

Questionnaire METIS

1. How did you come up with the name and the idea? What is the vision statement? Which major user problems should be solved with this app?
2. What is your target market, and how will you reach out to them?
3. What is your pricing model, and how will you ensure that it is competitive?
4. How will you handle customer support and ensure customer satisfaction?
5. Do you have plans for scaling the business, integration with local schools, and expansion to other cities or countries?
6. What are the essential features that an online classroom should have to provide a state-of-the-art experience for both the teachers and the students?
7. Will the system allow the students to choose their subjects, and their teachers? If yes, how many different classes can a student take? How do you plan on implementing this?
8. What if the student doesn't like the way a particular teacher is handling the course, and wants to drop out of the course?
9. How will the system ensure the security of students', and teachers' data?
10. How do you think schools should integrate with the system?
11. Will METIS be offering recorded lectures?
12. How would you define a student's level of eligibility for a particular course?
13. How will METIS ensure the credibility of its evaluations in determining students' readiness to advance to the next grade? Specifically, how will METIS guarantee the delivery of high-quality education without any delays or setbacks?
14. How do you document student progress, including their participation in extracurricular activities and behavioral competencies?
15. How will METIS align the topics suggested by teachers with those suggested by METIS to ensure that students remain at the same level of difficulty?
16. What statistical scale does METIS employ for evaluation? Are there any statistical measures that are more focused on assessing hard skills, while others are geared towards evaluating soft skills?
17. If the students are allowed to choose student tasks on their own, how it can be guaranteed that they are getting out of their comfort zone rather than working on skills they are already good at, how does METIS ensure that students are consistently challenged and pushed outside their comfort zones when selecting tasks? And what measures are in place to ensure that students are challenged appropriately when they choose their tasks, alongside Are there mechanisms in place to encourage students to explore new areas of learning and tackle tasks that may initially seem unfamiliar or challenging??
18. How does METIS collaborate with educational policymakers and institutions to advocate for digitalization in the broader school system?
19. How does METIS facilitate communication and collaboration between students, teachers, and parents in the digitized school system?
20. How does METIS support teachers in creating a diverse range of tasks that cater to different learning styles and preferences?
21. Are there any features or tools within METIS that provide students with feedback or guidance while they work on their chosen tasks?
22. How does METIS track and assess student progress when they are working on tasks of their own choosing?

23. In what ways does METIS encourage reflection and self-assessment among students as they work on their chosen tasks?
24. What specific gamification features will be provided to students and how will I bet ensured that gamification elements align with educational objectives and contribute to meaningful learning outcomes? And how will METIS address concerns about potential distractions that may arise from the use of gamification in education?