IDEA CANVAS

moonshot pirates

PURPOSE

What is the biggest purpose behind your idea?
(a highly aspirational tagline that tries to solve a global challenge)

Users

We help all students find and aspire for their dream career.

Students get exposer to all different times of jobs, right from their home. Instantly getting support for a successful working career.

We engage students through fun and interactive VR games and activities while showcasing our database of jobs.

Sponsors

We help companies to train the next generations of workers.

In certain industries, there are going to be a shortage of workers. For example, the tech industry is constantly running out of skilled engineers and they do social outreach to encourage more students mainly in first world countries. Our solution creates a equitable system that helps ALL students find the jobs they dream of.

SOCIAL IMPACT

What positive impact does your idea have on society?

increase in access to quality education and jobs

decrease in unemployment

decrease in global inequality

strengthen global partnerships and international relationships

promoting innovative technologies for the advancement of the future

permanently reduce poverty

ENVIRONMENTAL IMPACT

What positive impact does your idea have on the environment?

We have two plans to impact the environment

Direct:
We plan to develop environmental VR learning experiences for our users in partnership with environmental groups in our effort to teach our users about sustainability.

Indirect:
our product pushes people to get college degrees in order to get into competitive jobs. People with college or higher education tend to be more concerned about the environment.

PEOPLE

Who will benefit from your idea?
End Users: Students
Sponsors: Companies seeking future employees, Individuals enticed by the financial prospects and exposer for their career.

MOONSHOT

Describe your idea in 3 sentences!

Students in underprivileged communities often lack exposure to innovative careers. Our organization will provide an immersive educational experience that involves VR technology so that these students can gain knowledge and experiences through interactive learning and job simulations. Our sponsors will be from companies from diverse industries around the world, and we will help form long-term connections between these companies and students in order to build a diverse and global job market in the future.

BREAKTHROUGH TECHNOLOGY

Which technologies help you realize your idea?
We are using Virtual Reality or Augmented Reality, whether that be integrated software in phones and computers or physical headsets. We are using a python web server and online database in order to facilitate the communication between our platform, students, and sponsors.

FINANCIAL IMPACT

How do you make sure your idea is financially sustainable?
Here is a brief business plan.
The aim is to offer the service to users for free and accessible for everyone.

1. Our team will create an MVP in order to display the key feature of the product and deploy it as soon as possible for immediate feedback.

2. As feedback comes in, we begin to refine our product and grow our audience and database. One strategy to email executives for major businesses to engage with our product.

3. To support more developers and growth, we begin to generate capital from our sponsors and ad revenue. These developers can help us create in-house content, specifically VR courses and extracurricular content such as environmental courses.

4. As we develop a finished product, we divert capital to advertisement and sponsorship.

Concept by: futire.io