PROJECT REPORT

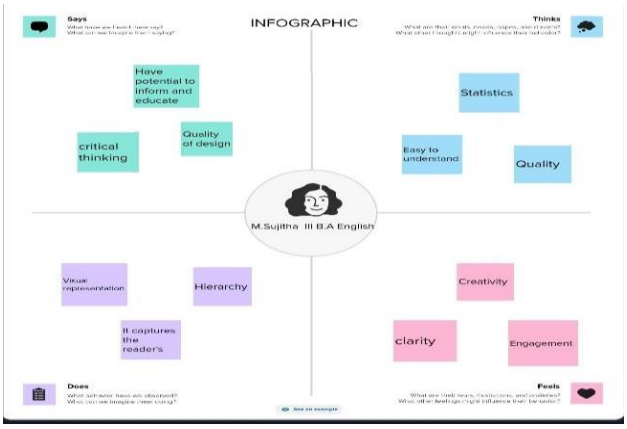
1.Introduction

The project aims to enhance the innovation and enter entrepreneurship skills of students through various project-Based learning.

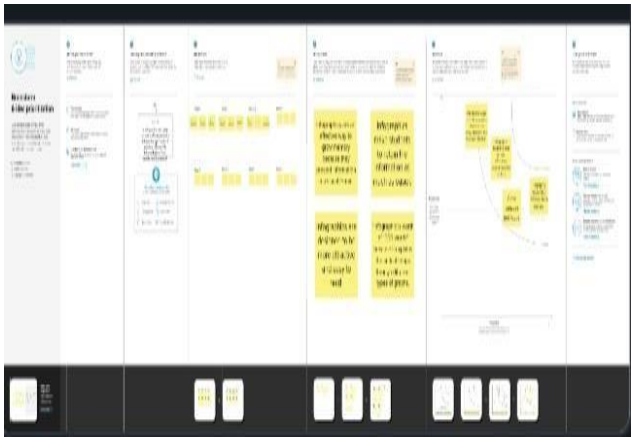
Purpose

We can occur technical and professional competencies while working on re-world challenges and creating innovation solutions.

2.i).EMPATHY MAP:



ii).BRAINSTORMING MAP:



3.RESULT:

4.i). ADVANTAGES:

- Our bussiness card will help us to promote our business among people.
- Business card will give the details whatever should customers know

ii).DISADVANTAGES:

Business card may not cross the limit of the land boundaries like television ad.

5.APPLICATION:

These applications can accesible. These designs will help our business called to be attractive and also will promote our business.

6.CONCLUSION:

I have learned to create a business card . This feature can agreed any business level. It can reach to all.

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