



## Market Research Documentation Presentation

### Team 11



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# Vision

FOR



Interrupted  
educational  
services -

Low BW

WHO



Cost, Layoff, etc.

SKILLUP



Solution to  
All pain points

UNLIKE



Expensive  
Existing  
elearning

DIFFERENTIATING  
FACTOR



Low BW,  
Community,  
Quality content,  
Gamification

customer



# Umnet Needs



Low Bandwidth  
E - learning Demands



Cheaper Elearning



Community Needs &  
Gamification

# Customer Segments

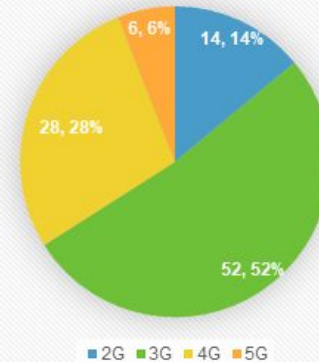
Users without high-speed internet:

- Educational platform-seekers with low internet
- Students affected by school closure
- Office workers facing unemployment

What kind of help do you hope a learning software can bring to you?



What type of mobile data network is used by your phone?



# Use Cases

“ How will i study  
online with low BW?”



Rahul, age 12  
stays in Nepal

“ How will i find  
relevant skills with  
community?”



Rohit, age 34 laid off  
employee in Mumbai

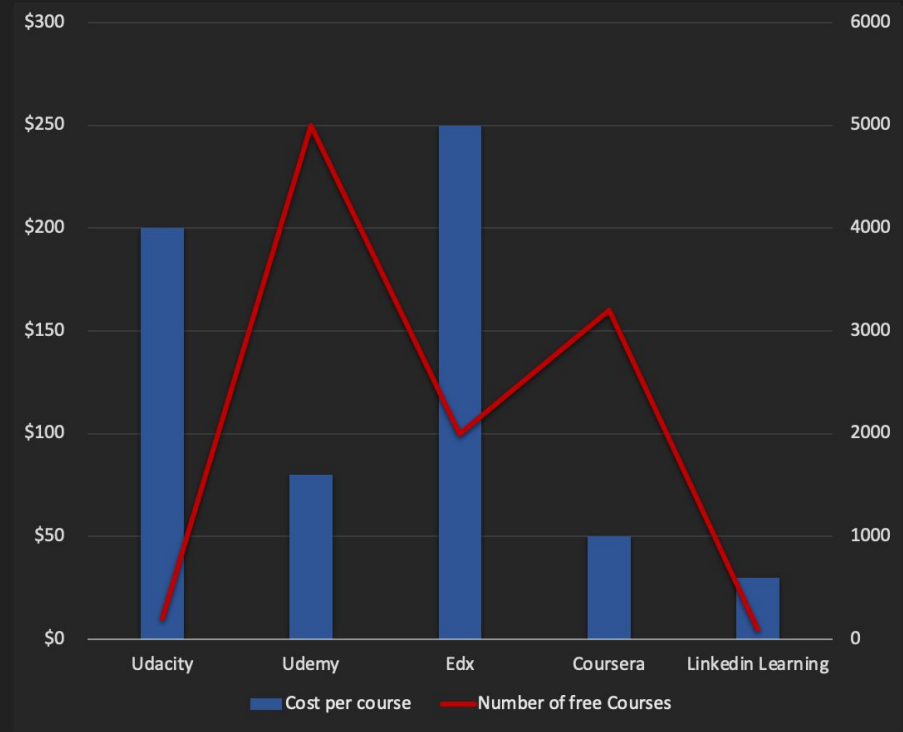
“ I wish studying  
online could be fun &  
cheap?”



Savita, age 10  
stays in Mumbai

# Competitive Analysis

- Price per course
- Number of free courses offering
- Low bandwidth



# Market Size

- Target Market:**

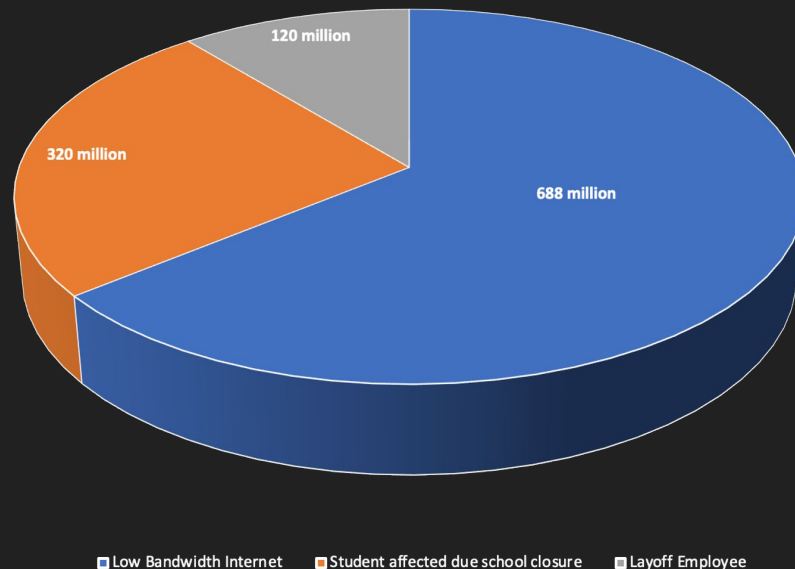
Affected learners due to low bandwidth internet connection.

- Available Market:**

People who have their learning affected due to network, cost, outbreak, layoff etc.

- Total market size:**

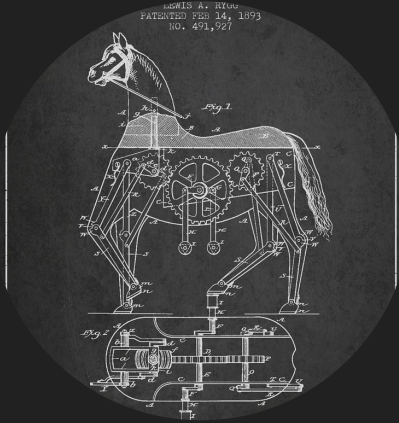
800 million people in India.



# Risks



Privacy Concerns



Technology Patent issues



Content Piracy