

# Team 21 - Pacemakers

International Virtual Innovation Challenge Spring 21



#### Agenda

- . The challenge contribution of Boostive
- Digital Solution: Boostive app
- . Business model canvas of boostive
- 4. Value of our contribution to the challenge
- 5. Gained experience from the GXC challenge



BOOSTIVE BE ACTIVE, BE HEALTHY

### **Changes**Challenges Global



### Storyboard









### Digital Solution: Key Feature



For each Activity that is offered on the App you will receive Coins and Boosts



You'll pay with your Coins in the Shop. Choose your Reward which can be Coupons, Services and sustainable Products.



should invite your Friend to the Activity you want to attend to It can be demotivating to do sports alone that's why you



through a Ranking. That Ranking functions through the collected Boosts. That means To motivate yourself more, you compete with your Friends and your local Community whoever does more Activities will be on the 1st Place



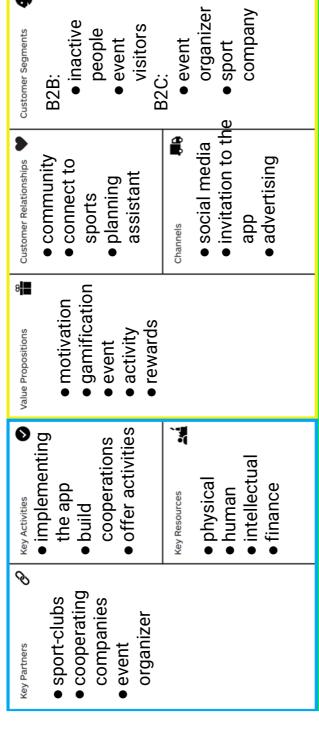


Boosts for joining Gain Coins and Activities Redeem Coins in Reward Shop the Boostive

to Activities and do Invite your Friends Sports together Compete with your Friends and your local Community through Boosts

## Business model canvas - BMC

BE ACTIVE, BE HEALTHY BOOSTIVE







moste expensive: app

Cost Structure

variable costs

fixed costs

- advertisements
- - sponsors



## Value of our contribution to the challenge





## Gained experience from the GXC challenge



#### Teamwork

- Cooperation in international and locally distributed teams
- Using github as a team → communication via issues
- Hands on mentality

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- o Improving oral english communication skills
- Coaching in course setting
- Professional coaching/input from with different experts
- Advantages of external team coaching
- Experience in virtual course
- Presenting and ideating in virtual environment
- Use of tools for virtual work
- Work location → everywhere you want/ no classroom felling



