

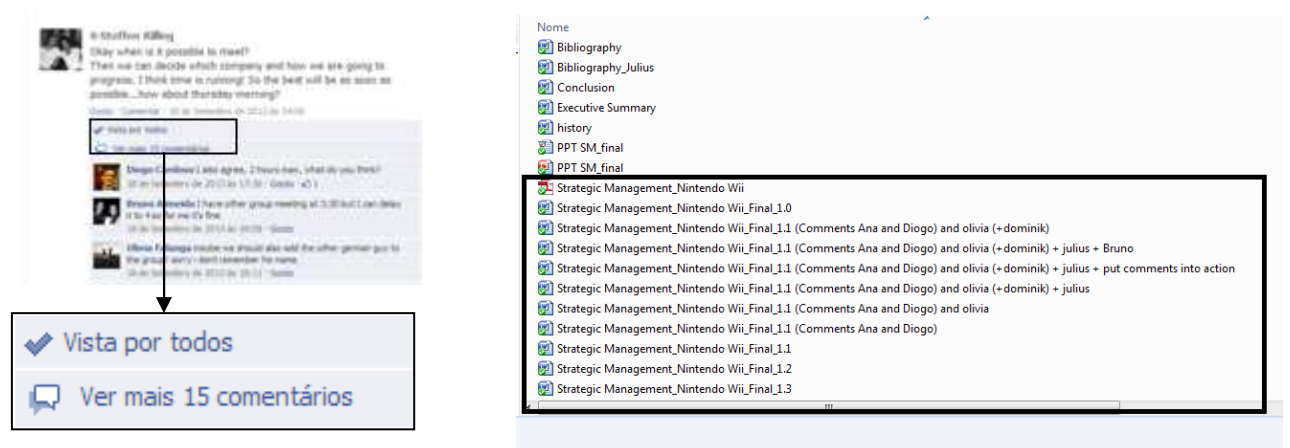
Team Platform!

University team works will be less time consuming in the future

A free platform with a user friendly, tailored interface for University's team works capable of reducing the time consumed in group's communication and arrangements.

Problem. As University students, we have all already faced the drama of having several different teams each trimester, with completely different schedules. This situation always calls for an online communication in two different platforms – usually a Facebook Group and Dropbox Folder.

However, Facebook Groups are not designed for team work projects, leading to endless commentaries regarding each one's availability, files uploaded on Dropbox and work corrections. Unread posts, possible mistakes and a tremendous waste of time are just a few consequences.



Solution. To minimize these negative consequences, we propose a single free platform specially customized for University team works that incorporates the functions that Facebook Groups and Dropbox play in group projects.

Taking into account the Customer Development Model, the features and purposes of this platform will definitely be adapted throughout this program.

Nonetheless, the concept requires a user friendly interface that facilitates meeting schedules, files sharing and modification (SaaS), communication, assessment of work in progress and synchronization with personal agenda.

Moreover, partnerships with Universities could allow an integration of information and knowledge, enhancing the platform's automaticity and customization.

Evaluation of the idea

Criteria	Evaluation	Comments
Global Market	5	This is an internet based platform that fulfills a need students share all over the world. Little local adaptation is needed.
Scalable Product	3	Fixed costs don't change if you have more users, except for cloud space (which can be limited by group project).
Innovative Idea	2	The functions themselves already exist, it just combines the various tools in a different way.
Disruption Potential	3	The way University teams communicate online will be changed.
Viral Coefficient	5	Strong Network Externalities.
Bootstrapping	4	The platform and SaaS are inexpensive.
Leveraging the Internet	5	This is an Online Platform.
Leveraging Mobility	5	We can leverage with an App that allows students to respond in different contexts.
Doable by your Team	3	The launch of the product would require a Hacker, which our team does not have.