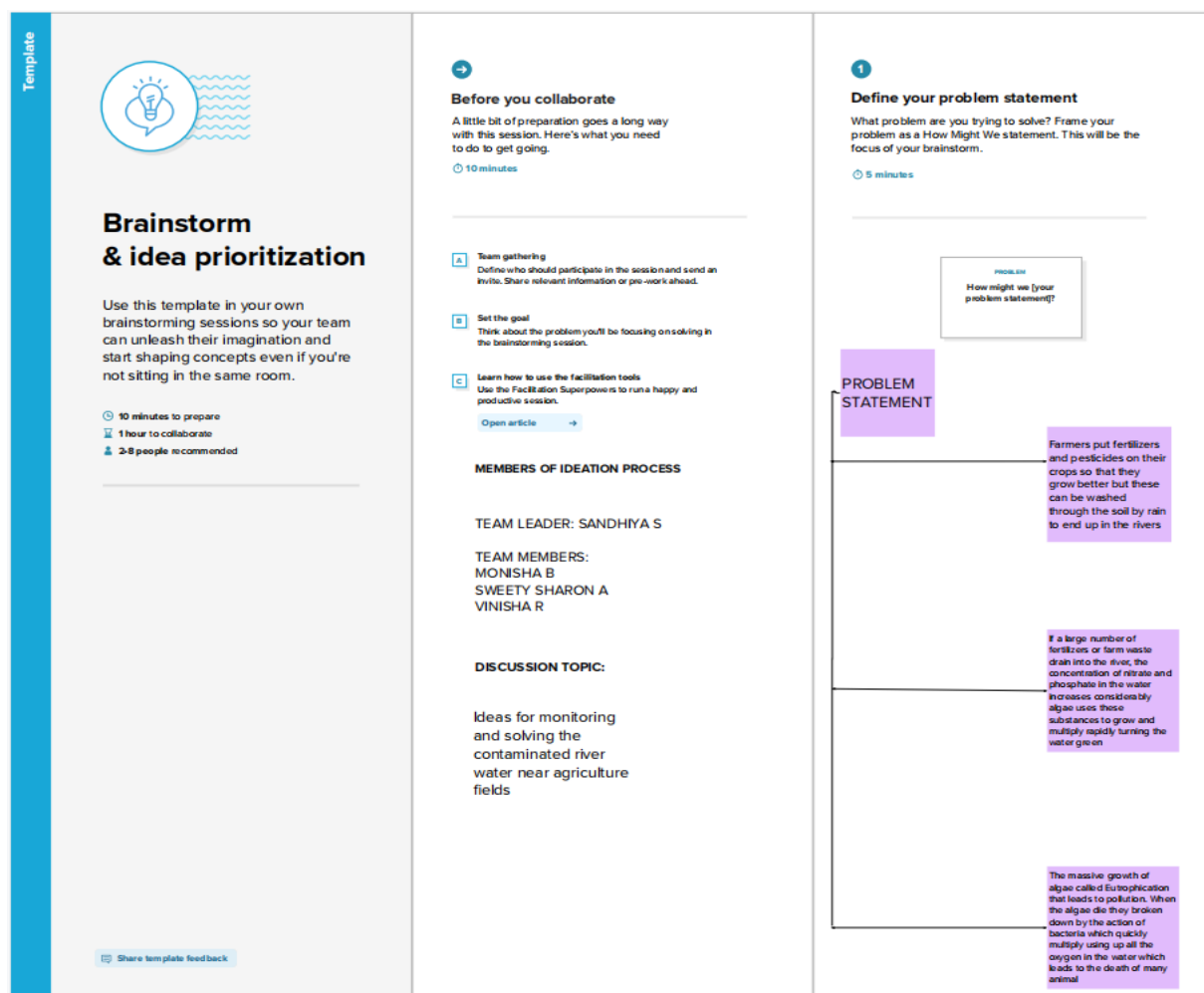


Date	17 October 2022
Project Name	Real-Time River Water Monitoring and Control System
Maximum Marks	4 marks

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 number of creative solutions. 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.

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



## Step-2: Brainstorm, Idea Listing and Grouping

2

### Brainstorm

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

🕒 10 minutes

Sandhiya S

Arduino and sensor based water parameters monitoring

PH turbidity, temperature sensors connected with arduino

GSM modules to collect and transfer water quality data to mobile applications

Ultrasonic radiation for algae control

Sweety Sharon A

App developing for detecting PH turbidity and temperature of river water

Predicting the algae bloom graph

Using graph, creating databases in cloud

Ion exchange method after detection

Monisha B

Identifying of threshold values of PH temperature and turbidity

Algorithm, encryption and decryption data of PH and turbidity of water

UI Web application for water monitoring

Alerting water contamination of algae to locals through Wi-fi

Vinisha R

Lab based water parameter datas

Predicting the growth of algae using contaminated method

Motor like device and chlorine can be used to clear algae

Manual checking of water contamination by paper report

## Step-3: Idea Prioritization

## 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

