

Open Canvas

project : _____

Problem Most Graph Theory books are too rigorous. Blackboards and notebooks aren't interactive enough.	Solution An open source platform which provides free and interactive tutorials on Graph Theory.	Unique Value Proposition Free, open-source and very interactive graph theory tutorials easily accessible for anyone with internet connection.	
	Key Metrics Number of users engaged per month.	User Profiles Target audience and early adopters Anyone interested in learning/teaching graph theory.	User Channels Maths and CS communities on various social networks.
Resources Required Web host like GitHub Pages. Knowledge of HTML, CSS, and JS. Familiarity with force layout diagrams of d3.js Familiarity with graph theory.	Contributor Profiles Contribution types and ideal contributors Anyone fitting in one of following: 1. Frontend (HTML or CSS or JS) 2. Working with force layout in d3.js 3. Knowledge of Graph Theory (for content)		Contributor Channels Developer communities on reddit, slack, twitter and github.

Project Execution

Product

Community

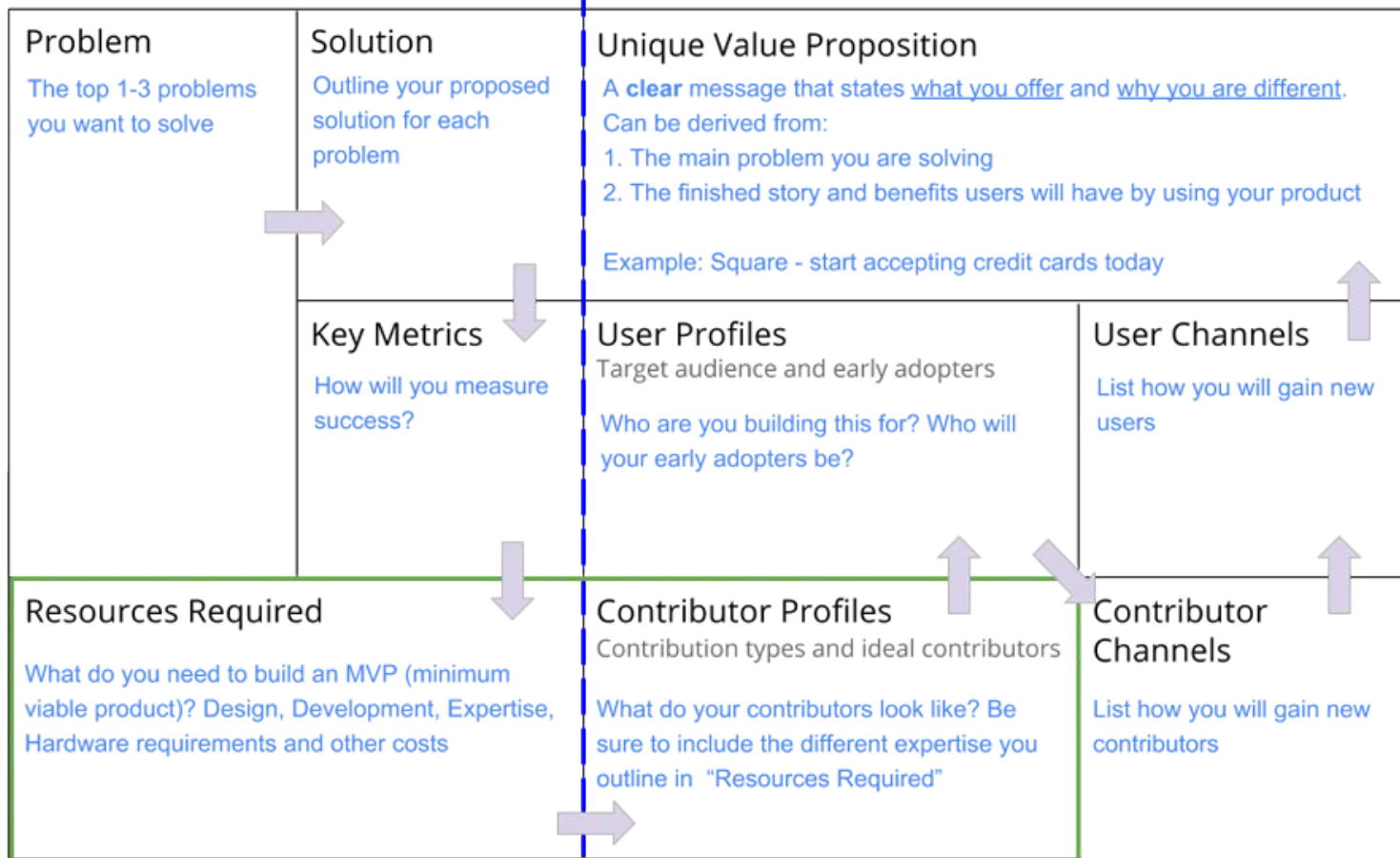
See next slide for instructions!

Open Canvas

project : Title

Make your own canvas:
Go to **File** >
Make a Copy...

Project Execution



Product

Community

Your users and contributors will likely overlap