WebClass

Smart Education Standardised

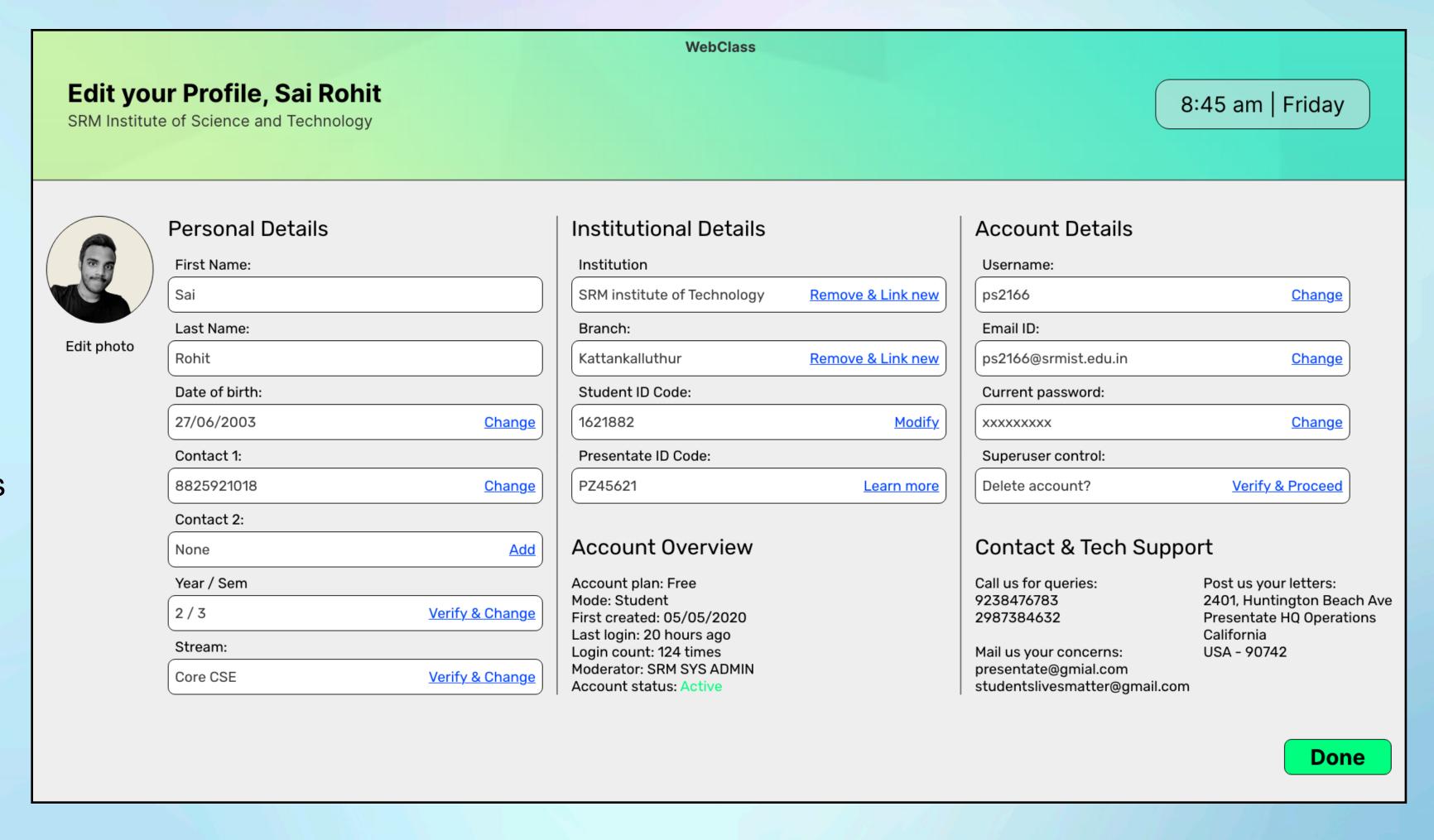
Overview

Imagine an industry standard application that only and only focuses on teachers, professors
 & students at an institute – a tool that provides everything only specific to an educational body, all the features & technologies it requires, when they have to go online

Advanced ML techniques and Data Science practices implemented within the application
predicts the paper by considering factors such as the student's past performance, the topics
involved in the test & the previous papers' suggests struggling students on which important
and underrated topics must they pursue and master, so they can come out victorious on the
day of the exam, by better help provided.

