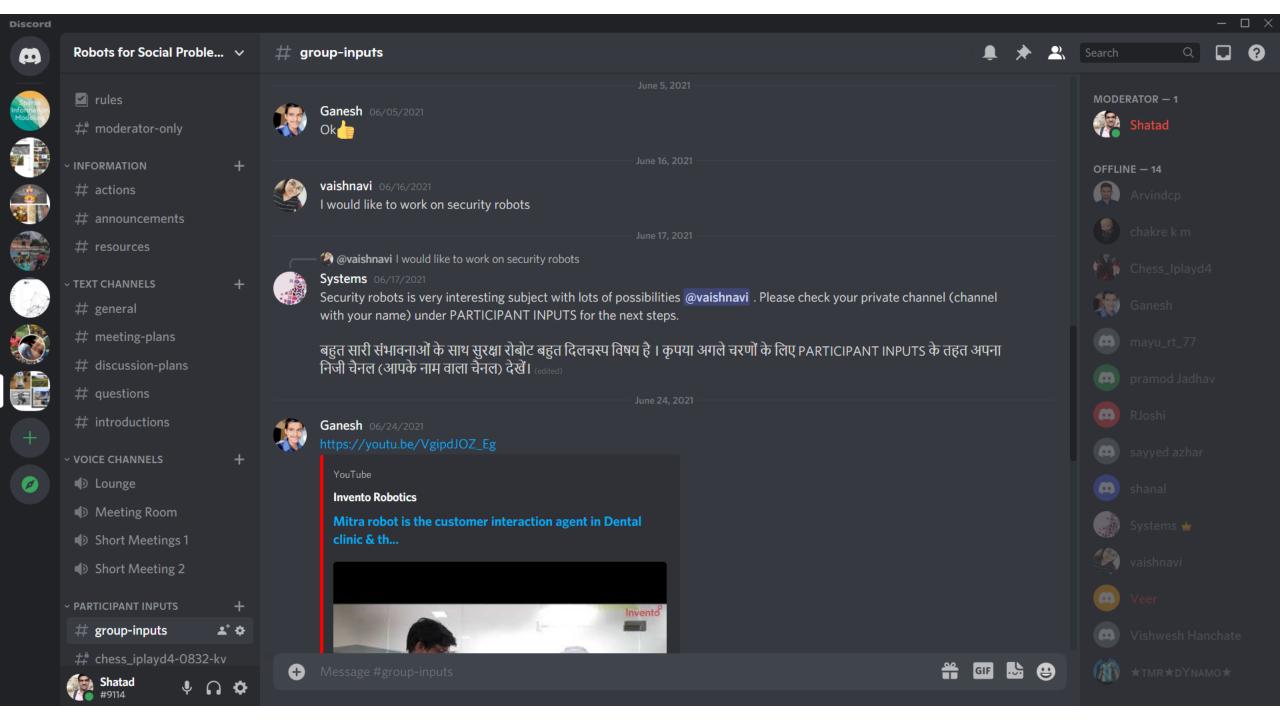


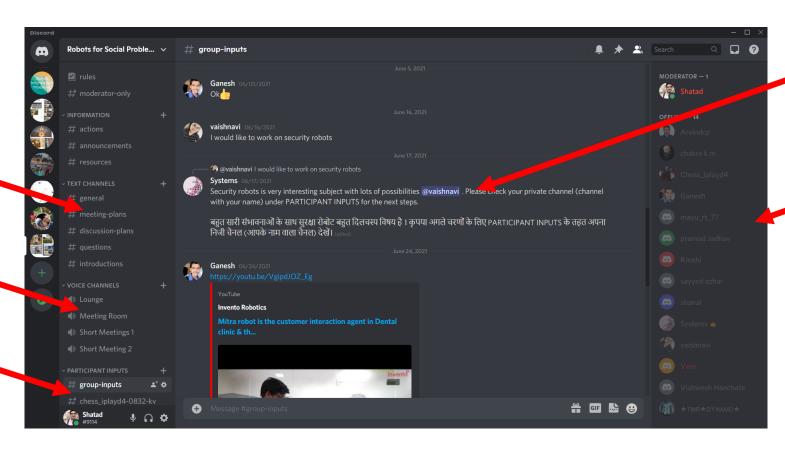
ARTS AND HEALTHCARE



SPORTS AND SOCIOLOGY







Screen Sharing and Video

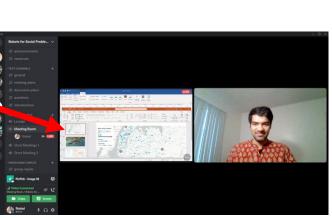
Text

Channels

Voice

Channels

Participants' Private Channels



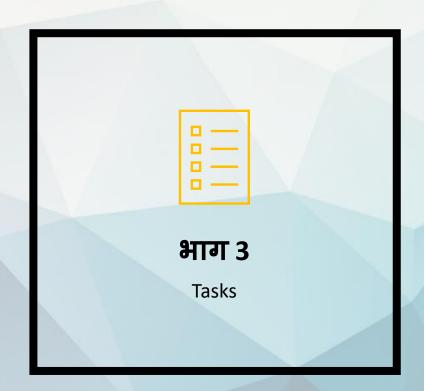
Timeline for specific channel

Members of the community

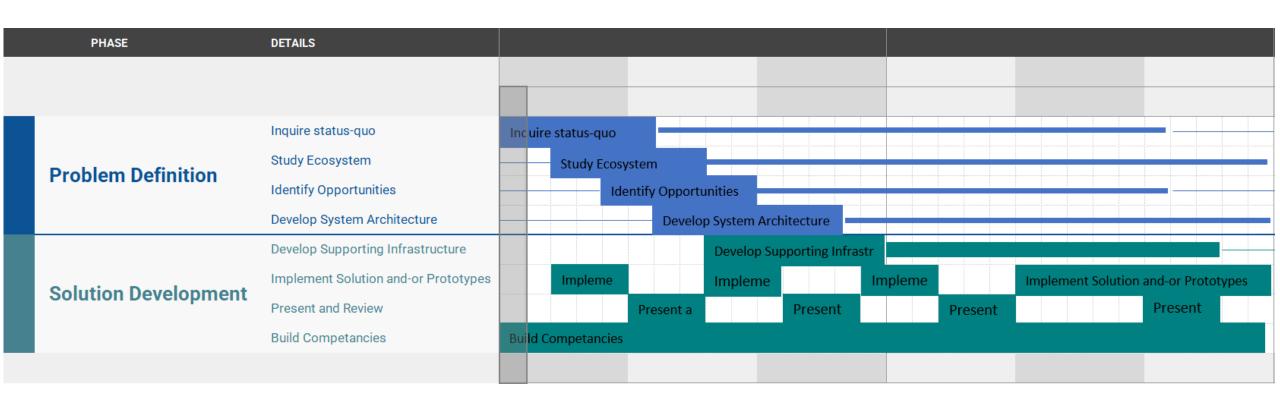




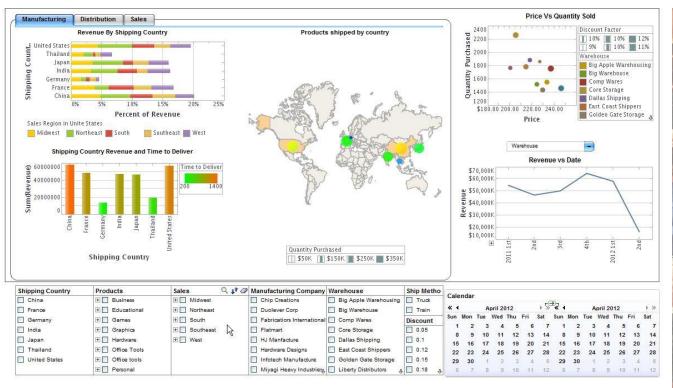
भाग 2 Project Communities



High-leve Tasks / Activities

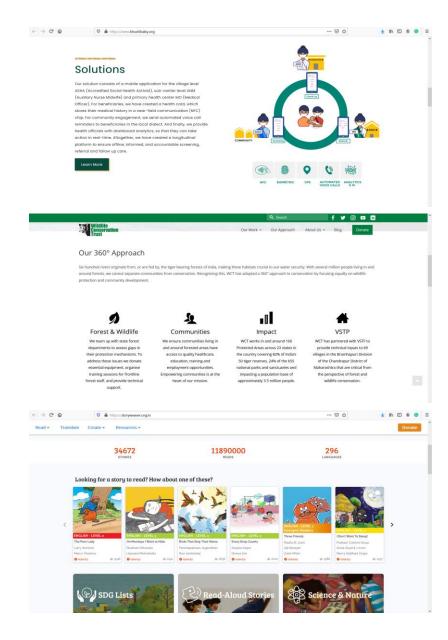


Common Functions: Situational Awareness

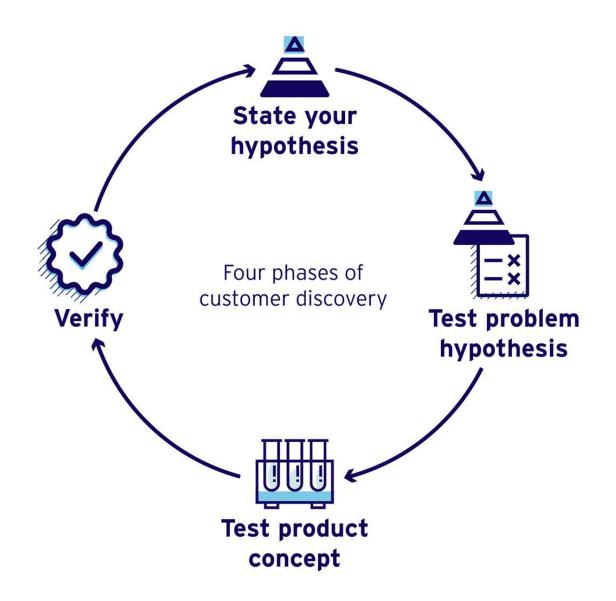




Common Functions: Network



Common Functions: Customer Discovery



Common Function: Development

Strategic Alignment

Funding Release

MVP Release

V 1.0 Release

1. Ideation

2. Product Definition

3. Prototyping

