





Call for Code[®] Education Innovation Case Competition

Bringing students together to design solutions that make education a right, not a privilege.

LearningRoad

11 November 2021









The Problem and the Solution

Problem

Even though COVID-19 has lead to the opportunity of an effective e-learning, its spread made it impossible to socialize and create a strong network between students, crucial aspect for a personal and educational growth

Solution

Worldwide access to a learning platform with study groups and a review-based Tutor system

LearningRoad provides equitable and accessible quality education for all where everyone can make personal experiences and skills available to others







Step 1 Empathize

- The pandemic has brought to the knees schools and universities preventing us from building strong relationships
- Following online lectures is an advantage for people unable to move from home

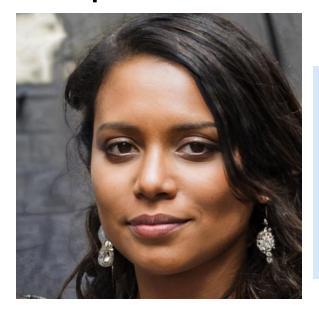








Step 2 Define



Who is going to use **LearningRoad**?

Nirmala Minang is a 25-year-old student that lives with her daughter in a mountain town, called Montebelluna, pretty distant from her University.

She is looking for an online platform that will **help** her follow **lectures**, letting her participate to them, **meeting new people**, without having to be physically present in class.

She does not want to leave her **daughter** alone at home and, at the same time, renounce to a University education.







Step 3 Ideate

Creative and innovative solutions of **LearningRoad**

Join meetings

Share your ideas

Ask for help

Study in groups

Meet new people

from all over the world









Step 3 Ideate

Creative and innovative solutions of **LearningRoad**



Volunteering service with matchmaking

Select a problem or a subject from the menu Send a request and ask questions to a peer with the matchmaking function

Tutor levels

Host meetings to teach others what you love, get scores and reviews







Step 3 Ideate

Creative and innovative solutions of **LearningRoad**

Notes

Lecture notes are freely available and recommended to users

Scanner

Upload your documents or images to the dedicated webpage or the meeting room



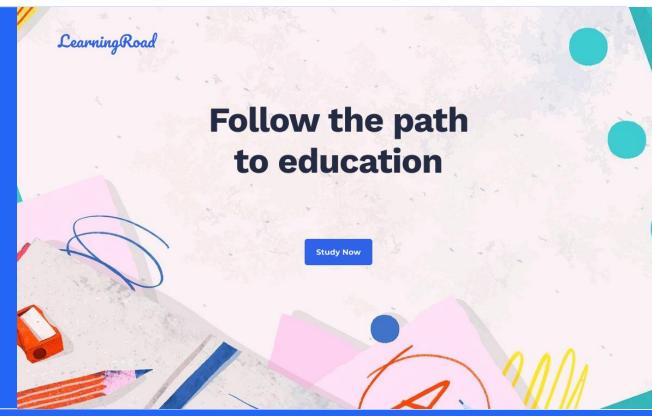






Step 4 **Prototype**

Landing Page



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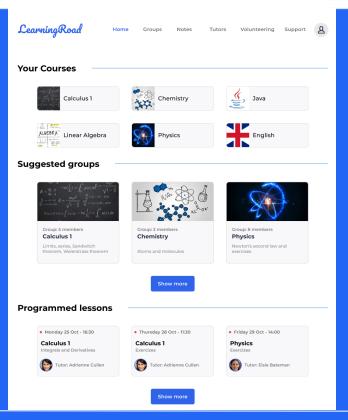






Step 4 Prototype

Home Page



Courses

Groups

Lessons and more

Call for Code®

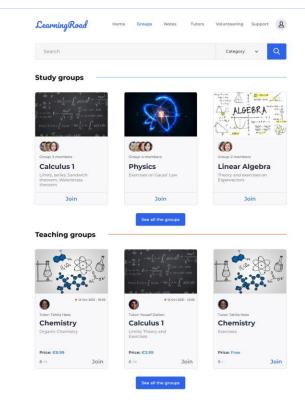






Step 4 Prototype

Courses



Join meetings and private lessons

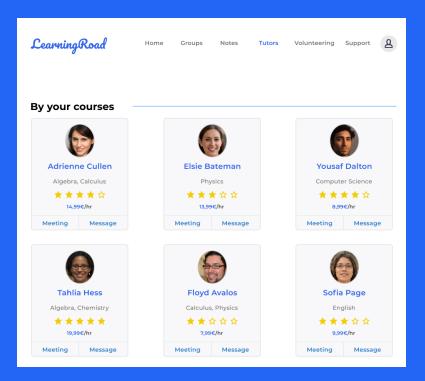






Step 4 **Prototype**

Tutors



Choose the tutor you prefer

Join a meeting or send a private message







Step 5 Test

A/B tests, performed on users, with different sets of functionalities to understand what to improve

- Goal get feedback from real users/customers to reach a MVP
- Why testing the real product on real people is crucial to understand insights otherwise impossible to grasp

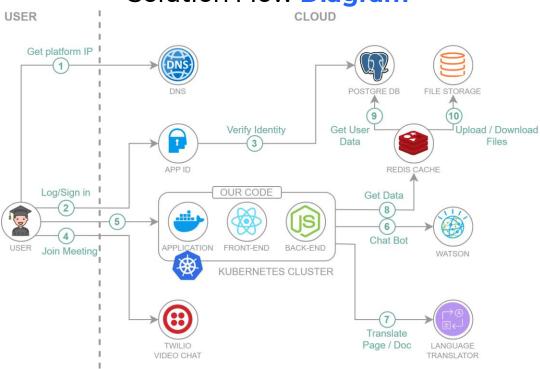








Solution Flow **Diagram**









The Future of the project

If the Test Phase will reach a positive outcome, we will:

- Meet investors with a working MVP and data showing how the platform is able to solve market needs
- Scale the platform to a global market with resources raised from investors
- Hire the best people for the job
- Individuate a possible exit strategy through an IPO or a M&A operation

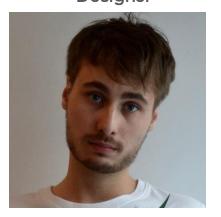






The **Team**

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