

Problem

People living in large, dense communities aren't fully aware of which diseases are spreading rapidly around them at any given time



Overview



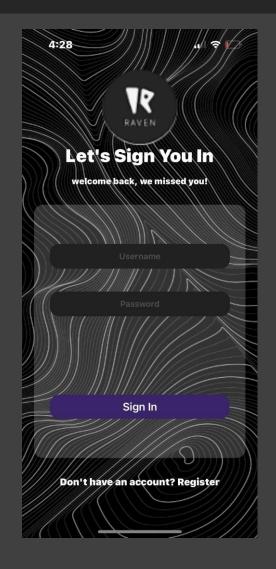
What is Raven?

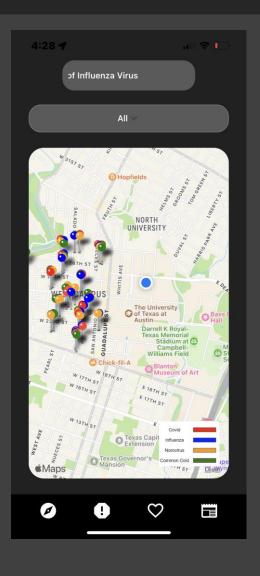
Raven is an application that increases user awareness and knowledge on illnesses within the community



DEMONSTRATION

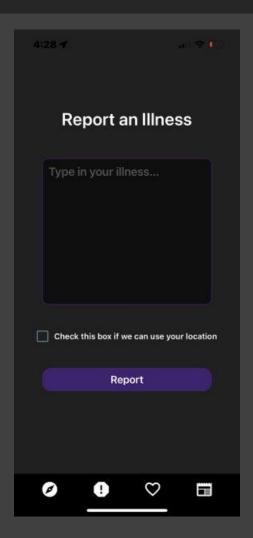
Features

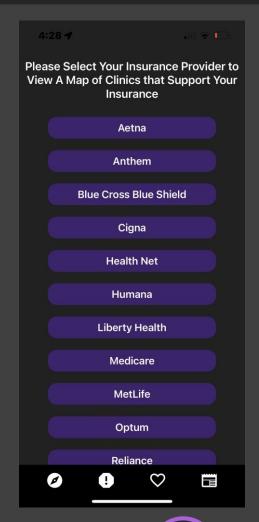






Features





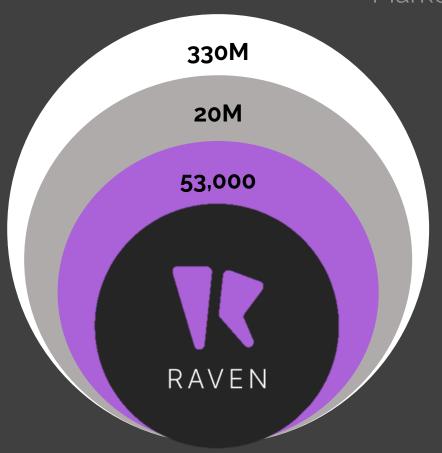




IMPLEMENTATION

Target Market

Market Sizes and Opportunity



TAM - Total Addressable Market

U.S. Population

SAM - Serviceable Available Market

U.S. College Students

SOM – Serviceable Addressable Market

UT Austin Students



Competitor Comparison

How do we compare to competitors?









Updated map of illnesses





Tracks a variety of common illnesses







Up-to-date, locally relevant data

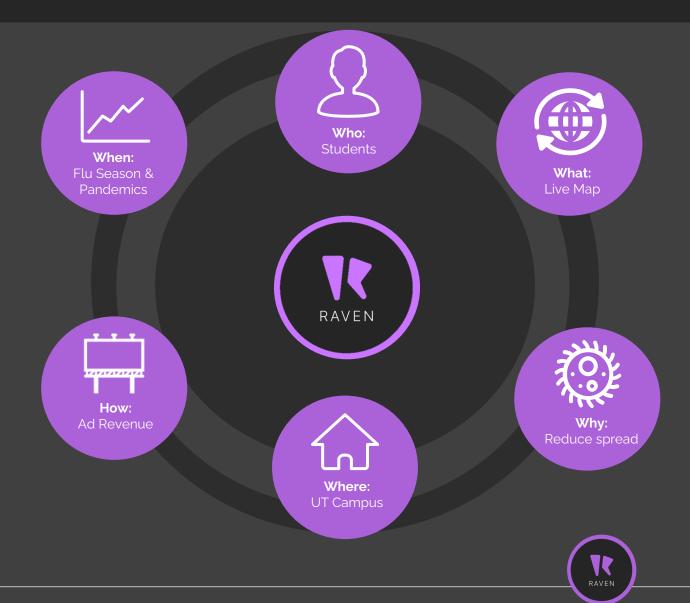








Go-To-Market Strategy



Next Steps

Partnership with nearby clinics

Customer Research,
A/B Testing, User
Interviews

Implement a forum

Updates for User Needs



CONCLUSION

Why are we unique?

Rather than only tracking one illness...

Rather than a state or country...

Rather than presenting vague, confusing data...

We target **numerous illnesses** in a very **niche area**.

We focus on **specific communities**.

We offer an **effective visualization** of relevant information.





Thank you so much! Any questions?



APPENDIX

SWOT Analysis

Wireframes

Costs

Revenues

Strengths

- Live map
- Niche target market
- Multiple illnesses tracked

Weaknesses

- Limited resources
- Need large user base
- New entrant

Opportunities

- Other colleges
- Elderly population
- Clinic partnerships

Threats

- Inadequate data
- Other applications

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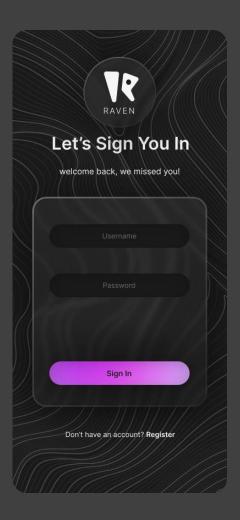
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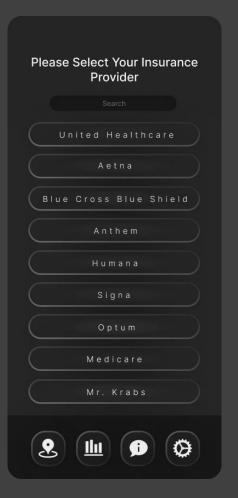
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Wireframes







Wireframes







Costs

FIXED



Front end development



Maintenance costs



Marketing costs

VARIABLE



Implementing updates

Conclusion

Revenues

	Financial Projection
1) Number of Users	In Year 0, 1000 users will use Raven
2) Price	Cost to maintain the app per additional user • Estimate around \$3 per user
3) Revenue	•User base grows 50% in Year 1 and Unit price drops 20% in Year 1 so •(1000 users in Year 0 * 150%) * (\$2 * 80%) = 1500 users * \$2.40= \$3600 in Year 1