

<i>Designed for:</i>	<i>Designed by:</i>	<i>Date:</i>	<i>Version:</i>
ITECH	Group 19	20.09.2023	1

Business Model Canvas

Key Partners Teachers Students	Key Activities Iterative process Agile development Feedback from teachers and students	Value Propositions Better moodle experience Less aggression Less confusion Pleasant workflow Time for important things	Customer Relationships Tight relationships with teachers and students	Customer Segments Teachers and students at ITECH Potentially all moodle users
	Key Resources IDE (Visual Studio Code) Google Developer Account		Channels In-person Webex	
Cost Structure Developer wages	Revenue Streams Subscription model for chrome extension (pro plan)			

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