Project Design Phase
Problem – Solution Fit Template

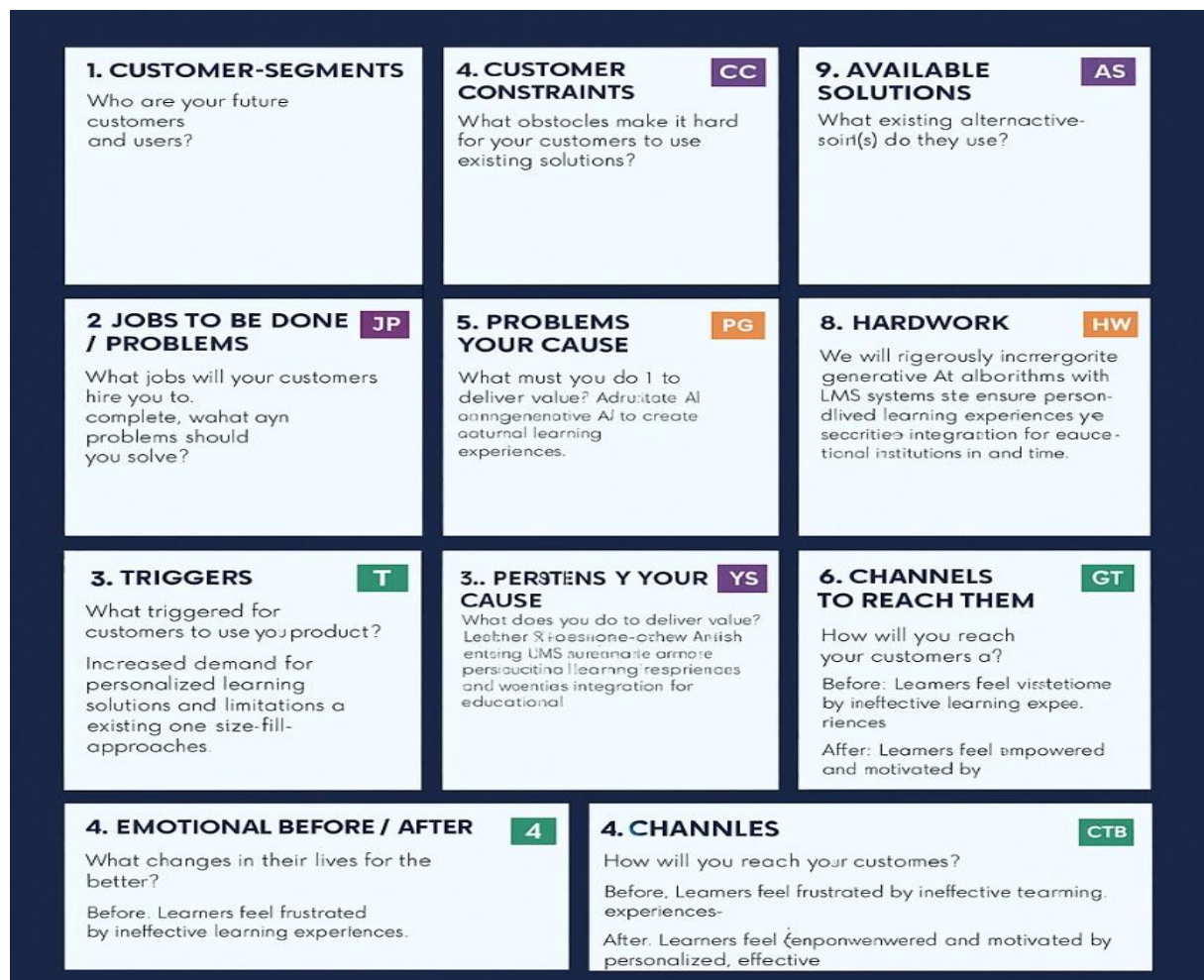| Date	27 June 2025
Team ID	LTVIP2025TMID52721
Project Name	EduTutor-AI-Personalized-Learning-with-Generative- AIand-LMS-Integration
Maximum Marks	2 Marks

Problem – Solution Fit Template:

Traditional learning often fails to address the unique needs and learning styles of each student, leading to reduced engagement and poor knowledge retention.

Purpose:

❑ Address the limitations of traditional learning by offering personalized, adaptive educational experiences.

❑ Enhance student engagement and improve knowledge retention through customized learning paths.

❑ Support educators by automating repetitive tasks like grading and content generation, freeing time for meaningful interaction.

❑ Integrate seamlessly with existing LMS platforms to ensure smooth adoption and minimal disruption.

❑ Use generative AI to create dynamic content tailored to individual learning styles, pace, and progress.

❑ Build trust and improve outcomes by providing data-driven insights and consistent feedback to learners and educators.

Template:

1. CUSTOMER-SEGMENTS
Who are your future customers and users?

4. CUSTOMER CONSTRAINTS `CC`
What obstocles make it hard for your customers to use existing solutions?

9. AVAILABLE SOLUTIONS `AS`
What existing alternative-soir1(s) do they use?

2 JOBS TO BE DONE / PROBLEMS `JP`
What jobs will your customers hire you to.
complete, wahat ayn problems should you solve?

5. PROBLEMS YOUR CAUSE `PG`
What must you do 1 to deliver value? Adru:tate AI onnngenenative AI to create aoturnal learning experiences.

8. HARDWORK `HW`
We will rigerously incrrergorite generative At alborithms with LMS systems ste ensure person-dlived learning experiences ye seccritieo integraotion for eauce-tional institutions in and time.

3. TRIGGERS `T`
What triggered for customers to use you product?
Increased demand for personalized learning solutions and limitations a existing one size-fill-approaches.

3.. PERSTENS Y YOUR CAUSE `YS`
What does you do to deliver value? Leother & Foesiione-ochew Anfish entsing UMS aureanarle armnore persiaucitina llearnng resprienoes and woenties integration for educational

6. CHANNELS TO REACH THEM `GT`
How will you reach your customers a?
Before: Leamers feel visstetiome by ineffective learning expee. riences
Affer: Leamers feel ampowered and motivated by

4. EMOTIONAL BEFORE / AFTER `4`
What changes in their lives for the better?
Before. Learners feel frustrated by ineffective learning experlences.

4. CHANNLES `CTB`
How will you reach your customes?
Before, Leamers feel frustrated by ineffective tearming. experiences-
After. Learners feel ẻnponwenwered and motivated by personalized, effective

References:

1. https://www.ideahackers.network/problem-solution-fit-canvas/
2. https://medium.com/@epicantus/problem-solution-fit-canvas-aa3dd59cb4fe