

Define CS, fit into CC	<div><div>1. CUSTOMER SEGMENT(S)</div><div>In research, scientific purposes, commercial purpose and sociality purpose</div></div>	<div><div>6. CUTOMER CONSTRANTS</div><div>As much as service providers need to cater to the needs of their customers, it is just as important for them to satisfy their customers.</div></div>	<div><div>5. AVAILABLE SOLUTIONS</div><div>Customer can receive the information through internet and their updates. User interest news are list out top of the list.</div></div>	Explore AS, differentiate
Focus on J&P, tap into BE, understand RC	<div><div>2. JOBS-TO-BE-DONE / PROBLEMS</div><div>From there the user can easily read the news in a single click and it is gives news as audio format .The user can receive messages based on their location.</div></div>	<div><div>9. PROBLEM ROOT CAUSE</div><div>Lot of time is wasting in reading news and some people does not know how to read in such cases they refuse the newspapers.</div></div>	<div><div>7. BEHAVIOUR</div><div>User experience, content performance , Perfect user interface , popularity sharing the news , conversion are optimization , checkout process website accessibility .</div></div>	Focus on J&P, tap into BE, understand RC
Identify strong TR & EM	<div><div>3.TRIGGERS</div><div>This software is used instead of using news and pictures. This software like as a journalism. .It access the user location and give the related news.</div></div>	<div><div>10.YOUR SOLUTION</div><div>From this application, user get better UI experience, Reduce their time of reading and get information in everywhere. Using certain algorithms to pop up the user interest areas.</div></div>	<div><div>8. CHANNELS BEHAVIOUR</div><div><div>8.1. Online</div><div>This web application basically depends upon the internet connectivity, because we use the API and database connections through internet or online mode.</div><div>8.2. Offline</div><div>This is not applicable for offline, but also we can save the clips and read in offline mode.</div></div></div>	Identify strong TR & EM
	<div><div>4. EMOTIONS: BEFORE / AFTER</div><div>Fear ,satisfaction, sometimes anger and both positive and negative responses while designing the application.</div></div>			