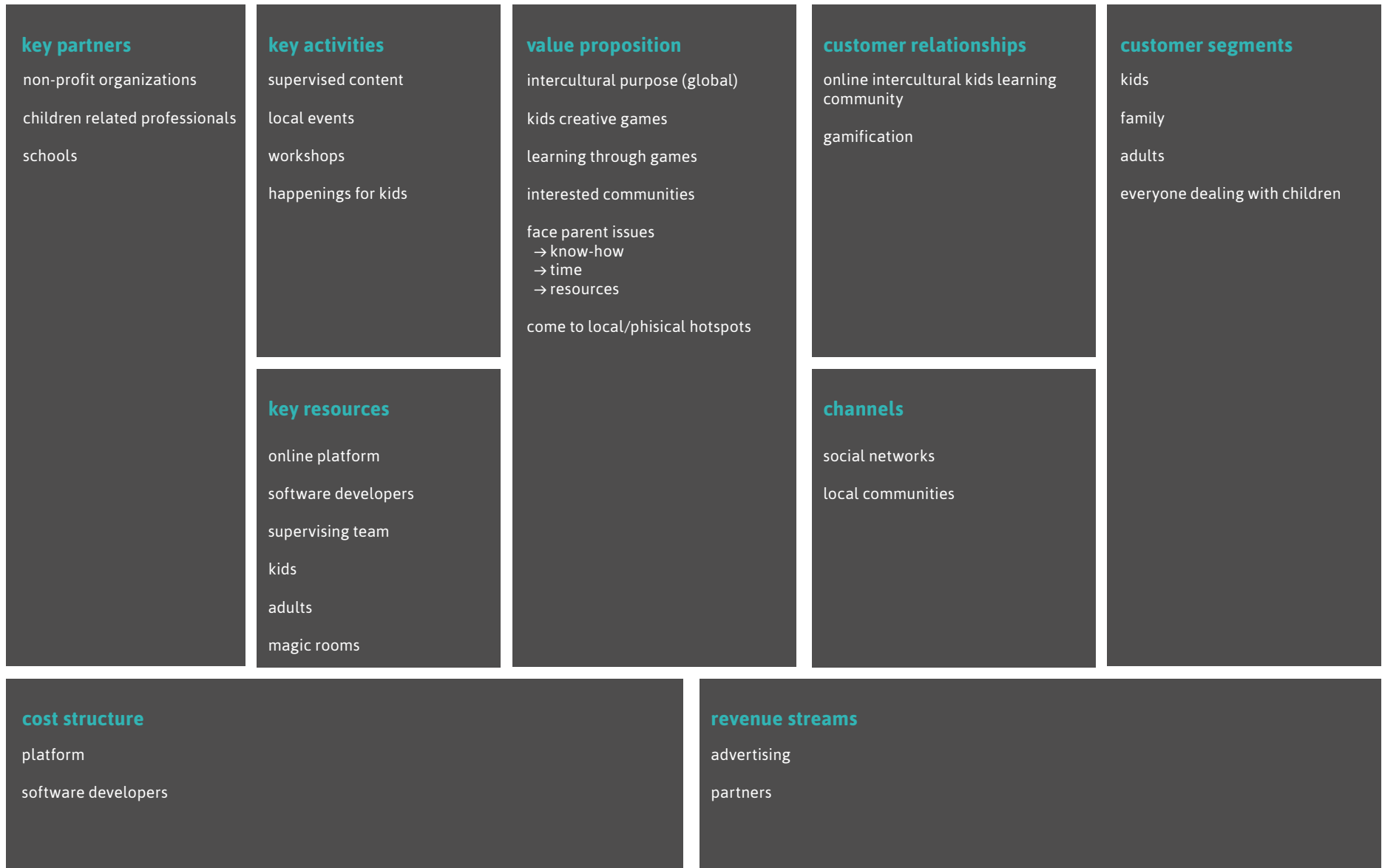




growbal



business model canvas





service life cycle

introduction

create online platform

resources

software developers
ux/design
marketing and branding
supervision team

operation

spreading the message
social networks
contact organizations
login accounts

growth

contact schools

sharing videos/games

hot learning spots

clustering content

contact schools

local communities

adults-kids

maturation

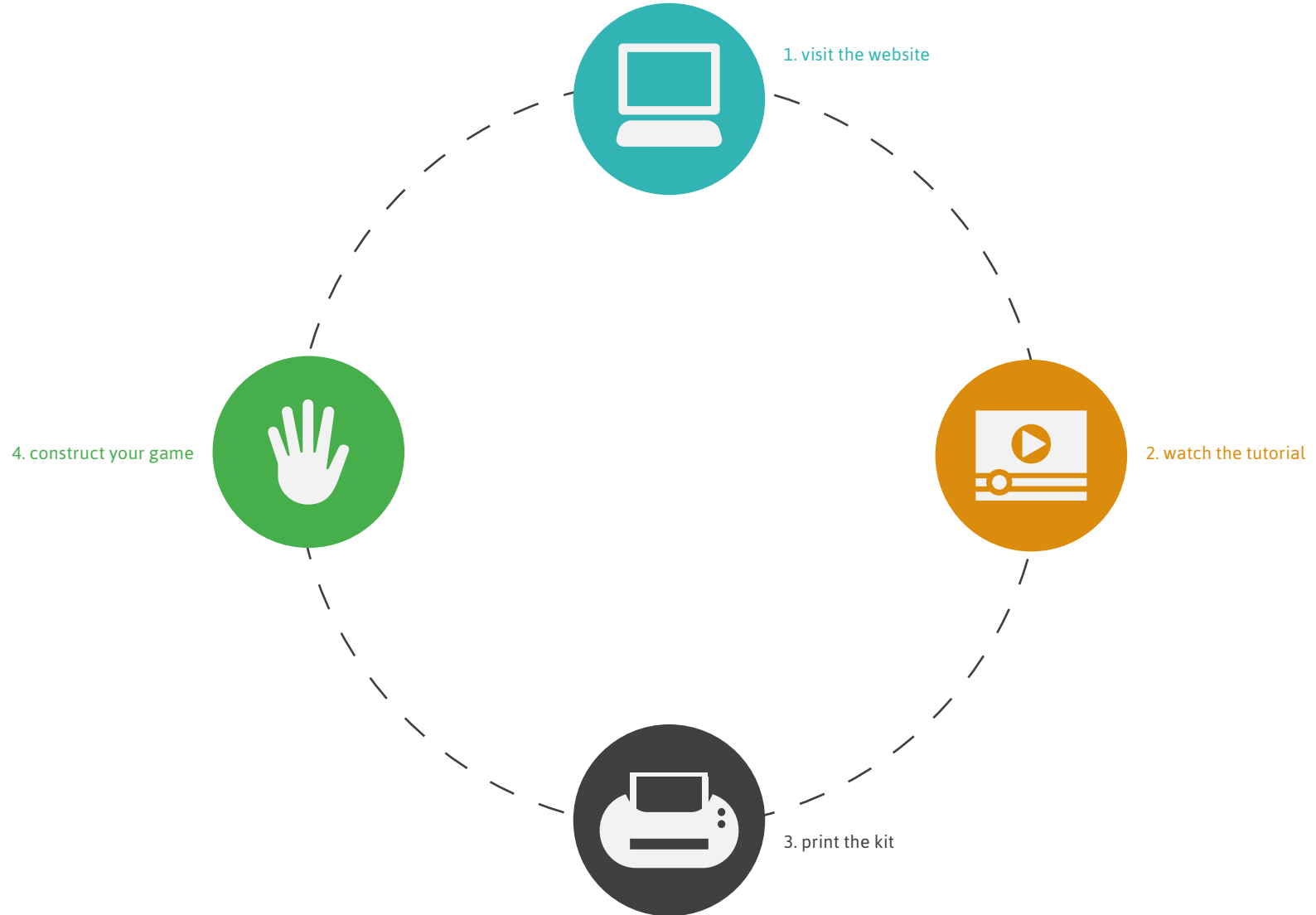
local workshops

happenings

magic rooms

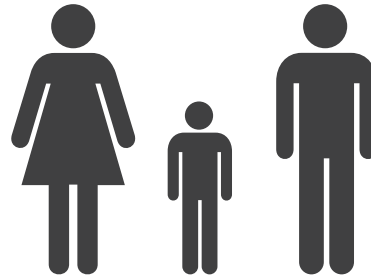


service dynamics



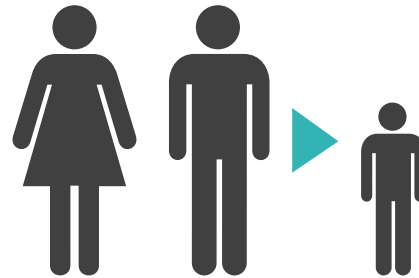


target analysis

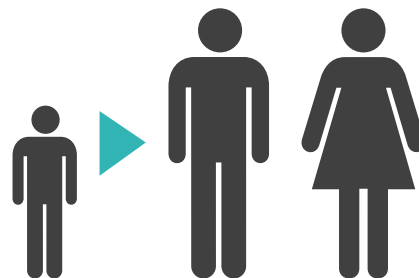


improving the relationship between

children are encouraged to make their own games and construct their toys (like paper costumes), instead of using virtual supports. creating analogue objects, parents and their sons can spend quality time together. then, they can share their experience with other people around the world, using the "growbal" web platform.



parents and children



children and parent



business model canvas



creating an interaction between different cultures, connecting small communities of parents and kids