# **ALX Foundations: Milestone # 7 Worksheet**

# SECTION A: User Interview Preparation

**Step 1: Restate your team’s problem statement**

Please write your team’s agreed-upon problem statement from Week 6 here:

**Step 1: My Team’s Problem Statement**

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| The significant challenge of inadequate education quality in Sub-Saharan Africa was starkly evident in 2020, as approximately 100 million children of primary and lower secondary school age lacked fundamental skills in reading and mathematics.  This situation underscores the pressing need to address the lack of access to quality education in the region, as it not only deprives individuals and communities of opportunities for personal growth but also perpetuates cycles of poverty and hinders socio-economic progress.  Moreover, the widening disparities in educational outcomes exacerbate the situation, limiting the region’s potential for sustainable development. Efforts to bridge this gap must prioritize investments in infrastructure, teacher training, curriculum development, and community engagement to ensure that all children in Sub-Saharan Africa receive an education that equips them with the skills necessary for success in the 21st century. |

**Step 2: Define the User Persona**

Define the person you’re solving the problem for in as specific terms as possible. This is important as this person is the one who will ultimately benefit from your solutions, and you’ll be interviewing someone who fits these criteria. This means identifying the characteristics, objectives, motives, and pain points of your target users. In the space below, define this user by creating a detailed user persona of them using the following descriptions:

* Demographics: Age, gender, location, education, family status, interests, hobbies and more
* Pain points: What the user might have trouble with, like being not very tech savvy. Identify at least 2.
* Goals: What the user wants to achieve using your product or what are their goals with respect to the problem they’re facing.
* Motivations: What motivates the user to use a product or solve their problem. How motivated are they to receive a potential solution?
* Behavior: How the user might behave in the context of the problem or when a solution is presented to them.
* Customer needs and wants: What the customer might need or want as a potential solution to their problem.

**Step 2: User Persona**

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| Name: Aisha Ibrahim  Age: 16  Location: Niamey, Niger  Background: Aisha comes from a modest family in Niamey, Niger's capital city. She's the eldest of four siblings and takes her role as a big sister seriously, often helping her younger siblings with their studies. Her parents, both working long hours to make ends meet, encourage Aisha to prioritize her education, seeing it as the key to a better future for the family. Aisha attends a public secondary school where resources such as textbooks, learning materials, and even electricity are scarce. This makes it challenging for her to fully engage in her studies and stay up to date with the curriculum. |

**Step 3: Interview Questions**

Now that you have your user persona defined, let’s prepare for the interview by defining the questions that you’ll be asking during the interview. To do so, provide the list of questions that intend to ask during the interview in the space below. These questions should help you understand the problem and how it affects the target users better. Write down at least 5 primary questions that you’re going to ask.

**Step 3: Interview Questions**

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| 1. How easy or difficult is it to have access to your school learning materials?  2. What support systems or resources do you think would be most beneficial for students facing similar challenges to yours?  3. In what ways do you believe the educational system in Niger could be improved to better support students like yourself?  4. how does she feel about learning their subjects in English?  5. What are your aspirations for the future in terms of education and career? How do you plan to pursue these goals despite the financial constraints your family faces? |

# SECTION B: User Interview Insights

**Step 1: Interviewee Information**

Please write the name and other details of the interviewee you interviewed for the information.

**Step 1: Interviewee Information**

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| Interviewee Name: ABAGHE Victoire Dalhiat  Interviewee Occupation: Student in Agrobusiness  Interviewee Age & Location: 22 years old, currently living in Lome, Togo |

**Step 2: Interview Insights**

What did you learn from the interview? Provide the main points that you gathered through the interview about your problem. On the whole, what was new that you learnt about your problem and its effect on people? What were the most pressing concerns and pain points mentioned in the interviews? What recommendations did you receive from the interviewees about possible solutions? Did you uncover any new factors surrounding the problem that you didn't consider before? All in all, identify at least 5 major themes with details.

**Step 2: Interview Insights**

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| The interviewee highlighted the difficulty in accessing school learning materials due to the cost associated with obtaining them. He interviewee stressed the importance of implementing mechanisms in universities to make course materials almost free or entirely free. A pressing concern mentioned was the shortage of specialized teachers in certain subjects.  The interviewee expressed the belief that learning subjects in English would be beneficial, citing its importance as the language of business and its potential to provide more opportunities for growth. This suggests that language proficiency could be a factor in educational access and success. Despite facing financial constraints, the interviewee has ambitious career aspirations in agribusiness and plans to pursue further education through scholarships. This highlights the resilience and determination of students facing economic challenges to pursue their goals. |

# SECTION C: Generating Solutions

**Step 1: Meeting Date, Time, & Location**

Please list when and where your team meeting took place.

