

PROJECT NAME: HISTORIOGRAPHY

TEAM MEMBERS: Alesia Burlacu, Ivona Burlacu, Flavia Voda, Tudor Nasca

IDEA IN SHORT:

An app that teaches history in a fun and engaging way, using storyboards and quizzes to do it.

Hardcore entrepreneur hackathon 3.0

1.PRODUCT - PROBLEM WE SOLVE



We awaken the curiosity that is often lost during school days and teach the audience about interesting historical events in a fun way.

2. OUR TARGET GROUP



Our game is for all ages, but our target group is represented by teenagers and students in general.

3. SMART OBJECTIVES



S – self-paced learning
M – memorising
A – attractive manner
R – reinventing learning
T – truthful to reality

4. PRICE



The app itself will cost 5 euros in the beginning. After a certain period, based on the feedback and the development rate of the game, we plan on raising the price to 6 euros.

5. PROMOTION



We'll mainly promote our game through social media (Instagram and TikTok), where we'll post interesting content, such as drawings, fun facts, behind the scenes and more.