Business Model Canvas

Key Partners

1. University Registrar Administrators
2. University Principals
3. Investors

Key Activities

1. Application Development
   a. Backend programming for database servers
   b. management
   c. Frontend programming for GUI
2. Artificial Intelligence Integration (Search and pathfinding algorithms)
   a. A* Algorithm
   b. Genetic Algorithm
3. Maintenance
4. Future Developments

Key Resources

1. Local/cloud database servers
2. Interactive GUI models
3. Software developers
4. TBI

Value Propositions

1. Resolution for conflicting class schedules
2. Priority distribution for courses with strict classroom and laboratory requirements
3. Adaptive assignments based on post-enrollment changes
4. Scalable support for various institution sizes

Customer Relationships

1. Customer feedback channels
2. Interaction through communication platforms for desired feature changes

Channels

1. University Partnerships
2. Social media platforms

Customer Segments

1. Students in colleges or higher educations
2. University personnel assigned to manage schedules

Cost Structure

1. Operational Expenses
   a. Cloud server hosting
   b. Rates for future developments
   c. Computers for development

Revenue Streams

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