### Real-Time Communication System Powered by AI for Specially Abled

**Project Design Phase-I** – **Problem** **Solution Fit Template**

**Focus on J&P, tap into BE, understand RC**

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**Explore AS, differentiate**

**Deﬁne CS, ﬁt into CC**

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or need to get the job done? What have they tried in the past? What pros & cons do these solutions have? i.e. pen and paper is an alternative to digital notetaking

* The solutions aims to provide that person can easily communicate with each others.
* The user-friendly nature of the system ensure that people can use it without any difficulty.

**AS**

**5. AVAILABLE SOLUTIONS**

Which solutions are available to the customers when they face the problem

What constraints prevent your customers from taking action or limit their choices

of solutions? i.e. spending power, budget, no cash, network connection, available devices.

* The application is cost efficient.
* Lack of Network Connection.
* Eliminates the usage of expensive technology.

**CC**

**6. CUSTOMER CONSTRAINTS**

**CS**

**1. CUSTOMER SEGMENT(S)**

Who is your customer?

i.e. working parents of 0-5 y.o. kids

A person who is deaf-mute and a person who is trying to communication with them is our customer.

**Explore AS, differentiate**

**Define CS, fit into CC**

i.e. directly related: ﬁnd the right solar panel installer, calculate usage and beneﬁts; indirectly associated: customers spend free time on volunteering work (i.e. Greenpeace)

* As an easy and practical way to achieve human-computer-interaction.
* Gesture to speech and text-conversion has been used to reduce the hardware components**.**

**BE**

**7. BEHAVIOUR**

What does your customer do to address the problem and get the job done?

**RC**

**9. PROBLEM ROOT CAUSE**

What is the real reason that this problem exists? What is the back story behind the need to do this job?

i.e. customers have to do it because of the change in regulations.

The root cause is manually keep tracking of gestures is really hard and not easy to understand by all peoples.

**J&P**

**2. JOBS-TO-BE-DONE / PROBLEMS**

Which jobs-to-be-done (or problems) do you address for your customers? There could be more than one; explore different sides.

* Person can able to convey their information with other by using this application.
* Mute people can able to communicate with normal people, here gestures were converted into voice.

**Focus on J&P, tap into BE, understand RC**

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| --- | --- | --- | --- | --- |
|  | **3. TRIGGERS TR**  What triggers customers to act? i.e. seeing their neighbour installing solar panels, reading about a more efﬁcient solution in the news.  By seeing others installing the application to communicate with specially-Abled person increases the product needs.  **Identify strong TR & EM** | **10. YOUR SOLUTION SL**  If you are working on an existing business, write down your current solution ﬁrst, ﬁll in the canvas, and check how much it ﬁts reality.  If you are working on a new business proposition, then keep it blank until you ﬁll in the canvas and come up with a solution that ﬁts within customer limitations, solves a problem and matches customer behaviour.   * The application can be integrated with other mobile devices to improve user interaction and make the system more robust. | 1. **CHANNELS of BEHAVIOUR CH**     1. **ONLINE**   What kind of actions do customers take online? Extract online channels f  rom #7  Finding the outline of the image using online.   * 1. **OFFLINE**   What kind of actions do customers take ofﬂine? Extract ofﬂine channels from #7 and use them for customer development.  They have to provide a gesture in their hands. |  |
| **4. EMOTIONS: BEFORE / AFTER EM**  How do customers feel when they face a problem or a job and afterwards?  i.e. lost, insecure > conﬁdent, in control - use it in your communication strategy & design.  Loss their confident , Frustrated, confused and depressed |

**Extract online & offline CH of BE**