**Step 1: Meeting Date, Time, & Location**

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| 1. Date: 01/05/2024, 29/04/2024. 2. Time: 9 am GMT, 6 pm GMT. 3. Location: Zoom meeting. |

**Step 2: Meeting Attendees**

Please list who attended your team meeting, and their primary role.

**Step 2: Meeting Attendees**

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| 1.Mohamed Hgar  2.Rooly Marvin  3.Tebogo Mataba  4.Rutajoga Shema Kenny Owen  5.Nii Nuetey Narh  6.Umugire Emmanuel  7.Amanuel Mulugeta |

**Step 3: Bad Idea Brainstorm**

It’s time to start thinking about solutions to the problem. Use all the information you now have about the problem (from your research last week and the interviews this week) to start thinking of possible solutions. As you have studied in Canvas modules, it’s always good to first gather as many ideas as possible. So at this stage, don’t hold back, put your divergent thinking hat on, and let the creativity flow to gather as many ideas as possible. As a team, you must generate at least 10 new bad ideas. Remember, the dumber the idea, the better! This is to help you work as a team to be non-critical. Stay in divergent thinking. It helps to say “thank you” after every idea is shared.

**Step 3: Brainstormed Ideas**

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| 1. Open Access Course Material Repository: Develop a centralized online platform where universities can upload and share course materials for free access by students.  The platform can host textbooks, lecture notes, presentations, and other resources, making them accessible to students at no cost. 2. Virtual Teacher Marketplace: Create an online marketplace where students can connect with specialized teachers in subjects with shortages. Teachers can offer virtual tutoring sessions, live lectures, or recorded video lessons for a fee or on a donation basis. 3. Language Learning App with Business English Focus: Develop a mobile app that focuses on teaching English language proficiency, with a specific emphasis on business English. Include interactive lessons, quizzes, and language practice exercises tailored to the needs of students aiming for business and career growth. 4. An educational platform where students can access course materials but must complete quizzes or assignments within a limited time frame to unlock the next set of resources. 5. A virtual teacher marketplace that connects students with retired professionals or industry experts willing to share their knowledge on a part-time basis. 6. A language learning app that incorporates real-world conversations and interviews with native speakers to provide authentic language practice. 7. An open-access course material repository that partners with publishers to offer discounted or subsidized textbooks and resources to students in need. 8. A virtual reality classroom experience where students can interact with simulations and practical demonstrations to supplement traditional lectures. 9. A language learning app that offers personalized coaching sessions with language tutors who provide feedback and guidance tailored to each learner's needs. 10. An educational platform that offers micro-credentialing or certification for completing specific modules or courses, enhancing students' resumes and career prospects. 11. A virtual teacher marketplace that offers free trial sessions or introductory classes, allowing students to assess teaching styles and find the best fit for their learning preferences |

**Step 4: Team’s Final Selected Solution Idea**

Your next task is to narrow your choices, which will put you in a convergent thinking mindset. You should have some discussion and debate about this, and try to reach a consensus on a final solution to your problem that your team is going to consider working on for the rest of Month 2. These ideas can be totally new, or they can be the same or variations from ideas you’ve already come up with. Remember that they should involve some sort of technology (either a piece of software like an app or algorithm, or a physical device such as a robotic fish or machine that scans your DNA). You will not have to build the solution out. But you will have to create some type of basic prototype (if it is a device) or a set of wireframes (if it is an app/software). You will not have to actually create the technology or code.

You must figure out a fair way to reach a consensus with your group, including a discussion where everyone’s voice can be heard.

**Step 4: Team’s Final Selected Solution Idea**

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| The selected solution represents a synthesis of the brainstormed ideas outlined in solutions 1 to 3. Rather than choosing one solution in isolation, this approach integrates key elements from each proposal to create a more comprehensive and effective response to the identified problem.  In solution 1, the concept of an Open Access Course Material Repository addresses the challenge of accessing learning materials by providing a centralized platform for universities to share resources freely. This idea emphasizes the importance of making educational materials more accessible to students, particularly those facing financial constraints.  Solution 2 introduces the Virtual Teacher Marketplace, which aims to address the shortage of specialized teachers by creating an online platform where students can connect with educators for personalized tutoring sessions. By leveraging technology, this solution seeks to overcome geographical barriers and provide access to expertise that may not be available locally.  Solution 3 focuses on language learning, specifically targeting the importance of English proficiency for academic and career advancement. The proposed Language Learning App with Business English Focus acknowledges the role of language as a barrier to education and aims to equip students with essential communication skills, thereby enhancing their opportunities for success.  By selecting a combined solution, the aim is to leverage the strengths of each individual idea while mitigating their respective limitations. This approach recognizes that no single solution can fully address the complex challenges of inadequate education quality in Sub-Saharan Africa. Instead, by integrating elements of open access to educational resources, personalized tutoring, and language learning support, the selected solution seeks to provide a more holistic and sustainable response to the problem at hand. |

