Project Title:

Project Design Phase-I - Solution Fit Template

Team ID: PNT2022TMIDxxxxxx

Define CS, fit into CC

1. CUSTOMER SEGMENT(S) CS

Who is your customer?
i.e. working parents of 0-5 y.o. kids

Children of class (1-3) who wants to find the answers for the arithmetic problems.

6. CUSTOMER CONSTRAINTS CC

What constraints prevent your customers from taking action or limit their choices of solutions? i.e. spending power, budget, no cash, network connection, available devices.

1.Children of class (1-3) would not be given cell phones.
2.Their parents would be busy so children can't ask their parents

5. AVAILABLE SOLUTIONS AS

Which solutions are available to the customers when they face the problem or need to get the job done? What have they tried in the past? What pros & cons do these solutions have? i.e. pen and paper is an alternative to digital notetaking

1.Ask their friends to cross check with the answers
Cons: They also would not be sure of the answers.
Pros: Answers might be correct but not sure.

2.Ask their teachers
Cons: They would be busy
Pros: Answers would be accurate

Explore AS, differentiate

Focus on J&P, tap into BE, understand RC

2. JOBS-TO-BE-DONE / PROBLEMS J&P

Which jobs-to-be-done (or problems) do you address for your customers? There could be more than one; explore different sides.

1.To recognize the symbols(0-9,+,-,(,),!,*,/) written by the children.

2.To solve the handwritten arithmetic problems.

9. PROBLEM ROOT CAUSE RC

What is the real reason that this problem exists? What is the back story behind the need to do this job?
i.e. customers have to do it because of the change in regulations.

Inability to do the arithmetic problems on their own.
They have to use our project to cross check their answers with our results

7. BEHAVIOUR BE

What does your customer do to address the problem and get the job done?
i.e. directly related: find the right solar panel installer, calculate usage and benefits; indirectly associated: customers spend free time on volunteering work (i.e. Greenpeace)

They'll ask their friends and teachers and sometimes from the books.

Search in the google how to solve the similar problem and do by that method.

Focus on J&P, tap into BE, understand RC

Identify strong TR & EM

3. TRIGGERS TR

What triggers customers to act? i.e. seeing their neighbour installing solar panels, reading about a more efficient solution in the news.

1.To cross check the answers.
2.To solve the questions in a faster way

4. EMOTIONS: BEFORE / AFTER EM

How do customers feel when they face a problem or a job and afterwards?
i.e. lost, insecure > confident, in control - use it in your communication strategy & design.

Before:
They are not confident whether they have solved the question correctly or not.
After:
They can identify whether they have solved correctly.

10. YOUR SOLUTION SL

If you are working on an existing business, write down your current solution first, fill in the canvas, and check how much it fits reality.
If you are working on a new business proposition, then keep it blank until you fill in the canvas and come up with a solution that fits within customer limitations, solves a problem and matches customer behaviour.

Build the machine learning model that recognizes the digits and symbols and solve the expressions.

8. CHANNELS of BEHAVIOUR CH

8.1 ONLINE
What kind of actions do customers take online? Extract online channels from #7

8.2 OFFLINE
What kind of actions do customers take offline? Extract offline channels from #7 and use them for customer development.

Offline ->Friends, teachers, family
Online->Search in the google for the similar problem

Identify strong TR & EM