The Business Model CANVAS

Designed for: ITIS G.Marconi

Designed by: Group Four (Er Raqioui, Toth, Bachir, Sahas, Montresor)

Key PARtners

Our main partner was our teacher of tpi (technology and computer design), who gave us support for our project and helped in the moments of blocking the code

Key Activities

Our main activity was to create an instant messaging application to be used within a group, class or among the teachers themselves. Ours is an Open application available to all those who want to use it. We do not have real customers who pay to take advantage of the service we offer but we have consumers who will help us improve our application through their comments.

Key Resources

Our main resource is our consumers who use the application for free, which indicate the bug problems they encounter in its use. our main distribution channel and especially within the educational institution and precisely of the Guglielmo Marconi school of which we are part. the most practical resources we used were simple computers with programs suitable for programming

VALUE Propositions

We offer each client a messaging application for the communication and exchange of information. For now, no problem has been placed on the functioning of our app, in case it happens we would immediately get to work to solve the bug.

Customer RelAtionships

Currently a relationship with customers has not been established but these would have a fundamental part for the growth of our application, the cost would be minimal compared to the improvements that would be obtained

CHANNELS

Currently there is still no channel for communication with the customer

Customer Segments

our most important customers are within our institute, they are teachers, ATA staff, pupils, technicians. Who will use our application to exchange information.

Cost Structure

There were no costs for the realization of our project.

Revenue StrEAMS

There are no costs neither from the customer's side or on the side of the group that created the application.

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