Project Design Phase-1
Problem Solution Fit

Date	30 October 2022
Team ID	PNT2022MID37344
Project Name	Virtual Eye-Life Guard For Swimming Pools To Detect Active Drowning
Maximum Marks	

CUSTOMER SEGMENT

- Person who swim in the pool are meant to be constantly kept an eye over them by visual based monitoring system.

CUSTOMER LIMITATIONS

- Constant network connection
- Camera misunderstanding normal swimming actions to be abnormal.
- Cost of fitting and maintenance

AVAILABLE SOLUTIONS

- Setting up of camera and monitoring each and every person swimming in the pool setting an alarm to notify the Lifeguard
- Detects and prevents active drowning

JOBS TO BE DONE/PROBLEMS

- People visit the swimming pools to practice or to learn swimming.
- There is a possibility of someone drowning as they may be new to these activities.
- Existing visual based monitoring systems are too economical and these are needed to environment.

PROBLEM ROOT / CAUSE

- People think that the camera that is set up to monitor the persons who are swimming are of no proper and accurate use.
- Anticipation over all the other system happens when one device fails to do its service.

BEHAVIOUR

- The customer believes more in a manual monitoring system rather than a visual monitoring system
- He/she want to be always surrounded by a lifeguard rather being monitored by a camera

TRIGGERS TO ACT

- The customer is triggered by their surrounding talking about this approach of detecting and preventing active drowning.
- Economical installation cost also plays a pivotal role.

EMOTIONS before /after

- **BEFORE** : Fear of unprotected swimming
- **AFTER** : Fearless and satisfactory swimming experiences

YOUR SOLUTION

- The proposed system makes a novel attempt to evaluate swimmers condition by analyzing their motion and shape features via visual based monitoring device and an alarm to alert, and provides solution in detecting drowning incidents.
- While challenging in many aspects, a successful system will bring inestimable value in saving human lives.

.

CHANNELS OF BEHAVIOUR

ONLINE

- Develop an application and provide all sort of assistance to the users regarding the virtual eye.

OFFLINE

- Provide quality safety wares while swimming