

Reg.No.:

23MID0110

23MIC0099

Name:

P JAYASRI

PRATHYANGRA

Title of the Project: "SkillSphere: Where Learning Meets Sharing"

Description of the Project:

SkillSphere is an online platform designed to facilitate skill-sharing, mentorship, and personal development through a seamless digital ecosystem. By bringing together learners, mentors, and skill providers, SkillSphere creates a vibrant community where individuals can exchange expertise, build valuable relationships, and foster lifelong learning.

The platform offers a unique token-based system that enables users to earn, spend, and exchange digital credits (tokens) for various services and learning opportunities. This tokenized approach encourages engagement, rewards active participation, and enhances accessibility to diverse skill sets, without requiring traditional monetary transactions.

Scope of the Project:

Aim:

To create an accessible platform that facilitates skill-sharing and mentorship, empowering users to develop personally and professionally through a seamless token-based system.

Objectives :

- Skill Exchange: Provide a platform for users to easily share skills and expertise through mentorship and collaboration.
- Lifelong Learning: Encourage continuous learning by connecting users with mentors and skilled professionals.
- Incentivized Engagement: Reward active participation with a token-based system, motivating users to contribute more.
- Collaborative Community: Build a supportive network of learners, mentors, and skill providers to foster knowledge-sharing and growth.

- Affordable Access: Offer cost-effective learning opportunities that are accessible to all, regardless of background.
- Career and Personal Growth: Help users expand their profiles, gain recognition, and connect with others to advance in their careers and personal development.

Impact of the developing Project:

Economic Impact

- Increased Accessibility: Token-based system makes skill exchange affordable and flexible.
- Job Creation: Provides opportunities for freelancers and mentors to monetize their skills.
- Support for Small Businesses: Boosts small business growth by promoting expertise globally.

Social Impact

- Skill Empowerment: Helps individuals improve careers and increase employability.
- Community Building: Fosters collaboration and mentorship across diverse groups.
- Bridging Education Gaps: Provides accessible learning opportunities outside traditional institutions.

Technological Impact

- Digital Literacy: Engages users with digital tools, promoting comfort with technology.
- Token Economy: Normalizes token systems for skill exchange, influencing other sectors.
- Advanced Tech Adoption: May integrate machine learning for personalized skill matching.

Environmental Impact

- Reduced Carbon Footprint: Eliminates the need for physical infrastructure and travel.
- Sustainable Learning: Promotes virtual learning, minimizing waste from traditional education.

Stakeholders of the Project:

Internal Stakeholders:

- P JAYASRI (Project Manager and Developer).
- PRATHYANGARA (Quality Assurance and Designer).

External Stakeholders:

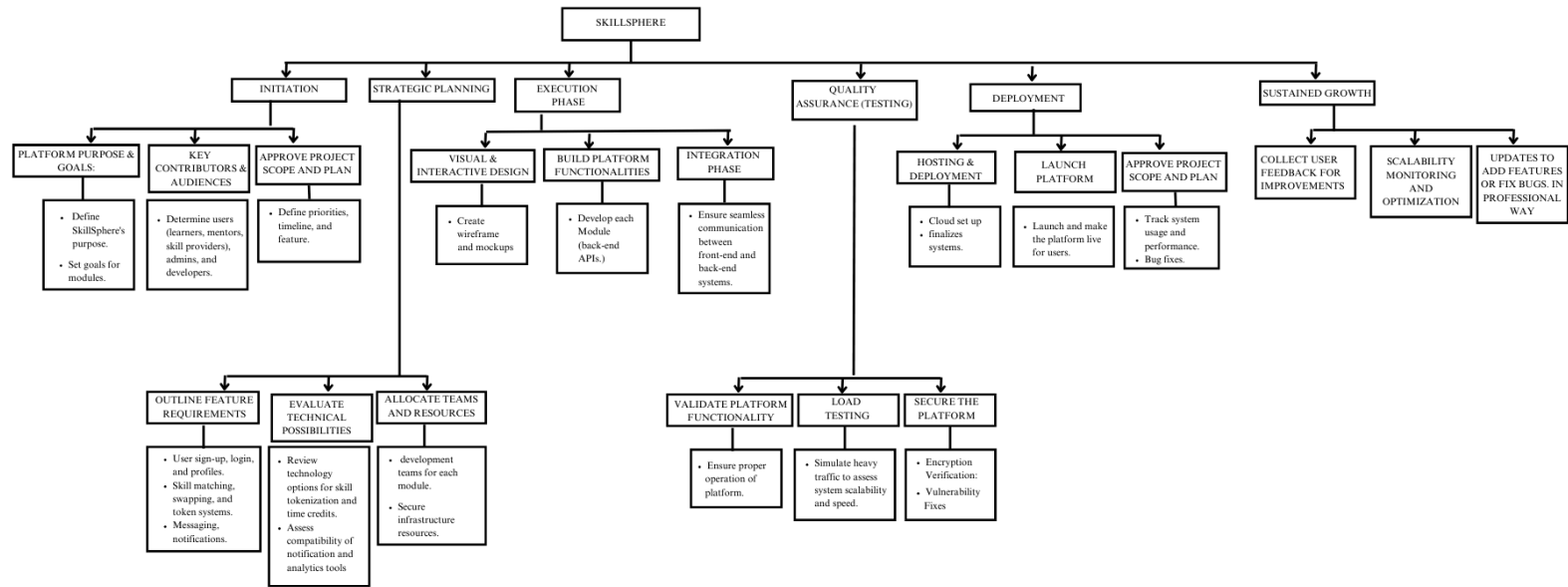
- Users.
- Partners and Collaborators.
- Investors.
- Advisors and Mentors.

