Business Case for Skill Share

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| **Application Name** | My Skill Exchange |
| **Type of Business Model** | Crowdsourcing |
| **Target Audience of Users** | Anyone who is interested in learning new skills or teaching skills to others |
| **Value Proposition** | Users can improve different skills be receiving help from other users |
| **Key Resources** | -Skill & Knowledge Platform  -Networking and Collaborations |
| **How the system is used** | Web application  Users sign up as either a skill seeker or provider (or both) and search for other users by the skill they offer to teach. They then purchase a lesson from a skill provider with an in app currency, referred here as credits.  Users earn credits when other users purchase their lessons, and spend credits on other users’ lessons.  Lessons can be distributed in an online format via screen share or video, or can be arranged to be done in person.  As an example use case, User A offers guitar lessons at ten credits for an hour lesson. Three users purchase her lesson, giving her thirty credits. User A then spends thirty credits on a cooking lesson from User B.  Credits can also be purchased outright via credit card transaction, opening the platform to users who seek lessons but won’t provide their own lessons. |
| **Revenue generation, Revenue streams** | Offer digital credits for purchase |
| **Key Partners/Suppliers**  **(Stakeholders)** | Individual people |
| **Expected Benefits** | -To provide an online marketplace for an exchange of skills  -To provide many types of skills to be learned  -Ease of access of finding a professional who knows the desired skill |
| **Known Prototypes** | [Udemy](https://www.udemy.com/), [Coursera](https://www.coursera.org/) |