Worldwide, drowning produces a

higher rate of mortality without causing

drowning accident.

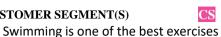
## 1. CUSTOMER SEGMENT(S)

that helps people to reduce stress in this urban

lifestyle. Beginners, especially, often feel it

difficult to breathe underwater which causes

breathing trouble which in turn causes a



### 6. CUSTOMER CONSTRAINTS



### 5. AVAILABLE SOLUTIONS



By studying body movement patterns and connecting cameras to artificial intelligence (AI) systems we can devise an underwater pool safety system that reduces the risk of drowning.

AS, differentiate

Explore

CC

Identify strong

뉢

## 2. JOBS-TO-BE-DONE / PROBLEM

pools to save human life.

Such kinds of deaths account for

the third cause of unplanned death globally,

with about 1.2 million cases yearly. To

overcome this conflict, a meticulous system

is to be implemented along the swimming



injury to children.



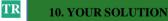
## 7. BEHAVIOUR



Usually, such systems can be developed by installing more than 16 cameras underwater and ceiling and analyzing the video feeds to detect any anomalies.

Worldwide, drowning produces a higher rate of mortality without causing injury to children. Children under six of their age are found to be suffering the highest drowning mortality rates worldwide.

# 3. TRIGGERS



#### SL 8. CHANNELS OF BEHAVIOUR



Usually, such systems can be developed by installing more than 16 cameras underwater and ceiling and analyzing the video feeds to detect any anomalies.

## Children under six of their age are found to be suffering the highest drowning mortality rates worldwide.

## Such kinds of deaths account for the third cause of unplanned death globally, with about 1.2 million

## cases yearly. OFFLINE:

ONLINE:

To overcome this conflict, a meticulous system is to be implemented along the swimming pools to save human life.

## 4.EMOTIONS: BEFORE / AFTER



As a POC we make use of one camera that streams the video underwater and analyses the position of swimmers to assess the probability of drowning.