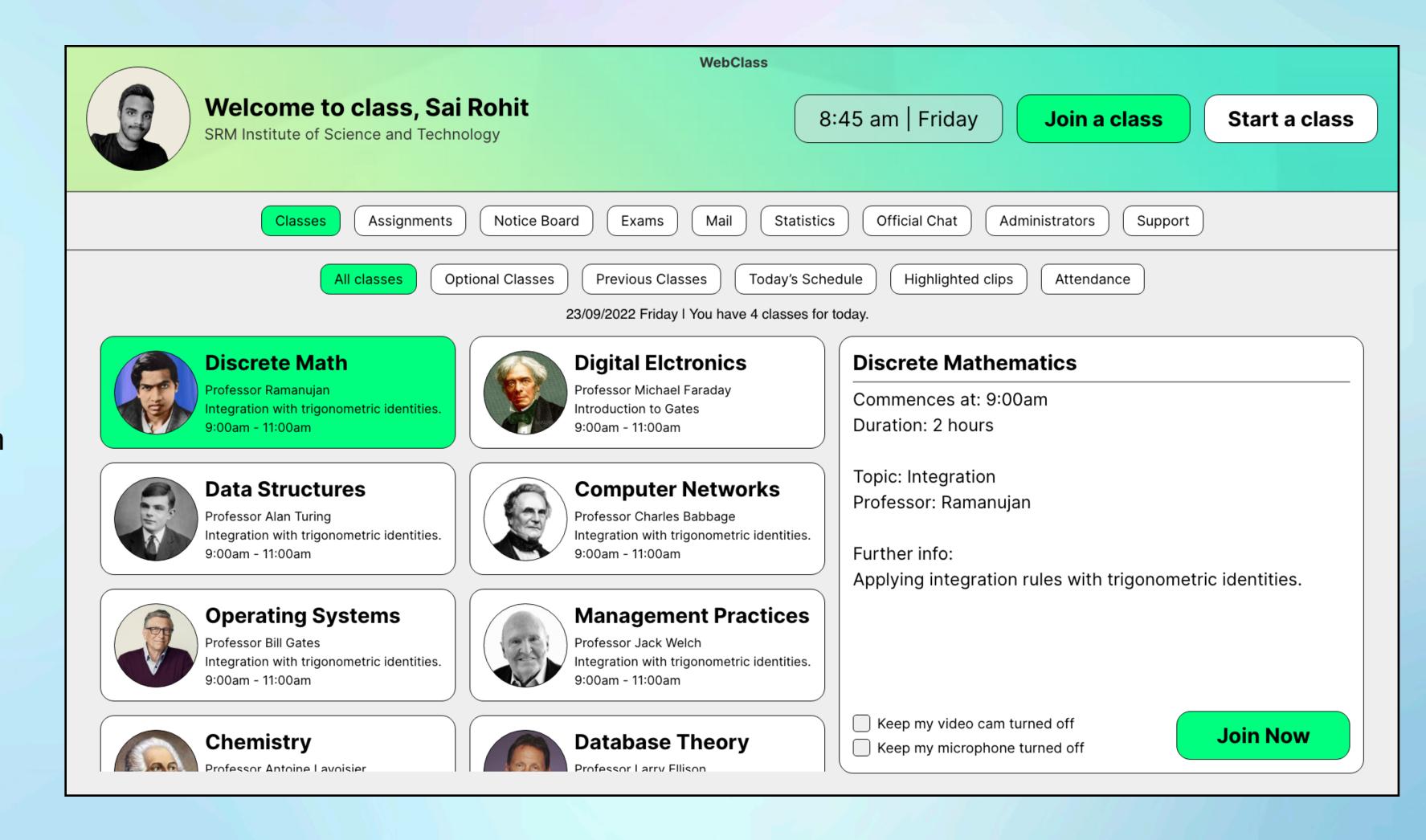
Problem

- Improper and non existence of a single platform for educationalists and learners to connect, teach, discuss and learn.
- Not every large / small institute has a common platform for bringing their students and professors together. Even if they do, it's always a hassle. We make it simple for them.



