



## WHAT IS CAMPUS

Campus is an online community of students, faculty and academic institutions that converse, discuss and teach in a unique and efficient way. The most important information for any educational norm will be in one place. This online program is also professional networking space where they can receive recommendations from faculty and professors.

## WHAT WE OFFER

We offer lifelong access to and exchange of books, forum discussions between peers, tutorials on skilled programs, mentorship and guidance from alumni and faculty, news from all over the world interacting as a social media interface. Our members will stay up to date on subjects of their choosing. Students will be able to socialize while doing their homework. We feature a great tool to sell and exchange books with other students. Faculty can interact with students and upload assignments, grade and share content. Countless of features make us great but what makes Campus special is being the vehicle from a student to an institution.

## WHY

We want to help fill gaps in the social class aspect of the educational system in the United States. Technology has become the backbone of this country and through the use of the Campus interface they can learn to stay on top of it. Our main competitor is blackboard. As a blackboard user I realized how badly designed it is. We want to be the default educational program across the country.

## HOW

Campus will be an online and mobile system supported by most popular operating systems. It will provide the tools and resources to help students to find and attain summer programs, internships, externships and other opportunities that are vital for the professional world. We will do this by assembling very diverse team that will design and execute the program.



## **COOL STUFF**

In this day and age we are heavily invested in application building. We will have an application market place where students can have some of the same apps that they are already used to using. Our program will also be an application available in the Apple store and Google Play.

## **BACK END**

Campus will require about a 2 years of work. Setting up a potent database along with the proper marketing and advertising campaign will take some time. I envision a team of 4 programmers, 2 graphic designer, 2 web developers and a handful of beta testers. Getting institutional information can take some time but we will always run updates to keep the program up to date.

## **RISKS AND CHALLENGES**

Some of our applications are open source and that can bring up many issues that can't be solved via a good security measure. An article in E-Literate explains:

“All open source technology is not equal. Most open source products offer targeted, narrow functionality that allows for quick deployment and no license cost. Some of the many risks associated with dependency on these small-scale products are lack of support, lack of standard training, a small developer community, uncertain security policies, and no defined product roadmap to inform your decisions. A few open source projects, such as the Linux operating system, offer mature, enterprise-level solutions, because industry leaders like Red Hat and IBM invest millions of dollars to maintain, support, and develop them.”

## **SUPPORT**

We know we can't do this alone; we are going to need your help to achieve this idea.

## **SOURCE**

<http://mfeldstein.com/blackboards-response-to-open-source-fear-uncertainty-doubt/>