Other Stakeholders:

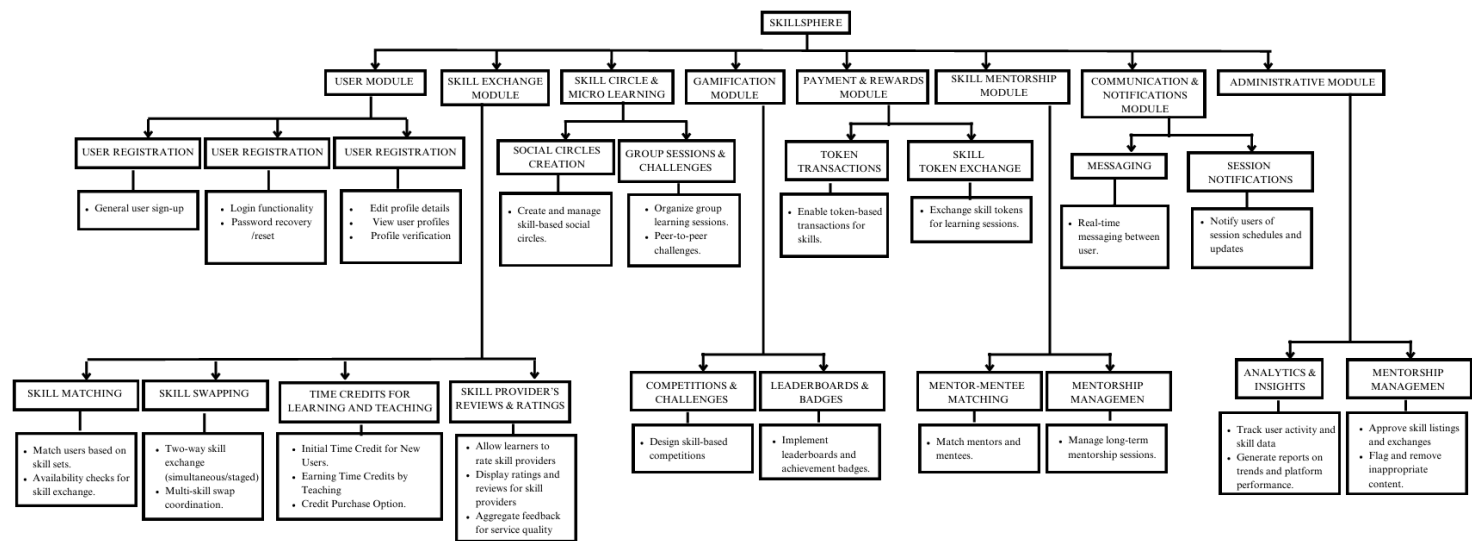
- Government Agencies.
- Industry Associations.

WBS (Work Breakdown Structure)

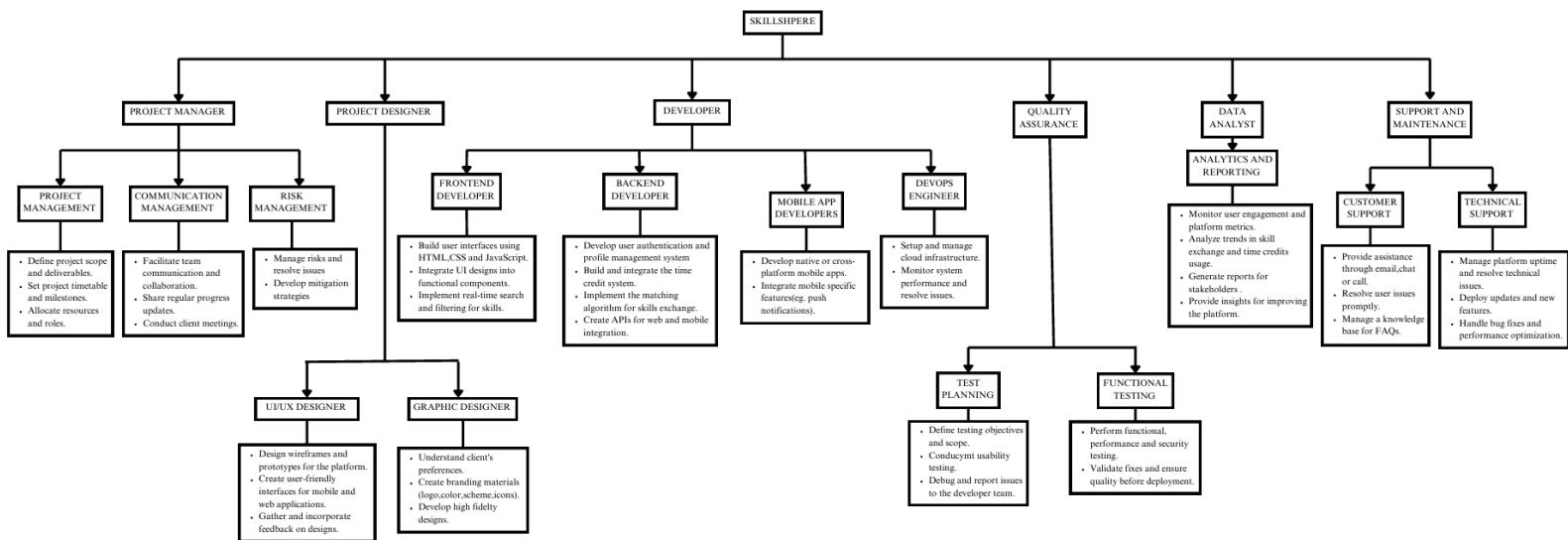
Process-Based Work Breakdown Structure:



Product-Based Work Breakdown Structure:



Role-Based Work Breakdown Structure:



Geography-Based Work Breakdown Structure:

