

# QUSTN Technologies Private Limited

<b>No. of People to be Trained</b>	Being an innovation proposal, the same is not applicable
<b>Objective of Project</b>	Develop digital content in 5 sectors for multiple trades over the period of 10 years which will include service based as well as non-service based job roles.
<b>Targeted Sectors</b>	Retail, Telecom, Auto, BFSI and IT/ ITES sectors
<b>Project Cost</b>	Rs. 6.13 Crores
<b>No of centers</b>	The training will be rendered via mobile phones and is not location specific. The applicant has planned to develop a mobile App which will work without internet. The candidates can download the course into the handsets and access the course anytime and anywhere with their mobile phones. Hence, number of centres is not ascertainable.
<b>Project Duration</b>	10 years
<b>Revenue Model</b>	As per the proposal, Revenue would be generated from the following 2 models ,namely: <ul style="list-style-type: none"><li>• B2B Model : With training partners- INR 900 per user : With corporate clients- INR 700 per user</li><li>• B2C Model : To end users- INR 1500 per user</li></ul>
<b>Sourcing Model</b>	The applicant has proposed to partner with various training partners, corporates for the theory based delivery of content. The targeted candidates for rendering training will be sourced by training institutes themselves.