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| **Key partners:**   * **Technology Providers:** Companies providing cloud technologies, AI tools and adaptive learning technologies. * **Educational Institutions:** Schools, universities, and training centers. * **Industry Partners:** Companies needing skilled developers who might sponsor or endorse the platform. | **Key activities:**   * Creating and updating interactive coding exercises, adaptive quizzes, and AI-enhanced examination. * Improving the platform based on student’s feedback and technological advancements. | **Value Proposition:**   * **Innovative Learning Experience:** Integrating traditional learning modules with hands-on programming exercises to enhance practical skills. * **Adaptive Quizzing:** Personalized learning experiences through AI-powered interactive quizzes. * **Practical Applications:** Homework assignments based on real-world scenarios to bridge theory and practice. * **Student Engagement:** Opportunities for students to contribute to the platform's source code, gaining real-life software development experience. | | **Customer relationships:**   * **Community:** Forums and discussion boards where learners and educators can interact. * **Feedback Loop:** Continuous user feedback to improve platform features and content. | **Customer segments:**   * **Students:** Individuals seeking to learn mobile and web technologies. * **Educational Institutions:** Schools, colleges, and universities that may adopt the platform as part of their curriculum. * **Industry Professionals:** Developers looking to upskill or cross-skill in mobile and web technologies. * **Corporate Clients:** Companies who can use the platform for employee training. |
| **Key resources:**   * Servers, databases, and other infrastructure necessary for hosting. * Educators and specialists * Relationships with key partners who provide support and resources | **Channels:**   * **Website:** Main platform for accessing courses, exercises, and tools. * **Mobile App:** Ensuring accessibility and convenience across devices. |
| **Cost structure:**   * **Platform Development:** Costs associated with developing and maintaining the e-learning platform. * **Content Creation:** Expenses related to creating and curating educational content. * **Marketing and Sales:** Costs for promoting the platform and acquiring customers. * **Operational Costs:** Hosting, bandwidth, and other operational expenses. | | | **Revenue streams:**   * **Subscription Fees:** Monthly or yearly fees for accessing premium content and tools. * **Course Enrollments:** One-time payments for individual courses or certification programs. * **Corporate Training Programs:** Revenue from businesses using the platform for employee training. * **Partnerships and Sponsorships:** Financial support from industry partners. | | |