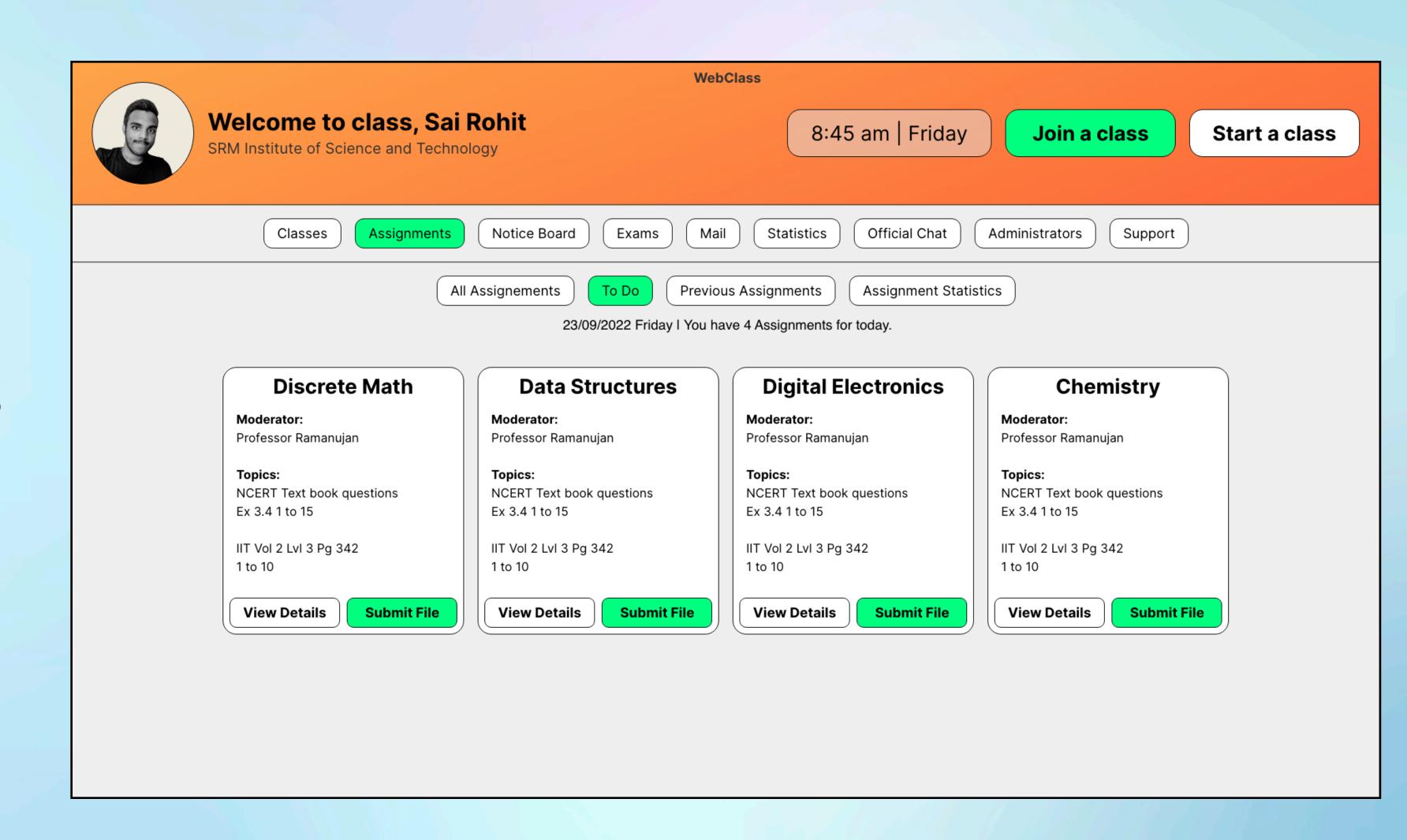
Purpose

Being a student myself, I have experienced the pain first hand.
 Switching between apps, announcements on WhatsApp, notices on gmail, classroom on GCR and online sessions on G-Meet, typing this set of applications itself is tiring. Just making things simple, is the main purpose highlighted.



