

# User Goals

## User Goals

1. To meet daily needs
  - a. browse, search and find existing goods & services
  - b. inform the community of unmet needs/ gaps
  - c. communicate/negotiate with providers to personalize and customize products
2. To meet learning needs
  - a. learn how to use goods & services
  - b. learn how to build/develop goods & services
  - c. get training and build skills
3. To meet organizational needs
  - a. browse, search and find existing goods & services
  - b. communicate/negotiate with providers to customize goods & services
4. To sell goods & services
  - a. reach target audience
  - b. access global market
5. To help/enrich the community
  - a. offer volunteer services
  - b. offer free goods
  - c. offer financial resources
  - d. offer expertise and knowledge
6. Find ideas/inspiration/resources for developing new goods & services