

# IDEA GATHERING

Date	21 October 2022
Team ID	PNT2022TMID01040
Project Name	Project – IoT based safety gadget for child safety monitoring and notification
Maximum Marks	

## Abstract:

The overall percentage of child abuse filed nowadays in the world is about 80%, out of which 74% are girl children and the rest are boys. For every 40 seconds, a child goes missing in this world. Children are the backbone of one's nation, if the future of children was affected, it would impact the entire growth of that nation. Due to the abuse, the emotional and mental stability of the children gets affected which in turn ruins their careers and future. These innocent children are not responsible for what happens to them. So, parents are responsible for taking care of their children. But, due to economic conditions and aims to focus on their child's future and career, parents are forced to crave money. Hence, it becomes difficult to cling to their children all the time. In our system, we provide an environment where this problem can be resolved efficiently. It makes parents easily monitor their children in real-time just by staying beside them as well as focusing on their careers without any manual intervention.

## The history of wearable technology:

The origins of wearable technology date back to the 13th century when eyeglasses were first invented. In the 15th century, timepieces were created -- some of which were small enough to be worn -- but it was not until the 1960s that modern wearable technology came into exist.

## The future of wearable technology

Wearable technology is becoming increasingly popular and is all set to revolutionize the future. While fitness trackers, smart devices, intelligent clothing, and VR and AR headsets have gained widespread approval, they are only the tip of the iceberg.

## EXISTING SYSTEM:

**Real-Time Child Abuse and Reporting System** In the existing system, we use a voice recognition module in which the alert commands from the child are stored and kept for further reference. If the same child delivers the same command, it will compare with the alert command which was previously stored and set an emergency level according to the alert

command. The GSM has a SIM which is used to send an alert message or an alert call to trusted peoples. GPS is used to track the live location and it is used when needed. The server will search the respective device ID from the database and search for respective contacts according to that device ID and helps in alerting the registered guardians. The disadvantage of this project are, i. The child could not produce the exact alert command during a panic condition. ii. The command produced may not match with the previously stored command. iii. This project requires manual intervention.

## Various forms of safety gadgets

The following is a brief history showcasing the various turns wearable technology has taken over time:



Referance:

✚ [MirjamiJutila](#), [Esko Strömmer](#), [Mari Ervasti](#), [Mika Hillukkala](#), [PekkaKarhula](#)  
[Juhani Laitakari](#)*Personal and Ubiquitous Computing*



N. Manjunatha H. M. Jayashree N. Komal K. Nayana International Journal of Research in Engineering, Science and Management Volume-3, Issue-6, June-2020



[S. RajalakshmiS. Angel DeborahG. SoundaryaV. Varshitha K. ShyamSundharAdvances in Intelligent Systems and Computing](#) (AISC,volume 1163)