Revenue Possibilities

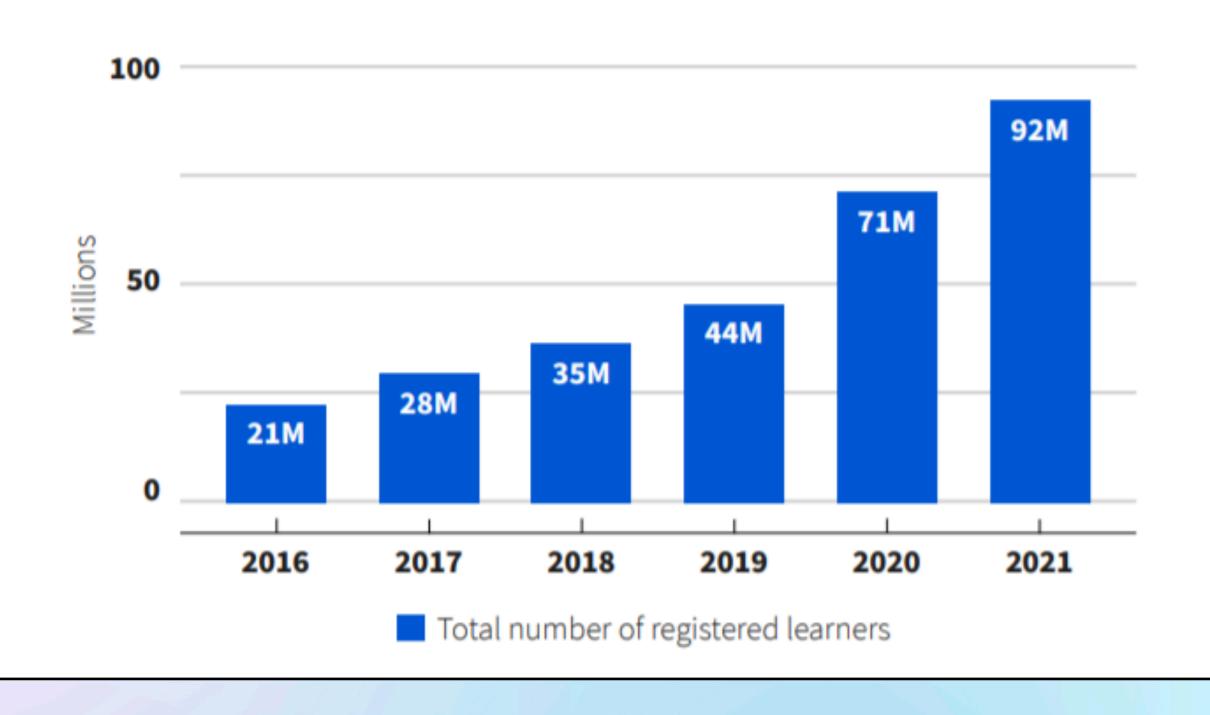
- Issuing licences to institutes and other educational bodies, at a serviceable fee can be one possible way to look at it.
- Expansion on cloud storage per user on the platform can also be issued at an additional charge to squeeze profits.