# SECTION D: Product Planning

**Step 1: Product Description**

You learnt about product planning and product descriptions in Weeks 4 and 5. Now it’s time to apply that learning to create these descriptions to plan for your solution. In the space below, describe the solutions that you’re building, in as much detail as possible. Ask yourself the following questions:

* What does the ideal solution look like? Will it be an app or a physical item or a software service? What will it look like aesthetically?
* How the ideal solution will function, and how will users interact with it? Will the users create profiles? Will there be a dashboard (and what will it show)? Will there be other forms of screens or interactions that users will perform? How will users operate the product?
* What will be the features of the solution? How will you define and describe these features and how will users access these features on the app or physical product?

**Step 1: Product Description**

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| The ideal solution is a comprehensive educational platform designed to address the challenges of inadequate access to quality education in Sub-Saharan Africa. It will be a web-based service accessible on both computers and mobile devices to ensure maximum reach and usability. Aesthetically, the platform will feature a clean and intuitive interface, with vibrant colors and engaging visuals to make learning enjoyable.  The platform will function as a multifaceted tool, providing access to open-access course materials, connecting students with specialized teachers, and offering language learning resources with a focus on business English proficiency. Users will create profiles upon registration, enabling personalized recommendations and progress tracking.  Upon logging in, users will be greeted with a dashboard showcasing personalized recommendations based on their academic interests and learning goals. They will have access to a variety of features, including:   1. Open Access Course Material Repository:    * A centralized repository of textbooks, lecture notes, presentations, and other resources uploaded by universities for free access.    * Robust search functionality and categorization by subject to facilitate easy navigation.    * User ratings and reviews to help students identify high-quality resources. 2. Virtual Teacher Marketplace:    * An online marketplace connecting students with specialized teachers for virtual tutoring sessions or live lectures.    * Teacher profiles detailing their expertise, qualifications, and availability.    * Scheduling tools and secure payment options for seamless transactions. 3. Language Learning App with Business English Focus:    * Interactive lessons, quizzes, and language practice exercises designed to improve English proficiency, with a focus on business communication skills.    * Speaking practice, vocabulary building exercises, and real-life business scenarios to enhance practical skills.    * Progress tracking and personalized learning paths based on individual proficiency levels.   Users will interact with the platform by browsing through available resources, scheduling sessions with teachers, completing language lessons, and tracking their progress over time. The platform's user-friendly interface and diverse features aim to empower students with the tools they need to overcome educational barriers and pursue their academic and career aspirations. |
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**Step 2: Product Solution**

Before we finalize everything for the week, it’s also important to very clearly define how your product is going to solve the problem that you set out to solve. You can do so by answering the following questions:

* What specifics about the product or app contribute to solving the problem?
* How do these specific features contribute to solving the problem?
* How does the product help the people you’re creating the solution for?

**Step 2: Product Solution**

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| The combined solution addresses the identified challenges by providing free access to educational resources, connecting students with specialized teachers, and enhancing language proficiency, particularly in business English. By offering a centralized platform that caters to diverse learning needs, the product aims to:   * Facilitate equitable access to quality education, irrespective of geographical location or financial constraints. * Bridge the gap between students and teachers, ensuring access to expertise in subjects with shortages. * Empower users with language skills essential for academic success and professional advancement in a globalized economy.   These specific features contribute to solving the problem by creating a supportive ecosystem that fosters learning, collaboration, and skill development. By leveraging technology and innovative pedagogical approaches, the product aims to democratize education and empower individuals to realize their full potential, thereby contributing to sustainable development in Sub-Saharan Africa |

**Step 3: Reflections (Individual)**

Please share your **personal** reflections on your experience with your team so far.

**Step 3: Team Process Reflections**

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| 1. **What is working well with your team?**   Effective communication, collaboration, and a foundation of support and trust among team members.   1. **What is one good thing that happened during your team meeting?** 2. **What is one thing your team could do better in the next meeting?**   Improving team attendance would help us work better together.   1. **Are you experiencing any concerns or frustrations with your team? If yes, what can you personally do to lessen the concern/frustration?**   I don't have any concerns or frustrations with my team at the moment.   1. **How would you rate your ability to communicate with your team members on a scale of 1 to 4? (1=extremely poor and 4=excellent)**   3/4   1. **Overall, how satisfied are you with how well your team is working together? (On a scale of 1 to 4, with 1=extremely poor and 4=excellent)**   I rate it a 3 because attendance isn't consistently strong.   1. **Is there anything else you’d like to share about your team and their process?** |