4. Detailed Design

5. Validation/ Testing

6. Commercialization

Explore idea generation

Fill out narrative, exploring ideas

Create presentation for steering committee

Exit Criteria:

Venture Board approval to proceed to Discovery Phase



Product discovery

Define core functionality

starts

Understand market size and revenue

Exit Criteria: Created business case



Create prototype

Create MVP

Market research

Update business plan

Exit Criteria: Confirmation of

Confirmation of Business case and Go to Market plan



Refinement of prototype

Detailed product design

Confirmation of Business plan and GTM plan

Exit Criteria: Design complete



Ensuring the prototype works as

Validating the product in the eyes of the customers

planned

Testing the viability of the financials

Exit Criteria: Product Quality Demonstrated Initial Customer Acceptance



Feature Complete

Begin GTM Execution

Customer Success Involvement

Product Launched

Exit Criteria: Generating revenue



Milestone Estimates

Revenue Estimates

Business Plan Estimates

DISCOVERY

PRODUCT DEVELOPMENT

LAUNCH

Economic Common Functions:
Commercialization

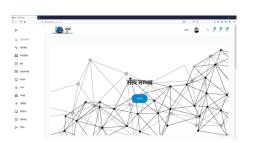


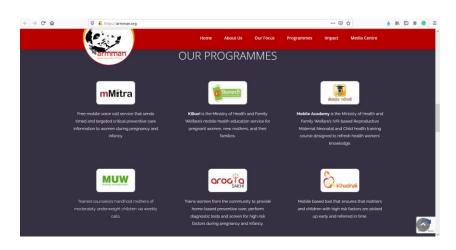
Common Functions: Digitization

Platforms and Website











Preliminary objectives

- Train participants
- Provide guidance on academic projects





Intermediate Objectives

Equip

Equip participants with state-of-the-art in technology, business, etc

Network Network individuals

Support Support participants for project competition



Advanced objectives

Implement solutions and scale them

Generate economic activities from enterprises

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