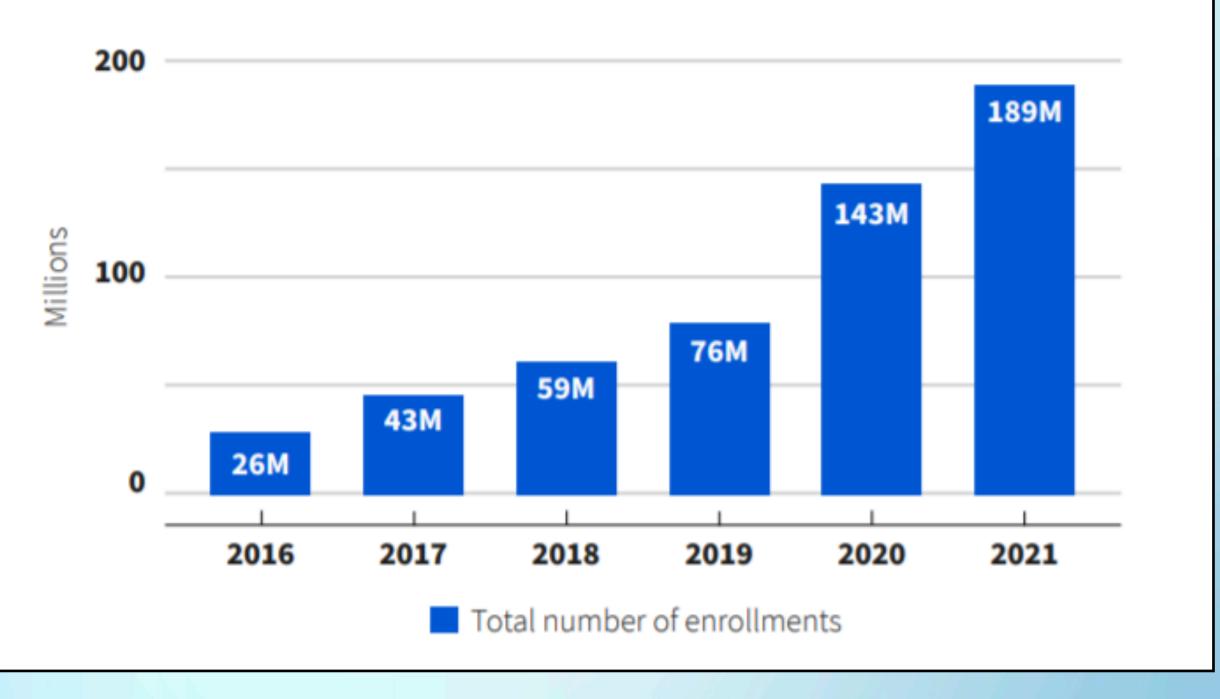


Numbers

More learners are accessing online learning

The demand for online learning on Coursera continues to outpace pre-pandemic levels.





Market

Top 10 countries with the most learners

Learners from around the world come to Coursera to build critical skills.



