

## 'Kisan Slate'

The aim is to design an application using which a farmer can easily get the information which he needs.

For instance

1. If a farmer wants to know about the crop that will be most favorable to cultivate according to the geography of his location then the app may provide him the result after querying the data provided by data portal.
2. App may tell the farmer the availability of the seeds, fertilizers, equipments and other such items in his locality and their prices also.
3. The app, based on scientific data and calculations, may suggest a standard method which a farmer can follow so as to get maximum and quality production.
4. The app may provide information about the important centers like banks, farming schools etc. also it must keep the farmers updated about the events, workshops, Programmes being organized for them.
5. The app may fetch the prices of crops in local as well as major markets or mandis. So that the farmer can earn good profit by selling his produce.
6. App may provide a farmer a way to advertise about his produce in the market/s. For example a farmer may record a message about his produce and his contact details so that he may contact the dealers or buyers easily.

The app must be deployable on Tablets, Smart-phones, Computers and it must provide support in regional languages. The user interface and the interactivity should be as such that it does not become a task for a farmer to get the information. It may even provide voice support so that a farmer who can not read or write can also get the benefits.