

PROJECT REPORT TEMPLATE

1. INTRODUCTION :

1.1 OVERVIEW :

Refers social refers to the means of interactions among people in which they create share, an or exchange information and ideas in virtual communitiesa and networks.

The office of communications and marketing instagram, linkedin and youtube accounts.

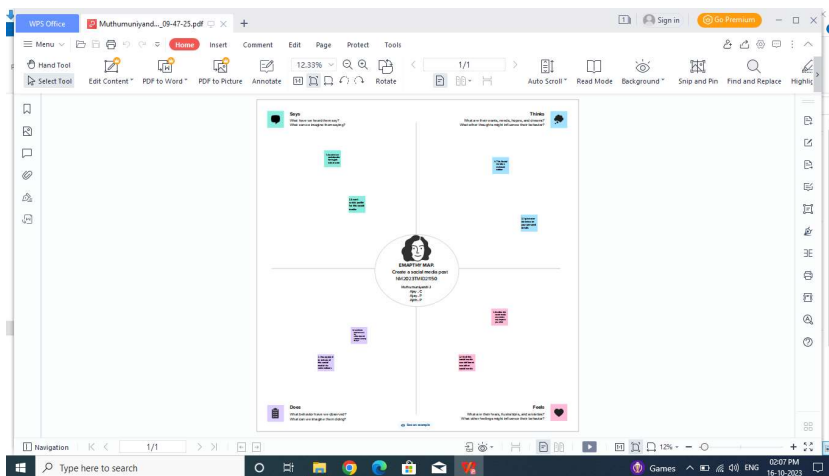
1.2 PURPOSE :

People are using social media for a variety of purposes. the four main uses of social media form the acronym slim: sharing, learning, interacting, and marketing.

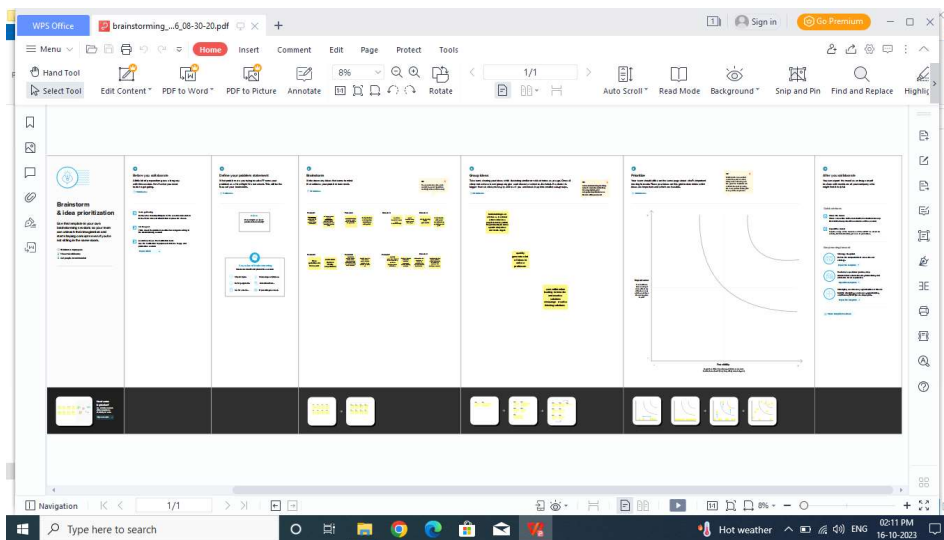
Social media is any digital technology that allows people to share ideas, information and thoughts via online communities and networks. social edia provides students wiyh multiple ways to connect virtually with others .

2 . PROBLEM DEFINITION & DESIGN THINKING :

2.1 EMPATHY MAP :

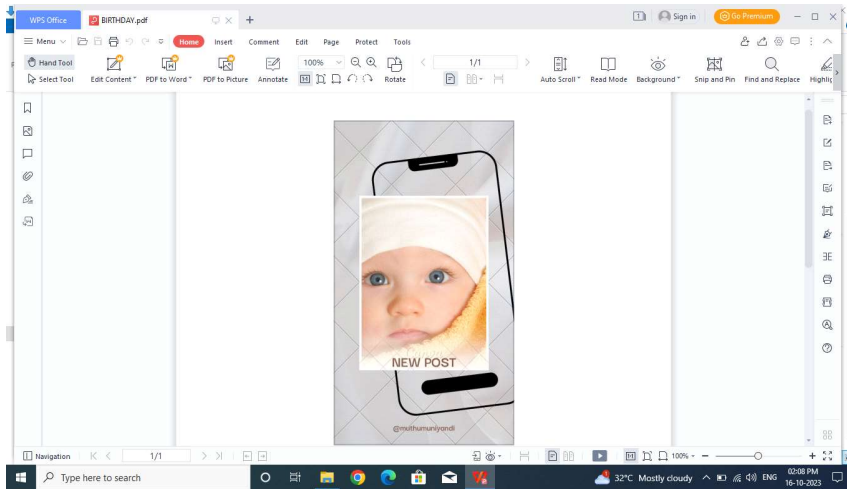


2.2 IDEATION & BRAINSTORMING :



3. RESULT :

FINAL FINDING (OUT PUT) :



4 . ADVANTAGES & DISADVANTAGES :

Social media has both its benefits and drawbacks, and it is up to individuals to use it responsibly. While it can be a powerful tool for communication, information dissemination, and business, it can also have negative effects on mental health, privacy, and well-being.

5 . APPLICATIONS :

Every web-based application that supports information publishing and sharing text, video, audio, photo, the building of personal profiles, connecting to a community and searching within the community is considered as a social media application.

6 . CONCLUSION :

In conclusion, social media has plenty of good uses as it allows stories or events that began locally to gain a global or worldwide attention. This allows to become an amazing platform to make the world connect and spread information faster than ever in the history of mankind.