

2nd meeting customer

Useful links

TG Bot: [@KIPHubot](#)

Figma: [Ссылка](#)

Information: [Achievements 07.10.24](#)

[Ministry of Education](#)

[Project description](#)

Platform Overview

- **Brics school:**
 - Implement the ability to view contest participants and their resumes.
 - Add functionality to create and manage contests.
- **KIP:**
 - Implement registration and authentication on the platform.
 - Enable users to create profiles, view and participate in contests.
 - Transfer participants to an external platform for contest execution.

Platform Vision and Target Audience

- Merging two platforms is not an option due to **client preference** and **pre-purchased domains**.
- Competitive platforms analyzed:
 - **Russian:** Fakultetus, Brain Challenge.
 - **International:** Codewars, LeetCode.
- Competitive advantages:
 - **Superior design, gamification, and focus on students, graduates, and young professionals.**
- Audience considerations:
 - Includes **self-taught individuals and bootcamp graduates**, not just formal education graduates.
 - Education linkage in registration is **optional**.
- Geographic scope:

- Initially focused on Russia, with potential **future expansion to BRICS countries**.

Success Metrics & Milestones

- **MVP Requirements:**
 - **Brics Skull:** Contest creation and participant viewing.
 - **KIP:** User profiles, contest viewing and participation.
- **Full Implementation Goals:**
 - Integration with universities for greater outreach.
- **Project Timeline:**
 - No strict deadlines; the main goal is a **high-quality platform**.
 - Tentative completion: **Mid-summer**.
 - No intermediate milestones strictly set.

Company Collaboration & Monetization

- **Subscription Model for Companies:**
 1. Basic access to the student database.
 2. Ability to create contests.
 3. Access to premium participant database.
- **Verification & Administration:**
 - Companies **self-verify**; a separate admin role **is not required**.
 - Companies can create contests freely or request a competition concept.
 - No limitations on **number of contests or participants**.

Competition Mechanics & Design

- **Competition Participation:**
 - Students can view all competitions but not necessarily participate in all.
 - Companies can view **all** competitions.
- **Winner Selection Process:**
 - Participation occurs externally (Google Forms, third-party platforms, etc.).
 - A **designated reviewer** (company representative or platform admin) transfers results into the database.
- **Design Progress:**
 - The **existing Figma designs** remain unchanged; only color adjustments needed.
 - **Registration form design is outdated** and should be ignored.
- **Avatar color scheme integration:**
 - To be determined by the team.

- **Repository Preferences:**
 - GitHub or GitLab, **preferably private**.

Further Research & Feedback

- Audience research confirmed **validity of the gamification-job search model**.
- Need to collect additional **user feedback**.
- Prioritization of Miro features:
 - **Brics Skull**: Prioritization is confirmed.
 - **KIP**: May include **industry leader assessments** as an extra feature.
- Existing **Telegram bot** can be reviewed as a reference (~10-15% of intended functionality).