

## Problem-Solution Fit canvas

Purpose / Vision

Version:

Define CS, fit into CL	<b>1. CUSTOMER SEGMENT(S)</b> <span>CS</span>  1. Graduate students of various streams. 2. Job Seeker for their dream jobs. 3. Industrial Professionals.	<b>6. CUSTOMER LIMITATIONS</b> <span>CL</span> <small>EG. BUDGET, DEVICES</small>  1. Operating System (OS). 2. Network Connectivity. 3. Subscription reduces opportunity. 4. Clusters of information.	<b>5. AVAILABLE SOLUTIONS</b> <span>AS</span> <small>PLUSES &amp; MINUSES</small> <b>Present Solution:</b> 1. Compatibility to different OS 2. Offline mode accessibility 3. Segregation of job field. <b>Existing Solutions:</b> 1. Compatibility to different OS <b>Pluses:</b> Help people to find items of interest by utilizing past user interactions. <b>Minuses:</b> Information overload problem.	Explore AS, differentiate
	<b>2. PROBLEMS / PAINS + ITS FREQUENCY</b> <span>PR</span>  1. Premium Policy in the existing solution makes the users to feel that being out of the game. 2. Lot of mixed set of information's makes user to feel their search as an hindrance. 3. Spam is one of the flaw in the existing solution that has become more and more common in recent years.	<b>9. PROBLEM ROOT / CAUSE</b> <span>RC</span>  1. Users with premium policy make themselves to appear more authentic and reliable which causes other users to get limited services. 2. Compared with Hadoop Distributed File System's (HDFS) NameNode, where all file system metadata is stored in a single machine. 3. Spam messages, which range from unsuitable proposals due to a lack of research or automatically generated messages.	<b>7. BEHAVIOR + ITS INTENSITY</b> <span>BE</span>  Clients tends to use another platform on account of the premium policies, clusters of details and unwanted notifications.  When they don't get enough information.	Focus on PR, tap into BE, understand RC
Identify strong TR & EM	<b>3. TRIGGERS TO ACT</b> <span>TR</span>  More reliable and user-friendly designs make the clients at the ease to perform all the task.	<b>10. YOUR SOLUTION</b> <span>SL</span>  Overcoming the hurdles faced by the users in the existing solution.	<b>8. CHANNELS of BEHAVIOR</b> <span>CH</span>  ONLINE  Providing varieties of similar unit.	Extract online & offline CH of BE
	<b>4. EMOTIONS</b> <span>EM</span> <small>BEFORE / AFTER</small> <b>Before:</b> 1. Stressed. 2. Unsatisfaction. <b>After:</b> 1. Connected to the society. 2. Feeling Contented. 3. Reverence of Smartness.		OFFLINE  Commercialization about the platform.	



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 Designed by Dora Nepriakhina / [ideaHackers.ru](https://ideaHackers.ru) - we tailor ideas to customer behaviour and increase solution adoption probability.