JaminBelaja

Presented by Data Pioneers

Group Members

For team introduction

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Problem being solved.

Our app provides essential educational resources and interactive support for students affected by natural disasters. Through its online textbook library, students can easily access subject-specific content across various topics, enabling them to continue their studies without disruption. In addition, the app offers a 'Post & Answer' section, which functions as a community-driven Q&A platform where users can ask questions, share insights, and receive support from peers—much like Reddit. Finally, each subject includes dedicated exercise sections, allowing students to reinforce their knowledge and track their progress effectively. By combining accessible educational materials, community engagement, and practice exercises, our platform aims to offer a comprehensive learning solution that addresses both academic needs and peer interaction.

Technologies used and the rationale behind them.

Figma

- Real-time collaboration for seamless teamwork
- Interactive prototyping to refine user journeys
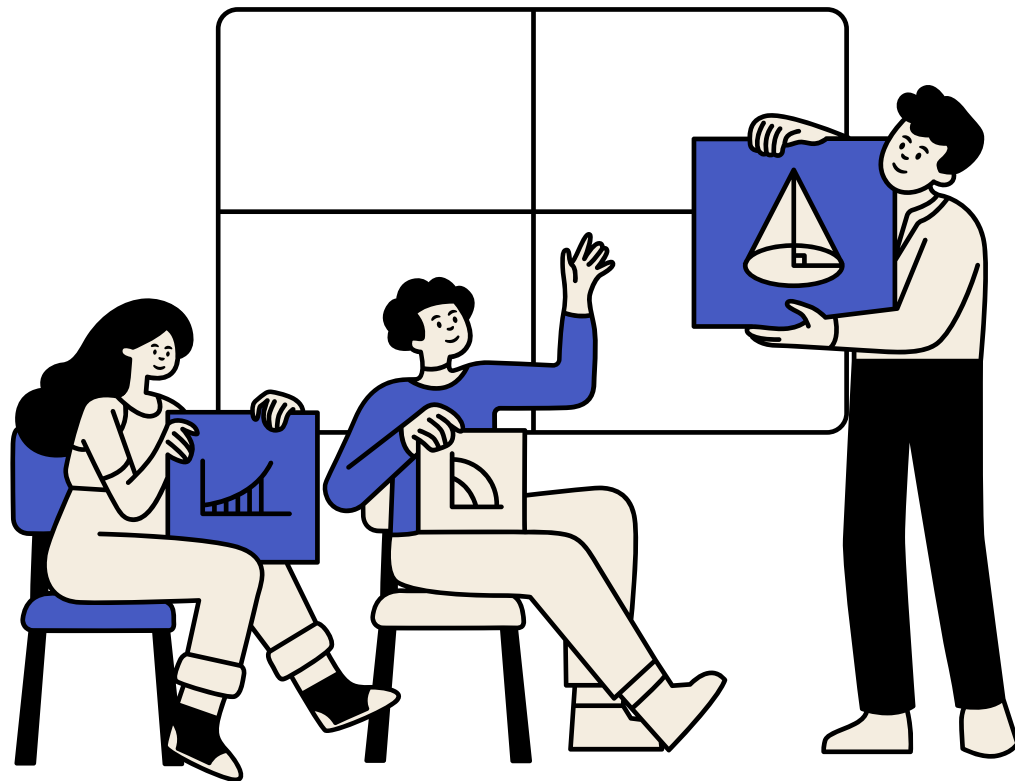- Consistent design system, easy developer handoff

Flutter

- Single codebase for Android & iOS, saving time & resources
- Rich, customizable widgets for consistent UI
- Hot reload boosts development efficiency

Firebase

- Scalable database & real-time sync with Firestore
- Easy authentication & secure user management

How the app aligns with the Sustainable Development Goals (SDGs).

SDG 4: Quality Education

- **Inclusive Education Access:** By offering textbooks, exercises, and forums, the app supports continuous learning even in disrupted environments, reducing educational inequality for disaster-affected students.

- **Adaptable Learning Resources:** Digital materials accessible from mobile devices allow flexible learning, crucial for displaced students who lack consistent access to physical resources.

- **Promoting Lifelong Learning:** The app's interactive exercises and forum features foster active learning and engagement, promoting a sustainable learning habit aligned with SDG 4's aim of lifelong education.

BUSINESS MODEL CANVAS

KEY PARTNERS
- Ministry of Education
- Educational Institutions Primary and Secondary Levels
- Educational Content Creator
- Cloud Service Provider

KEY ACTIVITIES
- App Development & Maintenance
- Restricted & Legalised Content Guidelines
- Partnership

KEY RESOURCES
- Development Team
- Cloud Insfrastructures
- Educational Community
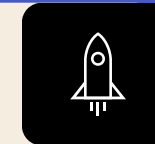- Verified Educational Content(Textbooks)

VALUE PROPOSITIONS
- Verified Educational Content
- Interactive Forum
- Exclusive Access for Academic Users
- Targeted Content

CUSTOMER RELATIONSHIP
- Community Engagement
- Verified User Base
- Real-Time Feedback
- Content Updates

CHANNELS
- Mobile app platforms(Android)
- Partnership with educational institutions
- Sharing media for students engagement

CUSTOMER SEGMENTS
- Students at Primary and Secondary levels seeking for accessible academic resource and peer support
- Educational institutions aiming to provide verified academic resources

COST STRUCTURE
- Development and Maintenance
- Content Acquisition
- Community Moderation
- Marketing

REVENUE STREAM
- Institutional Partnership with Ministry of Education and Educational Institutions