

# PROJECT REPORT TEMPLATE

## 1.INTRODUCTION:

The project aims to enhance the innovation and entrepreneurship skills of students through various project practical based learning.

### PURPOSE :

It is beneficial to us to create professional designing basics, graphics quickly and easily. It helped me to explore and experiment design tools.

## 2.(i) EMPATHY MAP:



## (ii) BRAINSTORMING MAP:



## 3.RESULT:



#### **4.ADVANTAGES:**

Affordable way to promote the brand.

Leaves a lasting professional impression.

#### **DISADVANTAGES:**

Design limitations.

Ensure a good design adaptation in devices.

#### **5. APPLICATION:**

It provides variety of templates and elements. Templates can be altered to be more custom, offers a professional look.

#### **6. CONCLUSION:**

Canva has thousands of applications . I learnt about different elements work together to create eye catching designs.