Project Design Phase-I - Solution Fit Template

Team ID: PNT2022TMID00130

1. CUSTOMER SEGMENT(S)

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The chief customers of our project are the CS elderly people who require personal assistance especially medical assistance

6. CUSTOMER CONSTRAINTS

The constraints that prevent our customers from taking action are network connection, availability of devices and lack of knowledge in using them.

5. AVAILABLE SOLUTIONS

The existing solutions include the need of a personal assistance or a volunteer and even the conventional methods to remind daily routines. But all of them are not to the mark and do not serve the ultimate purpose.

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2. JOBS-TO-BE-DONE / PROBLEMS

When customers forget to take medicines regularly, their health keeps on deteriorating.

Sometimes they wind up taking double or triple doses.

The feeling of being dependent creates frustration and a sense of irritation among the aged people.

9. PROBLEM ROOT CAUSE

Aging factor and diseases like Alzheimers can be the root cause for the challenges faced by the seniors considering the memory aspect.

7. BEHAVIOUR

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Our project idea – "Medicine Reminder" proves to be indispensable and the best fit for the problem, by monitoring the medications properly and at the same time replaces the need for the physical existence of a person or a volunteer to remind them.

3. TRIGGERS

Senior citizens often like to be independent. So when our target

10. YOUR SOLUTION

Sometimes elderly people forget to take their medicine at the that particular time. And it is difficult for doctors/caretakers to monitor the patients around the clock.

Thus Medicine Reminders acts as a facility to remind them and monitor medications and thus proves to be invaluable.

8. CHANNELS of BEHAVIOUR

8.1 ONLINE

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correct time. They also forget which medicine He / She should take at The system stores all the information regarding the medications and creates an mechanism for the alert system.

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8.2 OFFLINE

Once the Customer is Intimated by the alarm, (a voice based output) they have to follow the instruction and take the necessary actions

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customers try out our product and start being independent ,this triggers other people of their age to use our product.

4. EMOTIONS: BEFORE / AFTER

condition is also improved.

Emotions Before: Feels dependent, diffident, insecure and always have a sense of frustration and incapability. Emotions After: Feels happy, confident, periodic and health

