

Ideation Phase

Brainstorm & Idea Prioritization Template


Date	19 September 2022
Team ID	PNT2022TMID52857
Project Name	IOT BASED SAFETY GADGET FOR CHILD SAFETY MONITORING AND NOTIFICATION
Maximum Marks	4 Marks

Brainstorm & Idea Prioritization Template:

Brainstorming provides a free and open environment that encourages everyone within a team to participate in the creative thinking process that leads to problem solving. Prioritizing volume over value, out-of-the-box ideas are welcome and built upon, and all participants are encouraged to collaborate, helping each other develop a rich amount of creative solutions.




Step-1: Team Gathering, Collaboration and Select the Problem Statement


template



Brainstorm & idea prioritization


Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

 10 minutes to prepare
 1 hour to collaborate
 2-8 people recommended



Before you collaborate

A little bit of preparation goes a long way with this session. Here's what you need to do to get going.

 10 minutes

A

Team gathering
Define who should participate in the session and send an invite. Share relevant information or pre-work ahead.

B

Set the goal
Think about the problem you'll be focusing on solving in the brainstorming session.

C


Learn how to use the facilitation tools
Use the Facilitation Superpowers to run a happy and productive session.

[Open article](#) →

1

Define your problem statement

What problem are you trying to solve? Frame your problem as a How Might We statement. This will be the focus of your brainstorm.

 5 minutes

PROBLEM

How might we design an iot based child safety gadget?

How might we protect children from any kind of abuse?


How might we monitor the health of child and notify the same to their parents?


How might we reduce child trafficking?


How might we contribute to the protection and development of children?


Key rules of brainstorming


To run a smooth and productive session


 Stay in topic.

 Encourage wild ideas.

 Defer judgment.

 Listen to others.

 Go for volume.

 If possible, be visual.

Step-2: Brainstorm, Idea Listing and Grouping

2

Brainstorm

Write down any ideas that come to mind that address your problem statement.

⌚ 10 minutes

SAMUTHIRIKA S

1. DEVELOP A LIFE-BASED GADGET	2. MONITOR THE HEALTH CONDITION OF CHILD	3. BUILD CONFIDENCE	4. FIND LOCATION OF THE CHILDREN	5. UPDATE & EXCHANGE OF THE CHILDREN TO PARENTS	6. VISIT THE CHILDREN TO CHECK THE HEALTH CONDITION
7. EVALUATE THE EFFECTIVENESS OF THE GADGET	8. VISIT THE CHILDREN TO CHECK THE HEALTH CONDITION	9. DEVELOP A COST-EFFICIENT GADGET	10. EDUCATE PARENTS ABOUT GADGET	11. EVALUATE THE EFFECTIVENESS OF THE GADGET	12. VISIT THE CHILDREN TO CHECK THE HEALTH CONDITION

SHAFAHATH S

TRACK LOCATION OF THE CHILDREN

LOCATING A CHILDREN'S PATIENTS

A HISTORY OF CHILDREN'S PATIENTS

EDUCATE PARENTS ABOUT GADGET

CHILDREN'S PATIENTS

THE HISTORY OF CHILDREN'S PATIENTS

SOORYA R

<p>1. PARENTS CONTROL THE GADGET</p>	<p>2. TO PURSUE A LARGE WARRANTY GOAL</p>	<p>3. PARENTS SHOULD INTERFERE</p>	<p>4. SOME ADVANTAGES TO HAVE A LISTEN TO THE TECH</p>	<p>5. TO GET THE BEST OF IT USE IT IN A SAFE AND PROPER MANNER</p>	<p>6. PROVIDE SAFETY TO IT TO BE ABLE TO USE IT</p>
<p>7. EDUCATE CHILDREN ABOUT GADGET</p>	<p>8. INFORMING THE PARENT ABOUT THE PROBLEMS AND CAUSES OF ADDICTION</p>	<p>9. BEING ADDICTED TO THE TECH DEVICE</p>	<p>10. DEVELOPING A CHILDREN TO BE ABLE TO USE IT TO BE ABLE TO USE IT</p>	<p>11. BEING ADDICTED TO THE TECH DEVICE</p>	<p>12. BEING ADDICTED TO THE TECH DEVICE</p>

TAMILARASAN M

<p>TAKE AWARENESS TO SCHOOL CLOSET ABOUT THE LOCKER</p>	<p>TEACH THEM WHAT CHILD CAN FEEL IN A SAFE AND CONFIDENTIAL ENVIRONMENT</p>	<p>PROVIDE SAFETY TO CLOSET</p>
<p>DEVELOPED BY CHILDREN AND ADULTS</p>	<p>BETTER TEACH REQUIREMENTS WITH EASY QUEST</p>	<p>LEADS FRIENDLY</p>

3

Group ideas

Take turns sharing your ideas while clustering similar or related notes as you go. Once all sticky notes have been grouped, give each cluster a sentence-like label. If a cluster is bigger than six sticky notes, try and see if you can break it up into smaller sub-groups.

 20 minutes


You can select a stick by name and hit the pencil [switch to sketch] icon to start drawing!

MONITORING

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    graph TD
      A[GPS LOCATION TRACKING] --- B[SENDING MESSAGE THROUGH GSM]
      C[CAMERA AND MIC ACCESS] --- D[HEALTH MONITORING]
  
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NOTIFICATION.




SOS
BUTTON

SENDING ALARM
TO NEARBY
RELATIVES IN
CASE OF
EMERGENCY

NOTIFYING
PARENTS BY
SENDING
ALARM
MESSAGES

CONTACT
NEARBY
RELATIVES
AND NOTIFY
PARENTS

TIP  Ask students to take turns to give answers in French to the first, third, fifth, seventh, and ninth questions, and to give answers in English to the second, fourth, sixth, eighth, and tenth questions.

SECURITY

- CAMERA FOR CAPTURING STRANGERS
- SMART ASSISTANCE TO GUIDE THE CHILDREN
- VIC ACCESS IN CASE OF UNUSUAL SITUATIONS
- PERIODIC MONITORING OF THE CHILDREN BY PARENTS

DESIGN

- BEST DESIGN FOR EASE OF USE
- USING ALL NANO EQUIPMENTS TO MAKE IT COMPACT
- EASY TO WEAR AND USER FRIENDLY
- INTEGRATING ALL ELECTRONICS AND BATTERY PACK IN A COMPACT WAY

Step-3: Idea Prioritization

4

Prioritize

Your team should all be on the same page about what's important moving forward. Place your ideas on this grid to determine which ideas are important and which are feasible.

🕒 20 minutes