1. United States 17.3M



2. India 13.6M



3. Mexico **4.8M**



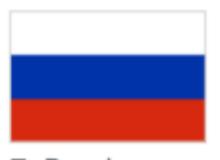
4. Brazil **3.7M**



5. China **3.3M**



6. Canada **2.4M**



7. Russia **2.4M**



2.4M



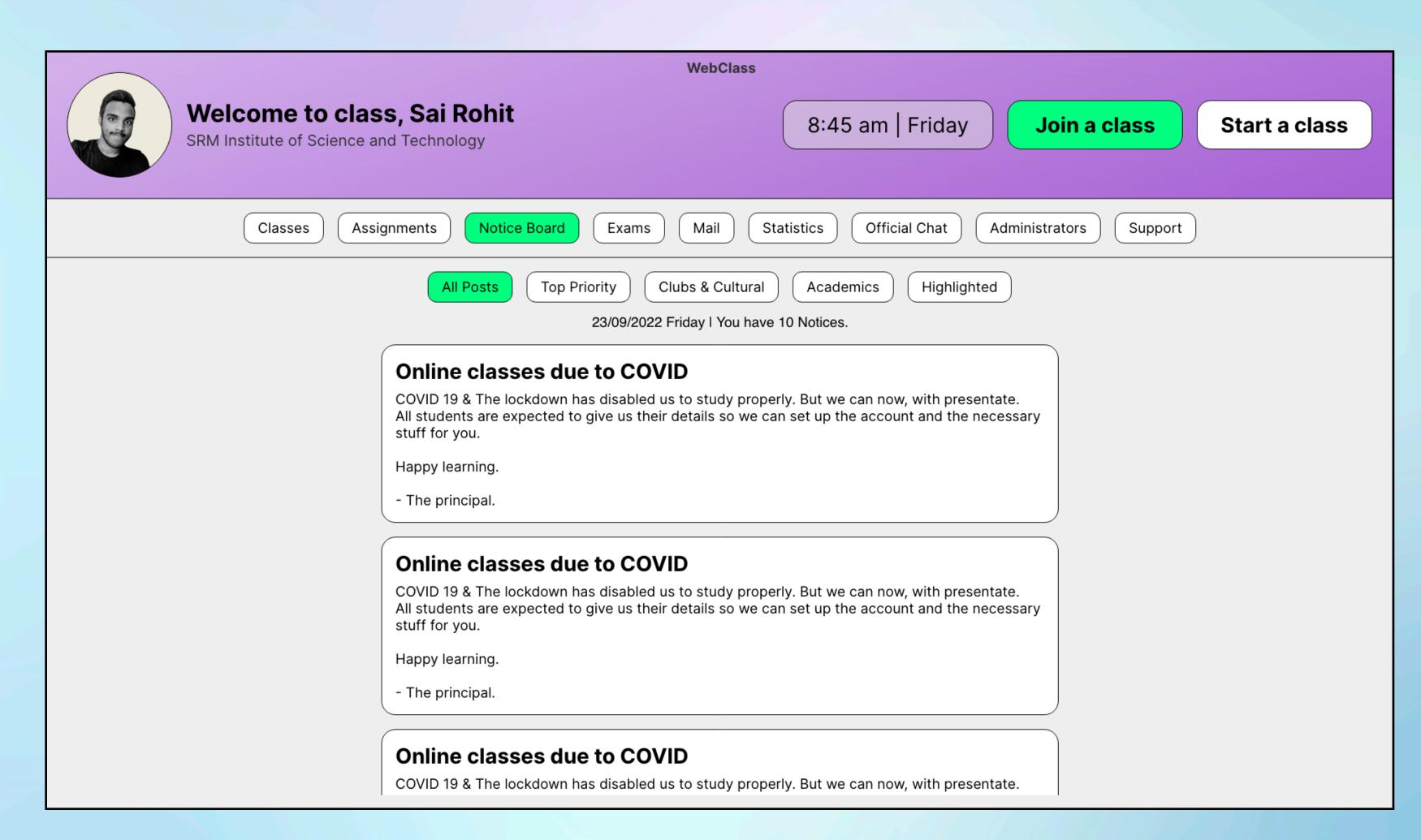
9. Colombia 2.2M



10. Egypt **1.6M**

Size & Expansion

 The global e-learning market size reached US\$ 253.3 Billion in 2021. Looking forward, IMARC Group expects the market to reach US\$ 521.8 Billion by 2027, exhibiting at a growth rate (CAGR) of 9.9% during 2022-2027.



THE BUSINESS MODEL CANVAS

KEY PARTNERS

- Educational Institutes
- Private Tutoring Businesses
- Schools
- Universities / Colleges

KEY ACTIVITIES

- Tie up with multiple institutes
- Keep flow and signup of students seamless and consistent
- Make application fast and responsive to retain institutions within our ap
- Continiously develop the services for future scalability

KEY RESOURCES

- Cloud space
- Fullstack Implementation
- Domain hosting
- Bringing in the data

VALUE PROPOSITIONS

- Display all educational progress on one page
- Quizzes and Tests can be designed and taken
- Be able to view all assignments, projects, notices, updates, and announcements.
- An inbox facility to manage emails
- Scan and upload assignments
- View their attendance, credits
 & scores
- View their classrooms, timetables, upcoming classes to attend and professor/ subject details of that class to be held, all in one dashboard.
- Chatting facility built in
- Option to raise an appeal, ask a query, apply for a leave, or submit an official letter to the administrators.
- View his entire student's personal information

CUSTOMER RELATIONSHIPS

- Professional
- Data oriented
- New / Additional feature implementation
- Dataleaks / rectification

CUSTOMER SEGMENTS

- Students across the whole world
- Professors
- Private tutors
- Institution administrators
- University executive panel members

CHANNELS

- Online
- Social media
- official College communication streams

COST STRUCTURE

- Developers (₹40 ~ 60,000 / Per person)
- Hosting Services (₹5 ~ ₹10,000 / Per month)
- Domain Rent (₹2 ~ ₹10,000 / Per month)
- Marketing / Outreach (₹10,000 ~ ₹60,000)
- Scalability development (₹50 ~ ₹80,000)
- Maintenance (₹50 ~ ₹100,000)

Roughly (₹2,00,000)

REVENUE STREAMS

- Licence to institutes for employing the app
- Expansion on personal, per user basis cloud storage
- Administrator console / Premium Subscription

Thank You