

The problems faced by offline children's programming education companies

- Traveling to and from children's programming education institutions takes too long time
- High operating costs: offline programming campuses are costly
- Underutilization of faculty
- Low penetration rate of children's programming industry and fragmented student population



- Online platform teaching, solve the long round trip time



- Online platform teaching, saving rent, utility costs



- Online and offline sharing of faculty to improve efficiency of teacher use



- Combine online and offline, reasonable online and offline layout according to students' situation