Problem Solution Fit

| Date | 19 October 2022 |
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| Team ID | PNT2022TMID03537 |
| Project Name | Project - IOT Based Real-time River Water Quality Monitoring and Control System |
| Maximum Marks | 2 Marks |

1. CUSTOMER SEGMENT(S)

6.CUSTOMERLIMITATIONS EG. BUDGET, DEVICES

5. AVAILABLE SOLUTIONS PLUSES & MINUSES

Local Authorities and Common people

Costly, do not know if accurate, not available for all localities

Accurate measuring of water quality using various sensors, make it available in all remote places

PROBLEMS / PAINS + ITS FREQUENCY

9. PROBLEM ROOT / CAUSE



7. BEHAVIOR + ITS INTENSITY

BE

Consuming contaminated water leads to various problems for all living organisms.

The water may be contaminated by means of nutrient pollution (Industry), Eutrophication, Algal blooms and so on. If there is even a small change in water's parameter, then there is said to be some sort of contamination in water, so the sensors should be capable to analyse that small change and should predict it accurately.

3. TRIGGERS TO ACT





8. CHANNELS of BEHAVIOR



Here the motive is to predict the contamination of river water and create awareness among people for the same.

4. EMOTIONS BEFORE / AFTER

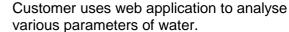


The output is predicted accurately regarding the contamination of water, so as to avoid consumption of contaminated water by the people

10. YOUR SOLUTION

The water should be monitored by using sensors and gather its temperature, Ph value, Turbidity value should be measured so that the user(Who consumes the water) be aware of the water he/she consumes and prevents consuming when the water is contaminated.

ONLINE



OFFLINE

The customer receive message in mobile phone if there is any change(Contamination) in water.

| Problem-Solution fit canvas is licensed under a Creative Commons Attribut Designed by Daria Nepriakhina / IdeaHackers.nl - we tailor ideas to custom | on-NonCommercial-NoDerivatives 4.0 International License. er behaviour and increase solution adoption probability. | |
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| 0. Vision | | |
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| WHO IS YOUR CUSTOMER? | EXPLORE LIMITATIONS TO BUY / USE YOUR PRODUCT OR SERVICE | HOW ARE YOU GOING TO BE DIFFERENT THAN COMPETITION? |
| FOCUS ON FREQUENT, COSTLY OR URGENT PROBLEM TO SOLVE | UNDERSTAND THE CAUSE OF THE PROBLEM | TAP INTO, RESEMBLE OR SUPPORT EXISTING BEHAVIOR |
| DESIGN TRIGGERS THAT FIT REAL LIFE, SPARK ASSOCIATIONS, MAKE IT FAMILIAR | YOUR "DOWN TO EARTH" | BE WHERE YOUR CUSTOMERS ARE |
| ADD EMOTIONS FOR STRONGER MESSAGE | SOLUTION GUESS | |



