**Problem Statement: What problem you are trying to solve?**

* Education can change life, play an important role in changing life
* However, majority existing education systems make individuals to stop learning after graduate
* We are trying to encourage everyone to apply lifelong learning, find new interests
* They can access materials as long as internet connection provided
* Apart from curriculum, we are trying to provide learning from more perspectives such as gardening, cooking and sewing

**Method: How did you solve the problem?**

* By introducing online tutoring platform that focus on cultivating lifelong learning, makes the process of lifelong learning accessible, easier, and affordable
* We are also trying to build a community through this platform
* It is because community plays an important role in cultivating and encouraging the process of lifelong learning
* Throughout our learning processes, obstacles and challenges are inevitable. Therefore, helps from community are helpful in creating lifelong learning cultures.
* Through this online platform, the materials can be spread worldwide and the opinions and reviews can also exchange from different parts of world

**Results: What is the outcome?**

* People from all ages will be able to gain knowledge, experiences and opinions for different subjects, hobbies and even masteries using the platform
* Convenience of lifelong learning
* Make learning more accessible
* Encourage learning culture
* Change the ultimate goal of learning
* Change perspective of learning which is just for marks but is for hobbies, knowledge, etc
* Enjoyable learning process instead of marks

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| Platform | Founded at | Online users | Number of courses | Pricing (Month) |
| Udemy | 2009 | 10 million | 30000 | USD10+ per course |
| Khan Academy | 2007 | 40 million | 54 | Free |
| Coursera | 2012 | 24 million | 2000 | Per course |
| Lynda.com | 1995 | 9.5 million | 6190 | USD 19.99+ |